

Southlands

PLAYER'S GUIDE



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southlands player's guide

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FREE SOUTHLANDS CHARACTER SHEET

A special Southlands digital character sheet is available for free download from the Kobold Press website. Created using the same graphical stylings and fonts as the Player's Guide, this three-page PDF is completely form-fillable and serves as a perfect record-keeping option for your Southlands character! You can find the character sheet at:

<https://koboldpress.com/SLCharSheet>



chapter 1: races

The Southlands are home to an incredible variety of people, from mighty minotaurs to the devoted jinnborn, as well as races that are rare even within the Southlands, such as the scholarly subek and the southern trollkin. The section below describes traits common to members of that race.

major races

These races are found in many parts of the Southlands and represent large populations in many settlements.

CATFOLK

Catfolk are a social and active people of natural grace and obsessive curiosity, resembling bipedal, feline humanoids with tails, cat-like ears, and fur. They are equally comfortable wandering in far-off regions, wallowing in the heart of the largest cities, or delving into the lair of forgotten horrors. Most catfolk dwell in the deserts and endless plains of the Southlands, but love of travel and new experiences often draw catfolk to distant realms. There are whispers of hidden catfolk communities in the Wungo jungles, beyond the Tunturi Range, or even far to the northeast in the Land of Frost and Bears.

Two People, One Race

Midgard hosts two main branches of catfolk, the mischievous and irrepressible basteti and the dauntless and fierce nkosi. While outwardly appearing to be two different feline races, the basteti and the nkosi share a common origin.

Young catfolk learn this story from the elders. In the early days of the Southland, Bastet the cat queen and Gamka, the lion-headed titan, breathed life into tufts of fur plucked from the goddess's tail and the titan's mane. The power of these two children of the primordial Aurgelmir, the giant whose body became Midgard itself, worked to shape the first catfolk. However, the brief affair soon perished to the old enmity between god and titan. Central to their contention was the final form of the catfolk. Bastet desired these new creations to resemble her beloved cats while Gamka pushed for the fierce lions. After a brief but violent quarrel, the two divine beings went their separate ways, each taking some of the new mortals for themselves and shaping them according to their own whims. Some suggest Bastet achieved her revenge by engineering the fall of the titan empire, but others disagree, claiming the Cat Goddess would never be so blatant.

Curiosity and Community

Catfolk are nimble, curious and adventurous creatures who seek out life rather than wait for it to come to them. Some outsiders believe heedless self-expression alone drives the catfolk. As proof, they point to the basteti fascination with new experiences or the nkosi's quest for heroic glory. Those who make this claim miss the catfolk's inner strength. Catfolk are optimistic, quirky, sometimes extravagant extroverts who overindulge their own curiosity or motivations. They are a race of extremes. Some catfolk are playful and seemingly irresponsible while others possess unwavering focus and a hunter's mentality. Many catfolk float between these two viewpoints as the situation—or their mood—dictates. All but the most introverted catfolk enjoy holding the attention of others, but never to the detriment of their friends or family.

Harkening back to their ancestors' packs and prides, friends, relations, and community hold a special place in the hearts of most catfolk. Because catfolk are a largely matriarchal people, females hold most positions of leadership and power, but competence usually supersedes gender. Catfolk living in mixed communities and cities such as Nuria largely integrate into the overall society.

Other Races

Catfolk get along well with anyone who respects them and accepts their curiosity. They easily accept humans and delight in halflings when they encounter them. Passionate, art-loving elves and boisterous dwarves find common ground with catfolk, while those too bogged down in laws, tradition and "rules" often find them aggravating. Kobolds and catfolk naturally intrigue each other, though catfolk do not always get along with dragonkin.

Catfolk Adventurers

Many catfolk take up the adventurer's trade, as it provides an excuse to indulge in their natural curiosity or their glory hunting. Some take up the rogue's path or find employment as a scout or ranger. Still others pledge themselves as paladins to Bastet or Gamka. The catfolk's physical abilities and cultural outlook allows them to fill almost any role.



Catfolk Eccentricity

d10 Eccentricity

- 1 You constantly compare everyone's actions to catfolk heroes of the past.
- 2 You keep a long list of places you want to go or things you want to do.
- 3 You must defeat a certain foe to fulfill your oath and reap the glory.
- 4 You find it amusing to act more bestial because it makes others nervous.
- 5 You are writing a song about your exploits.
- 6 You never like returning to a place you've already been.
- 7 Your weapons have names and you speak to them like siblings or lovers.
- 8 You tend to play with small objects.
- 9 You growl and show your teeth when things get tense.
- 10 You can't help talking to strangers—the stranger the better.

Catfolk Eccentricity

A catfolk's personality can be flighty, flitting from obsession to obsession, or as constant as the World Tree itself. You can use some of the ideas in the following table to customize your character in addition to the elements of the background you chose.

Subtypes

The divine union creating the catfolk resulted in two main subraces: basteti and nkosi. Choose one of the two subraces presented below or one from another source.

Catfolk Racial Traits

Your catfolk character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Catfolk mature at the same rate as humans and can live just past a century.

Alignment. Catfolk tend toward two extremes. Some are free-spirited and chaotic, letting impulse and fancy guide their decisions. Others are devoted to duty and personal honor. Typically, catfolk deem concepts such as good and evil as less important than freedom or their oaths.

Size. Catfolk have a similar stature to humans but are generally leaner and more muscular. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have a cat's keen senses, especially in the dark. 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.

Cat's Claws. You have claws that you can use as natural weapons to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hunter's Senses. You have proficiency in the Perception and Stealth skills.

Languages. You can speak, read, and write Common and either Nurian, Nkosi or the Southern Trade Tongue.

BASTETI CATFOLK

Basteti are the adored children of Bastet the cat goddess. These mischievous catfolk turn curiosity into a cultural obsession, adoring new experiences, collecting interesting artifacts, and meeting unique strangers. Escapades others might deem unwise or foolish, basteti



view as a challenge. Community and family are an important but a wide-ranging concept. There is little difference between friends and family to most basteti. The natural curiosity gifted by the cat goddess regularly sends young basteti out into the world to experience new wonders, so their stories and tales can be brought back and shared with everyone. Most basteti can be found in the lands of Nuria or wandering abroad.

Physical Description

Basteti are lithe and slender humanoids possessing many feline features including cat's eyes, a long tail and a coat of soft fur often accented with spots, stripes or other markings. Their hands and feet end in retractable claws. They typically move with a stalking grace, and their eye and fur coloration can vary widely. Basteti can resemble almost any type of Felidae—from the humble domestic cat to the predatory panther—but Bastet ensures none of her people ever look like the lion children of Gamka. Any basteti with lion-like coloration is marked with black or white spots, lines, or patterns.

Basteti Names

The basteti usually adopt names similar to other races in whatever region they dwell. In the Southlands, the greatest population of basteti live in and around Per-Bastet and tend to have Nurian names. Young basteti and basteti adventurers often choose names inspired by heroic tales, thrilling adventures or other esoteric factors.

Male Names: Amub, Nahab, Sati, Uetu

Female Names: Ahura, Khata, Siotio, Zaliki

Basteti Traits

Ability Score Increase. Your Charisma score increases by 1.

Bastet's Blessing. The gift of the goddess allows you to communicate in a limited manner with non-humanoid feline beasts. They can understand the meaning of your words, though you have no special ability to understand them in turn. You have advantage on all Charisma checks you make to influence them, but cats seldom do what they are told.

Climber. Your reflexes and claws allow you to scale vertical surfaces with a burst of speed. When you move at least 10 feet horizontally first, you can use the rest of your movement to traverse vertical surfaces.

Stalker's Reflex. You have advantage on Dexterity checks for initiative.

NKOSI CATFOLK

The Nkosi are the chosen people of Gamka the Returned Titan and serve as the protectors of Omphaya. Nkosi consider their ability to change shape to be a divine gift and distrust lycanthropes, who they view as the product of disease or foul sorcery. More warlike and driven than their gallivanting basteti relations, the nkosi value honor and heroism, striving to accomplish great deeds as proof of their worth. They call this glory hunting *amaara*, or "renown." In nkosi villages, those who have earned great *amaara* serve as war leaders and examples for the entire community. Female nkosi tend to be the primary hunters and warriors of their community, while the bulkier men are called upon when brute force is needed. Most nkosi dwell in Omphaya and shun the large cities of Nuria and beyond.

Physical Description

These shapechanging humanoids resemble humans with large cat's eyes, sharp teeth and fur. Their flat noses and wide jaws give them a leonine look and they are stockier than their basteti cousins. Their fur color varies from light brown to golden to reddish blond. Male nkosi have a thick mane of fur and both genders feature retractable claws in the hands and feet. Nkosi tend to grow their hair long, braiding colorful beads into their locks to mark important events and victories over their foes.

Nkosi Names

Nkosi favor human names but they have trouble pronouncing certain words due to the shape of their jaws.

Male Names: Chanza, Inakon, Kambo, Makanga, Tacuuma

Female Names: Adoula, Bedra, Tansi, Yullia, Zulaakia

Nkosi Traits

Ability Score Increase. Your Strength score increases by 1.

Form of the Lion. As an action, you can assume a leonine form. While in this form, your statistics remain the same, except you move as a quadruped instead of a biped, you can't speak or cast spells, and your speed increases by 10 feet. Additionally, you have advantage on Wisdom (Perception) checks that rely on smell, and





you gain a bite attack that deals $1d6 + \text{Strength modifier}$ piercing damage. You can revert to your normal form as an action.

When you transform, your equipment falls to the ground, merges into your new form or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for your lion form to wear a piece of equipment.

DWARVES

The dwarves of the Southlands are as industrious as their northern kin, if not more so, given their focus on work over war. Dwarven handiwork can be found across the continent. Their engineering, metalworking, and mining can be seen wherever one looks, and to the benefit of merchants of all races and places.

Short in Stature

Dwarves of either sex stand between three-and-a-half to four-and-a-half feet tall, with the tallest dwarf on record reaching a bare five feet. They are almost as wide at the shoulders and hips as they are tall, giving them a solid, sturdy stature. In the Southlands, dwarven skin tones range from light tan to nearly black among surface dwellers, while those who live underground tend to be pale or gray-skinned. Freckles are common as are patches of different colored skin. Their hair is thick and coarse, with colors in all shades of brown, dull orange, faded red, gray, and black. Dwarven males favor long hair and beards in the style of the land they live in: long and squared off in Nuria Natal, short and trimmed along the Spice Coast, shaved to diabolical-looking points on the coast of the Middle Sea, and wild and untamed in the middle of the continent. Females wear their hair in keeping with their occupation and local styles.

Heart of the Community

Less warlike than their Reaver kin in the north, dwarves of the Southlands are known for their bravery and their respect for family and community. Young dwarves are taught that their family needs to be foremost in their thoughts, but the broader community, whatever it looks like, doesn't fall far behind that. Even in the smallest settlements, dwarves of both sexes are taught to defend themselves and their community from a young age. It isn't uncommon to see young dwarves wearing hardened leather or light hide armor and wielding spear or pole-axe patrolling at the side of one of their parents.

Dwarves are welcome almost anywhere they go. Many communities reap the benefit of having dwarven inhabitants, as their seeming need to create, iterate, and innovate leads to steady improvements in construction and agricultural technology. The minotaurs of Cindass and Roshgazi enjoy the company of dwarves, seeing their own bravery and martial skill mirrored in the smaller folk. Minotaurs also rely upon their advances in shipbuilding, siege and ship-borne weaponry, and specialized weapons and armors for their warriors.

Crafters of Renown

As elsewhere, dwarves of the Southlands are industrious and seemingly tireless in the design and manufacture of material goods. Dwarves have a hand in every type of industry, from brewing to blacksmithing. In Corremel, City of Ale, many of the best regarded breweries are run by dwarves. Their brewing, fermentation, and storage have been of incalculable value to the city, as gold fills the coffers and alcohol is exported up- and downriver. In



Sebbek Sobor, the warlords and mercenary companies keep dwarf smiths busy forging the keenest tools of war found in the Southlands. The dwarf perfumers of Sar Shaba claim they have learned to bottle passion and attraction. Renowned creators sell small vials of scent for premium prices, which are then resold for even higher prices elsewhere. Dwarf alchemists in Nangui take the arts of extraction and brewing to other extremes. They strive to recreate the greatest works of the gods and make them replicable and available to the few who can afford them, manufacturing elixirs of everlasting life—or death—on an unimaginable scale. Dwarves are also prominent among the practitioners of the arcane arts, seeing magic as simply an elegant way to craft reality to suit their whims.

Strong Survivors

Few of the ancient dwarven kingdoms of the south still stand. Many, such as Haldaheim, collapsed from environmental or external events. To escape extinction, the former residents of these fallen kingdoms traveled to the surface, abandoning the tunnels and their former lives completely. Many dwarves consider themselves exiles, even if their ancestral homes have been lost or abandoned for centuries. While some dwarves still grumble at life on the surface, most go about their

business without comment or complaint about the struggles they or their people have had. Complaining isn't just seen as childish, it is rude. Children are taught to accept their lot and work to improve it. Every dwarf family tells tales of ancestors who overcame impossible odds, succeeding using a combination of wits, ingenuity, perseverance, and hard work.

Dwarvish Names

In the Southlands, dwarf parents give their children names that are prominent and important to their family. It isn't uncommon, especially with male children, for members of the same family to have the same names, or ones with minor variations in spelling or accent. There is more variety in names among southern dwarves than northern ones. Over the ages, parents have adapted traditional Dwarvish names to sound and feel more like their neighbors of other races.

Male Names: Arambay, Atsen, Derwin, Jakarius, Kerim, Kunommok, Oronde, Quadrek, Thoran, Yazen

Female Names: Aalijah, Demaria, Fatimat, Hannafa, Iwa, Koryan, Nafset, Nija, Qayla, Ritek, Tresska

Family Names: Adze, Ajok, Bajikmat, Gomvot, Hummat, Peazak, Perbo, Sarmattok, Seled, Sorle, Suhdoo, Tinket, Zarlaniir



GNOLLS

The average gnoll views work and self-sufficiency with distaste. Gnolls with leadership skills or who tire of sharing the fruits of their labors break off from the pack, alone or in small groups, to fend for themselves. Sometimes a male gnoll announces he believes males are more fit to lead and necessarily sets out on his own until he can find a new pack or the controversy is forgotten. Gnolls who possess the will to face danger make excellent adventurers.

Gnoll Traits

Your gnoll character has several special traits, the result of a wild nature and growing up in a harsh environment.

Ability Score Increase. Your Strength score increases by 2.

Age. Gnolls reach adulthood at age 12, and they live short and brutal lives. The rare examples that die of old age experience only around 70 summers.

Alignment. As a product of a culture that values laziness, selfishness, and dominance, most gnolls are evil. On top of that, an



unpredictable existence, where every day could be the last, usually leads to a chaotic view of the world. With that said, there are always exceptions to every norm.

Size. Gnoll females are taller and more powerfully built than their male counterparts. The former range from 7 to 8 feet and usually weigh more than 250 pounds, while the latter average 6 inches and 30 pounds less. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Scent. You have advantage on Wisdom (Perception) checks that rely on smell.

Bully. Although many gnolls are cowardly at heart, they disguise their fears by abusing others. You have disadvantage on saving throws against being frightened. On the other hand, whenever you make a Charisma (Intimidation) check involving obviously smaller or weaker targets, you are considered proficient in the Intimidation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Live to Fight Another Day. When you take the Disengage action, your base walking speed increases by 10 feet until the end of your turn.

Gnoll Weapon Training. You have proficiency with the spear, shortbow, longbow, light crossbow, and heavy crossbow.

Languages. You can speak, read, and write Southern and Gnollish. Gnollish words sound almost like growls for the uninitiated, and gnolls tend to use scents and small gestures to convey subtle meanings. Two gnolls speaking can almost seem like dogs barking at each other to a casual observer.

Subraces. Although not, strictly speaking, different races, gnolls from the civilized lands live in an environment so different than their wilderness brethren that they are considered separate subraces. Choose one of them.

Civilized Gnolls

As a civilized gnoll, you are well-fed and enjoy the comforts that your more rural cousins can only dream of.

You were valued as a mercenary, a temple guard, or simply a thug due to both your inherent toughness and your desire to please those who are in charge.

Ability Score Increase. Your Constitution score increases by 1.

Obsequious. Whenever you make a Charisma (Persuasion) check for dealing with obviously bigger or

more powerful targets, you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Savage Gnolls

As a savage gnoll, you are in touch with your animal side and understand the ways of nature. Your tribe has been raiding the desert or the plains since generations ago, and you know the land in which you live like the back of your hand.

Ability Score Increase. Your Wisdom score increases by 1.

Scavenge. Whenever you make a Wisdom (Survival) check for gathering food or locating water, you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Desert Gnoll

As a desert gnoll, you use the terrain to your advantage. You can endure heat and dehydration far beyond the limits of most humanoids, making you a superlative hunter, raider, or caravan guard.

In the Southlands, you help your allies or enhance your wealth by guiding others through the trackless land separating the area's oases and glittering cities and by enduring when they falter.

Ability Score Increase. Your Charisma score increases by 1.

Heat Tolerance. You have resistance to fire damage. You can go three times as long without water as most other humanoids.

Necropolis Gnoll

As a necropolis gnoll, you spent most of your life among tombs, where the only other living creatures were members of your tribe. You're also adept at avoiding the traps that protect the dead and their buried wealth, as well as the powers of rot and undeath.

Many Southlands gnolls hailing from necropolises enjoy the thrill of raiding tombs to acquire treasure. The few lawful necropolis gnolls seek to preserve remains and wealth contained within these tombs and thwart destructive treasure seekers. Finally, some gnolls strive to contain the threats posed by disturbing ancient resting places or quell them when they are inevitably released.

Ability Score Increase. Your Dexterity score increases by 1.

Among the Dead. You have resistance to necrotic damage.



Curse Defiance. You have advantage on saving throws against curses.

Gnoll Names

Gnolls often take names from their fiendish patrons, but they also use easy-to-growl names. Gnolls never differentiate their names between males and females. Gnolls rarely have given last names. In cases where gnolls decide to take last names, they refer to their tribe names or choose menacing names they hope will intimidate others with whom they interact.

First Names: Vishek, Yarl, Darrad, Ybblep, Greller, Fraxx, Scallanj, Korruqqef, Blemidjayith, Zartharig, Qolxal, Rarrun

Last Names: Marauder, Spleen-Eater, Abyss-Bound, Dust Runner, Demon-Bound, Bone-Gnawer, Sandclaw, Farseer, Throat-Ripper, Trackless, Disemboweler, Oasis Guardian

HUMANS OF THE SOUTHLANDS

Just as in the north, humans are the most prominent race in the Southlands, their cultures many and varied. There are six primary ethnic groups with numerous smaller groups and offshoots. Deep in the south, beyond the Yawchaka Jungle, hundreds of different dialects of the

Southern Tongue can be heard, some so different they are nearly a different language altogether.

Ambitious and Adaptable

The humans of the Southlands are as ambitious as those found anywhere else in Midgard. Humanity thrives in some of the least hospitable terrain in the world, having built kingdoms in the arid sands of Nuria, the rocky promontories of the Domains of the Wind Lords, and in the sultry jungles of Kush and Yawchaka. The key to their success is adapting to whatever challenges face them, from meeting new and unfamiliar cultures, to conquering the unforgiving elements, to grouping together to overcome monstrous threats.

Human Names and Ethnicities in the Southlands

Rather than a unified convention for the naming of children, each cultural group has its own patterns.

Annites (Tamasheq and Qamari)

Both branches of the Annites trace their roots back to fallen Ankeshel. The Tamasheq, who generally have black hair and fair skin, are nomadic wanderers, with groups scattered across the Crescent Desert. The Qamari have long been allies of the minotaurs of Cindass and Roshgazi. They are the more settled of the two branches. Annites dislike the feel of iron in both its raw and manufactured forms, and cover it in brightly dyed fabrics to avoid touching their skin to it directly.

All Annites can speak the Southern Tongue and Tamasheq, and many learn Nurian or Draconic.

Male Names: Abye, Baloua, Hmed, Makoud, Sahlu, Tedros, Winaruz

Female Names: Abiba, Buyan, Ijju, Lunja, Sannayt, Tamimt, Yazza

Family Names: Aspro, Bouhouche, Boujettif, Izem, Jomana, Siddig, Tidtroud

Kushites

The Kushite people live in an area stretching from the jungles of Kush to the far south. Despite their long range, Kushites are the smallest group in the south, and people of other ethnic groups in the region whisper that they consort with demons; a fact they say is proven by the large number of albino offspring borne by Kushite women. A typical Kushite has very dark skin, and whether they are albino or not, they have prominent noses.

Kushites speak the Southern Tongue.

Male Names: Benko, Chya, Fumu, Keise, Kokolo, Mukiese, Wisi



Female Names: Anuarte, Belvie, Busini, Dya, Lufima, Tshala, Yaso

Family Names: Akombi, Bachar, Bafundi, Kibo, Kwi, Mbala, Ngazu, Zobo

Morregi

The Morregi people primarily live in the northwestern regions of the Southlands and along the western coast. They claim they are descended from long lines of prophets and religious leaders. The Morregi love festivals and take any excuse to hold a celebration. Despite the frequent and joyous galas, Morregi have a sharpness of character that northerners and southerners from other areas sometimes find off-putting. Morregi have dark skin in a wide range of tones, and they have a love of colorful patterned clothing.

Morregi speak the Southern Tongue, and many of them speak a vernacular of the Common tongue used by

sailors and others who make their living from the sea.

Male Names: Abdullahi, Apapa, Balarabe, Gado, Idriss, Kallamu, Omah

Female Names: Aanuuliró, Aba, Bekeara, Funmilayo, Idara, Kaitochi, Tuabia

Family Names: Ackie, Adenakan, Balogun, Gnabri, M'Bereik, Sika, Womr

Nurians

One of the most populous groups in the Southlands, Nurians are found in the northern reaches of the continent. Their merchants, travelers, and settlers visit the far south and all places in between. Many Nurians hold a certain air of superiority due to their kingdom's long history and its cultural and economic importance. Nurian skin tones range from light to medium brown, and they tend to have straight, dark hair and dark eyes.

All Nurians can speak the Southern and Common Tongues. Many also learn to speak one of the many other languages of the world.

Male Names: Amgad, Ehab, Gassir, Kirollos, Momen, Naged, Reda

Female Names: Berlanty, Esraa, Haidi, Jala, Mediha, Nahla, Quiblah

Family Names: Arafa, Eskandar, Maged, Naguib, Soliman, Tammam, Zaher

Tethyians

As the name implies, the Tethyian people are found throughout the islands littering the Tethys Ocean. They are the descendants of the original island natives, mainlanders who moved to the islands to improve their quality of life, Ishadian and Khandirian sailors, and travelers from the eastern reaches of Midgard. They have light brown skin, dark hair, and slightly narrowed eyes. Tethyians are a competitive people and happily turn any activity from conversation to sport or labor into a battle for status.

As a culture rife with traders and merchants, all Tethyians can speak the Southern and Common tongues, and many also learn the Northern Tongue, Khandirian, or Cathayan.

Male Names: Andry, Beloha, Endro, Jaoana, Mahafaly, Solofo, Zotovo

Female Names: Adolfia, Dalià, Haja, Lalaina, Nambinintsoa, Rahely, Sfiky

Family Names: Julie, Kahinu, Ny, Rakotamalala, Ratsiraka, Sandratrinaia, Toto, Voavy

Zwana

The people who originated in the Abandoned Lands are tall with distinctive features and hair that naturally sits in tight curls. Their hair and skin tend to be very dark, while their eyes are most often green, blue, or a mixture of both. Heterochromia is much more common among people of Zwana heritage than any other ethnic group in the Southlands. There are few specific Zwana customs or social traits; the region stretching from Narumbeki to Omphaya is very polyethnic with local mores and habits dictated by which one of hundreds of different groups is prominent in the region.

The Zwana people speak the Southern Tongue and often one or more of the regional dialects.



Male Names: Altus, Aluwani, Cardel, Fanyana, Godern, Hlompfo, Pheko

Female Names: Aanisah, Adiela, Bhekizizwe, Davenia, Nellieze, Simosihle

Family Names: Basie, Bok, Coko, Dlamini, Kumalo, Luter, Princew, Viljoen

JINNBORN

Native to the deepest deserts, the jinnborn claim they were the first mortals to walk the world. They say in the beginning, all the world was a vast desert beneath a fiery sun; in those times, the jinnborn wandered where they willed and ruled over all they saw. They refer to themselves as the *sab siraat*, or “people of the path.” Descended from powerful elemental creatures called the Jinn (singular: jinni), the jinnborn manifest gifts through their lineage that help them survive their harsh home environment.

Passionate people, the jinnborn seek wealth when they can, revel in revenge when they must, and cherish close companionship always. Outsiders label them as capricious or even savage, never fully understanding the jinnborn’s true nature.

Touch of the Jinn

Jinnborn are somewhat shorter than humans, rarely growing taller than 6 feet. Their shorter stature gives them a stocky build, and their frames are muscular and hardy—adults can easily weigh in excess of 170 pounds. Jinnborn skin tone comes in a wide range of colors, from sky blue to light violet and from golden to brick red.

Secondary features such as nub horns, pointed teeth, or elemental gleams flickering deep within their eyes all mark the otherworldly heritage of the jinnborn. Nearly all jinnborn sport pointed ears, and they decorate themselves with jewelry of precious metals and gemstones. They prefer brightly colored, loose and flowing clothing, appropriate to the burning days and chilly nights.

Paths to Plenty

The core philosophy that drives jinnborn, regardless of their station, is *siraati*—a mystical path that jinnborn believe is their spiritual and cultural guide. Intrinsic to being *sab siraat* is the belief that the jinn who created the tribes set them on a path to the Hidden World, a land of plenty and fulfilled desire, free of the harsh desert realities, and unspoiled by the plots and greed of the pathless. *Sab siraat* are divided along elemental lines, like the jinn themselves, and each tribe adheres to a single path.



Although every jinnborn tribe holds these paths sacred, no two agree on the specifics. Some common elements persist between *siraati* of different tribes, however, based on the elemental nature of the paths themselves. Air *sab siraat* are proud and aloof. Fire *sab siraat* are passionate and vicious. Water *sab siraat* are carefree but mercurial, and earth *sab siraat* are stoic and driven. Even with these tendencies, tribes exhibit great diversity in customs, laws, stories, and mannerisms. Some tribes boast multiple patron jinn and represent multiple forms of the *siraati*. Other tribes absorb members through conquest or marriage, giving them access to more than one elemental path. Once a jinnborn sets his or her mind upon a *siraati*, however, only the patron jinni’s intervention can change it.

Life on the Path

Tribes of jinnborn take the concept of mystical paths seriously, and they follow a nomadic lifestyle in accordance with those paths. Whether herding camels, following the supply of fresh water from oasis to river, or

seeking wealth through trade, literal and philosophical paths govern all. The tribes follow the physical paths their elders set down, knowing these safe routes lead them around dangerous sands and past beguiling mirages to safety and sustenance. Other jinnborn tribes make their way as mercenaries or even turn to banditry. This is their path to the Hidden World.

Outsiders frequently misread the jinnborn, though that is not entirely their fault. The jinnborn keep their word meticulously between themselves, but when dealing with the pathless outsiders, the line between what is said and what is meant blurs. They rarely lie outright, but they speak in terms that allow them to twist their meaning.

Jinnborn who leave the desert can lose their connection to their siraati and their patron jinn. The longer they dwell away from the desert, the more they feel this separation approaching. If they remain away from the desert long enough, they become vulnerable to the predation of those opposed to their patron jinn or siraati, and their tribe or other jinnborn might shun them, feeling the absence within them.

Patron Jinn

Jinn share many traits with genies—the best-known of the powerful elementals—but they are more powerful still. Immortal beings older than recorded history, jinn contend with the sultans and emirs of the genie courts. Although jinnborn tribes often worship the jinn, they are not gods and grant no divine spells through belief alone. However, jinnborn warlocks nearly always choose their tribe's patron jinni as their Otherworldly Patron, receiving the benefits granted by a Genie Lord patron (see *Midgard Heroes Handbook* p. 72 or *Deep Magic* p. 148). Jinnborn rarely worship any gods, for to do so strays from the path.

Jinn are tied to one of the four elements and dwell on the corresponding elemental plane. They eschew the Material Plane unless dueling a rival on neutral ground or visiting their patron tribes. So ancient are the jinn that most no longer use their names. They do have formal names, and these names have been kept safe by the patron's tribes. Jinnborn keep the name of the patron a close secret, and it is a deadly insult for a jinnborn to speak the name of another tribe's patron.

Jinnborn Names

Jinnborn names borrow words from the elemental tongues and tend to contain few syllables.

Male Names: Artis, Bel'ar, Djal, Fershul, Grunz, Jorlat, Masad, Parfal, Ri'un, Yvris

Female Names: Alana, Bea'l, Cassal, Evelys, Falma, Himyra, Kayala, Nuli, Oshaa, Somnya

Jinnborn Traits

Your jinnborn character has certain characteristics in common with other jinnborn.

Ability Score Increase. Your Constitution score increases by 2.

Age. Jinnborn reach maturity at age 16 and can live to be over 150.

Alignment. There is no single alignment among the jinnborn that typifies them all.

Size. Jinnborn tend to be slightly shorter than humans, with stout, well-muscled builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Desert Dependent. At least once each year, you must spend 8 hours meditating in a desert or other warm, arid environment to reaffirm your siraati and your connection to your tribe's patron jinn. If you refuse or are unable to meditate in this way, you lose sight of your siraati and



your patron jinn, and you become vulnerable to a type of damage opposed to your siraati: bludgeoning (air), thunder (earth), cold (fire), or lightning (water). You must spend 48 hours meditating in a desert or other warm, arid environment to regain your lost connection, ending the damage vulnerability caused by the loss.

Negotiator. You have proficiency in the Persuasion skill.

Siraati. All jinnborn have an affinity for mystic paths, depending on the jinn patron of their tribe. Choose one of the following siraati: air, earth, fire, or water.

Languages. You can speak, read, and write Common and one of the four elemental languages (Auran, Aquan, Ignan, or Terran). The elemental language must conform to your siraati.

Subrace. Jinnborn are divided into subraces depending on the innate touch of the jinn. Choose one of the following subraces.

Speaker Jinnborn

Speaker jinnborn bear the mark of their jinni patron, and the world must stand up and take notice. They are the guides, elders, and leaders of their tribes, as well as scouts and seekers of paths.

Ability Score Increase. Your Wisdom score increases by 1.

Favor of the Jinn. You can call upon your jinn patron to gain advantage on a saving throw or ability check, or to impose disadvantage on an attack roll against you. You must decide to use this ability before the relevant d20 roll. You can use this ability a number of times equal to

your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Walker. You have advantage on saving throws against being stunned and the effects of extreme environments, and on ability checks made to navigate the wilderness and avoid losing your way.

Shaper Jinnborn

The Shaper jinnborn channel the elemental power of their tribe's siraati. Shapers form the majority of a tribe's warriors and protectors, and they ensure the safety of their charges with deadly dedication.

Ability Score Increase. Your Strength score increases by 1.

Elemental Strike. Once on your turn when you hit with a melee attack, you can deal an additional 1d6 damage. The damage type corresponds to your siraati (lightning for air, acid for earth, fire for fire, cold for water). You can use this ability a number of times equal to your Constitution modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Protection of the Jinn. You have resistance against a type of damage that corresponds to your siraati (lightning for air, acid for earth, fire for fire, cold for water).

Jinnborn Feats

The feats presented here reflect special talents jinnborn characters may gain due to their unique origins. Even if the optional rules for feats are in use in your campaign, check with your GM before adding any of these options to your character.

FLOWERY PHRASES OF THE JINN

The following phrases are common sayings among the jinnborn of the Dominion and the Crescent Desert:

1. Dawn is when we gather. At dawn, the great flame warms air, earth, and water alike.
2. A lamp cannot burn good intentions. Without a coin for oil, darkness prevails.
3. Where there is smoke, there is fire. The question is, what does the fire want?
4. Gilding their shackles does not dampen your slave's hate.
5. The only permanent cure for idiocy is death.
6. Sweet words most often conceal bitter intent.
7. The most dangerous hawk is the one who hides his talons.
8. In the absence of light, every coin is gold.
9. The sharpest blade cuts nothing in its sheath.
10. A wise man rarely thinks of himself as such.
11. Spilt water returns not to the well.
12. You may spend a year crying or a year laughing. The year passes regardless.

Jinnborn of the Medina

Prerequisite: Jinnborn

Your siraati path requires you to spend part of the year in the city, so you are accustomed to the urban environment. You don't need to make a saving throw to avoid madness when you are away from the desert for more than a month unless you stay under the same roof for more than seven nights. You also gain the following benefits:

- Increase your Charisma or Wisdom score by 1, to a maximum of 20.
- You can't be surprised while you are in the streets of a city or town.
- You make Dexterity (Stealth) checks with advantage when attempting to sneak or hide on the streets of a city or town.

Truly Favored

Prerequisite: Jinnborn (speaker)

Your jinn patron takes great interest in your exploits. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- When you use your Favor of the Jinn feature and the result is a success, you gain temporary hit points equal to twice your proficiency bonus. When the result is a failure, your use of Favor of the Jinn isn't expended.

Warrior of the Hidden World

Prerequisite: Jinnborn (shaper)

The elements are part of you. By channeling inward, you can unleash the power of the Hidden World. You gain the following benefits:

- You learn one cantrip relevant to your sab siraat—*acid splash* (earth), *fire bolt* (fire), *ray of frost* (water), or *shocking grasp* (air). When you gain this feat, you can choose Constitution or Charisma as your spellcasting ability score for the spell.
- The damage die for your Elemental Strike feature increases to a d10. You regain expended uses of this feature when you finish a short or long rest.

MINOTAURS

The proud minotaurs of the Southlands seek to reclaim their ancestral glories from the ruins of the past. The bull-folk are imposing and powerful, with a well-earned reputation for ferocity that borders on monstrous.

Today, the minotaurs exist in two groups, the intrepid bull-folk seeking to reclaim their ancestral cities of Cindass and Roshgazi, and Sudvall's knights and warriors

who balance chivalry with spirituality. Whether battling maze-born beasts, sailing upon sand-skiffs, or charging with a lance against a dinosaur, minotaurs bring their strength to bear on the Southlands.

Physical Description

As with their cousins in the North, the minotaurs of the Southlands are imposing and powerful, exhibiting many characteristics of the bulls they resemble. Both genders have horned heads covered with shaggy hair. Warriors braid their hair with teeth or other tokens of fallen enemies. The thick hair covering their bodies varies widely in color, from white to medium red-browns to



dark brown and black. Many minotaurs shave or dye their fur in patterns signifying their allegiances and beliefs.

Adult males can reach a height of 6 1/2 to 7 feet, with females averaging 3 inches shorter. Both genders have a great deal of muscle mass even for their considerable size, and physical prowess plays a large part in their social structure. Minotaurs can live as long as humans but reach adulthood three years earlier. Childhood ends around the age of 10 and adulthood is celebrated at 15. Young adult minotaurs often spend 10 years proving themselves to their elders.

Minotaur Horns

The most valued accessories of any minotaur are their horns. Grown by both sexes, horns display an individual's status and strength, and they provide a ready weapon. Minotaurs honor their heritage by taking great care of their horns, polishing and shining them. Regardless of station or role in society, most bull-folk decorate their horns. They chronicle their achievements and victories with carvings, precious metals, jewels, or etchings on their horns. In Sudvall, minotaur knights often coat their horns in shining steel to mimic the lances they carry.

Those who lose part or all of a horn suffer considerable stigma and must demonstrate their worth; the term "brokehorn" is a fighting insult. Some seek magical means to regrow their damaged horns, while others choose to keep a reminder of their failing. A brokehorn is one of Midgard's most driven and dangerous creatures.

The Ravening

One ancient scourge stands above all the other threats to the bull-folk in the Southlands. The Ravening, a disease inducing madness and a lust for power gained through cannibalistic devouring of hearts, plagues a small portion of the bull-folk population. Some healers and sages speculate some aspect of the climate allows the disease to flourish, and at least one expedition out of Cindass seeks a magical source for the illness. The kijani seedlings of Sudvall offer a type of cure, but they are thousands of miles from the minotaurs of the Middle Sea. Regardless of location, most minotaurs fear the Ravening with good reason, as the disease regresses them into the monstrous beasts.

Competitive Culture

Minotaurs delight in competitions, proving their worth through deeds of strength or skill. These contests are seldom to the death; demonstrating superiority over a rival is enough. They believe defeat should not bring



shame, only a renewed determination. The feudal culture of Sudvall factors in the minotaurs' drive to compete, crafting their social schedule around a calendar of festivals and jousting tournaments.

Twisting Paths and Labyrinth Magic

Every minotaur settlement and structure of any size sports a twisting labyrinth of switchbacks and dead ends. While the Great Labyrinth in the capital city of Kyprion is the most renowned, Mazuli Sul, the "first labyrinth," is the more infamous. This magically corrupted maze changes and grows like a living thing, sending tendrils of twisting corridors into the ruins of Roshgazi and beyond.

The school of labyrinth magic belongs to the minotaurs. It includes elements of confusion, dimensional manipulation, and bolstering the bull-folk's natural weapons. They seldom share this magic with other races.

Minotaur Names

Most minotaurs have two names. The first is almost always their father's or mother's name, or more distant kin for children after the first. While Northern bull-folk use descriptors given by family for their second name, Southland minotaurs scoff at such frivolity. Their deeds mark their glory and grant their second names, not some nickname given to an infant.

Male Names: Aewigr, Krolm, Ordwar, Rankoth, Thargad, Vorkhul

Female Names: Afridde, Chothuk, Gunda, Hrunan, Thewenn, Varala

Minotaur Traits

Your minotaur character has the following traits in common with other minotaurs.

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

Age. Minotaurs mature at roughly the same rate as humans but mature 3 years earlier. Childhood ends around the age of 10 and adulthood is celebrated at 15.

Alignment. Minotaurs possess a wide range of alignments, just as humans do. Mixing a love for personal freedom and respect for history and tradition, the majority of minotaurs fall into neutral alignments.

Size. Adult males can reach a height of 6 1/2 to 7 feet, with females averaging 3 inches shorter. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Natural Attacks. You have proficiency with your horns, which deal 1d6 piercing damage.

Charge. If you move at least 10 feet toward a target and hit it with a horn attack in the same turn, you deal an extra 1d6 piercing damage and you can shove the target as a bonus action. You can apply this extra damage once per turn.

Starting at 11th level, when you successfully shove a creature with Charge, you can push it 10 feet instead of 5. You can use this ability a number of times equal to your Constitution modifier, and you regain all expended uses when you finish a long rest.

Labyrinth Sense. You can retrace without error any path you have previously taken, with no ability check.

Languages. You can speak, read, and write Minotaur, as well as one other language of your choice (typically the Trade Tongue or Southern languages).

Backgrounds. Minotaurs in the Southlands are natural survivors and commonly have the Guild Artisan, Outlander, Sailor, and Soldier backgrounds.

TOSCULI

The tosculi are known in the Southlands as vicious raiders seeking to overrun all civilization from their mud-and-resin cities perched among ancient ruins. They are insectoid humanoids, operating under a shared consciousness and most often hostile or uncaring toward all non-tosculi. A fearsome and ruthless insectoid queen rules each hive city, sending her drones to raid for living captives to act as hosts for the next generation of drones.

The Hiveless

With the constant murmur of the hive queen in their minds, tosculi are born with an unshakable sense of purpose and belonging. Occasionally, though, a tosculi



is born who does not hear the voice of the queen and possesses a trait anathema to the hive: individualism. Known as the Hiveless, these tosculi do not fit into the well-tuned social mechanics of the hive. They resist the orders of the queen and thoughts of the hive mind. Others are physically unsuited to the tasks for which they were bred and are cast out. Whatever the reason, they do not conform to tosculi society. Renegades must flee or be killed. These outcasts enter a world where they are reviled, where they learn what it means to be alone, but their lives and destinies are theirs to choose.

Physical Description

The tosculi are hard-shelled creatures that resemble 4-foot-tall, vaguely humanoid wasps with drooping, vestigial wings, small but vicious claws, and compound eyes. Their carapaces tend to be grayish or a dull brown, although a rare few have outer shells with a green, blue, purple, or rainbow-colored reflective sheen. The most distinctive physical trait of the tosculi is the buzzing noise they can suppress or intensify on a whim.

An Alien Mind

Tosculi minds are alien, especially those still linked to the shared consciousness of the hive. They possess the same emotions other races do, but their thought patterns are often strange or incomprehensible to non-tosculi. Sometimes their actions make sense; at other times, they seem to act without reason. Hiveless living among other races struggle to adapt to their mindsets. The absence of a hive-queen's voice is an ever-present void in their minds.

Society

Tosculi who break from their kin remain standoffish toward others. They don't trust easily and rarely form lasting bonds. They struggle to understand social concepts and the social rules of other races.

Some hiveless view relationships as replaceable and only form alliances that advance their goals. Most, though, bond with true friends and companions as if replacing their lost hive. A rare few hiveless tosculi revel in their individuality and constantly seek to make themselves stand out to others. In general, most tosculi value teamwork and strong leadership.

Relations with Other Races

Tosculi are not popular among any of the races. Many believe all tosculi, connected to the hive or not, should never be trusted. They react to the insect folk with fear



or violence, especially in the areas surrounding the Abandoned Lands. Others are more willing to ally with tosculi, including gnolls and trollkin, who themselves are often scorned.

Alignment and Religion

Hiveless tosculi are often practical, and the hatred they face makes it difficult for them to develop altruism toward others. Therefore, many are neutral. There are as many good tosculi adventurers as evil ones. They tend to consider how their actions affect their own lot more than how they affect others. The existence of the gods is a strange concept for the tosculi; many view religion as capitulation to strong rulers rather than the adoration of divine beings. Many evil tosculi still worship Arbeyach, but those who turn their backs on the Prince of Swarms favor Aposis, the Hunter, Thoth Hermes, or Xevioso.

Adventurers

Each tosculi is the product of a hive's need for a certain type of drone, so the hiveless who break away possess a wide variety of physical and mental capabilities. The strong find their place as fighters or barbarians. Those with quick reflexes make invaluable rogues or rangers. Those with greater mental abilities often become talented clerics and druids. While few tosculi pursue arcane studies, those who do are often quite accomplished.

Tosculi Names

Tosculi's voices naturally buzz and whine, and so they favor names with long vowels and hard consonants. The hiveless who seek to integrate sometimes choose regional names.

Male Names: Billeeck, Gaarent, Pishuun, and Zzereell.

Female Names: Malaatha, Naatea, Renaat, and Tayye.

Tosculi (Hiveless) Traits

Your tosculi character has several special traits.

Ability Score Increase. One of your physical ability scores (Strength, Dexterity, Constitution) increases by 2, and one of your mental ability scores (Intelligence, Wisdom, Charisma) increases by 2. You also take a -2 penalty to any one ability score. You may apply this penalty to the same ability score to which you gave a +2 bonus, granting you an overall +2 bonus to any one ability score.

Age. Tosculi reach maturity at around 13 years but have shorter lifespans than most races with few living longer than 40 years.

Alignment. The tension between tosculi and other humanoids often makes it difficult for the Hiveless to develop any true sense of altruism toward others, and many are neutral in alignment, with good tosculi being rare, and evil ones more common. Hiveless tosculi are equally likely to be chaotic, lawful, or neutral.

Size. Hiveless tosculi are no more than 4 feet tall and typically weigh less than a humanoid of the same size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Natural Armor. Your Armor Class cannot be less than 11 + your Dexterity modifier no matter what armor you are wearing.

Natural Attacks. You have proficiency with your claws, which deal 1d4 slashing damage.

Gliding Wings. You take no damage from falls. You gain a fly speed of 40 feet but cannot hover. At the end of any round you fly, you must have descended at least one-quarter the distance you traveled or you fall.

Stalker. You have proficiency in the Perception skill and Stealth skill.

Languages. You can speak, read, and write Tosculi and one other language of your choice (typically Southern).

Alternate Racial Traits

Binding Spittle. As an Attack action, you may spit a ball of viscous fluid at a target within 60 feet that is Medium or smaller. Make a ranged attack against the target with proficiency. If successful, the fluid hardens upon impact and the target becomes restrained. As an action, the target can make a Strength check against a DC equal to 8 + your proficiency bonus + your Constitution modifier to remove the condition. Anyone adjacent to a creature restrained by binding spittle may use their action to free the target in the same way. Dealing an amount of bludgeoning damage equal to half your level plus your Constitution modifier (AC 10) to the spittle also frees the target. After you use binding spittle, you can't use it again until you finish a short or long rest. This trait replaces the Stalker trait.

Bite. Some hiveless tosculi develop the fierce mandibles associated with the warriors that defend their hives. You can make a bite attack as an unarmed strike that deals 1d6 slashing damage. On a successful hit with a bite, you may attempt to grapple the target as a bonus action.

At 11th level, your bite damage increases to 2d6. This trait replaces the Stalker trait.

Latent Hive Mind. You know the *message* cantrip. This cantrip is a psionic ability that does not require components. The cantrip also functions in a *silence* spell.

Starting at 3rd level, you can cast the *detect thoughts* spell without the need for components. After you use this ability, you can't use it again until you finish a long rest. This trait replaces the Gliding Wings trait.

Hardened Carapace. Some hiveless tosculi develop additional defenses at the cost of offensive ability. Your Armor Class cannot be less than 11 + your Constitution modifier + your Dexterity modifier no matter what armor you are wearing. This trait replaces the Gliding Wings and Natural Armor traits.

Minor Races

These races are found in only a few areas of the Southlands, and it's less common to find an enclave of them in towns and cities.

HERU

Ravenfolk, called heru in the Southlands, are valued and honored citizens in most realms. Most worship the falcon-headed god Horus, with the vast majority of heru residing in his temples. Several martial orders—

most notably the Talons of Horus and the Lapis Falcon Knights—boast numerous heru members, including several prominent leaders.

Heru who live outside the temples of Horus tend to view outsiders, particularly non-heru, with mild suspicion. Some might require those seeking assistance to perform small favors before earning the heru's trust.

Heru Names

Like the huginn in the north, heru often give themselves names or adopt a nickname given to them by another. If heru have family names, they don't reveal them to non-heru.

Heru Names: Frayslide, Gloomwise, Hidoak, Hundred Feathers, Jukewing, Pairpeck, Pinfeather, Scarsmo, Talon, Tripini, Yellowclaw, Zinnia

Heru Traits

Your heru character has certain characteristics in common with all other ravenfolk.



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

Age. Heru reach adulthood at 10 years old and can live to be 110.

Alignment. Heru tend toward chaos thanks to their capriciousness and insatiable curiosity. Greed overwhelms some heru, drawing them toward evil.

Size. Heru are slighter and shorter than humans. They range from 4 feet to just shy of 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Sudden Attack. You have advantage on attack rolls against a surprised creature.

Mimicry. Heru can mimic any sound they've heard. Make a Charisma (Deception) check against the passive Wisdom (Insight) of any listeners. Success indicates they believe the sound you created was real.

Trickster. You have proficiency in the Deception and Stealth skills.

Languages. You can use Feather Speech (your silent language), and speak, read, and write Huginn's Speech (your spoken language) and Southern Trade Tongue.

LIZARDFOLK

The lizardfolk are a little-known race in the Southlands, but they have existed in Midgard for untold ages. While most are content to remain within their jungles or marshes and care little for the extravagant pleasures of warm-blood civilizations, those lizardfolk who become adventurers form strong attachments to their companions, calling them “not-egg-brothers” and “not-egg-sisters.”

Lizardfolk Names

Southlands lizardfolk often have a use-name followed by a title, such as Tekul, Slayer of Beasts.

Male Names: Akils, Braka, Graz, Kemkas, Tantul

Female Names: Arhis, Hesk, Jazani, Riziss, Zarzara

Titles: Collector of Fangs, Keeper of Secrets, Dark Hunter.



Lizardfolk Traits

Your lizardfolk character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Lizardfolk reach maturity around age 10 and rarely live longer than 60 years.

Alignment. Most lizardfolk are neutral, as their emotional reactions tend to be different than warm-blooded creatures.

Size. Lizardfolk are bulkier than humans, and their colorful frills make them seem even larger. Your size is Medium.

Speed. Your base walking speed is 30 feet and you have a swimming speed of 30 feet.

Natural Weapons. Your fanged maw and sharp claws are natural weapons which you can use to make unarmed strikes. If you hit with them, your bite deals 1d4 + your Strength modifier piercing damage, and your claws deal 1d4 + Strength modifier slashing damage.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Natural Armor. Your skin is covered with strong scales. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Hunter's Knack. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

Languages. You can read, write and speak Southern Trade Tongue and Draconic.

Subraces

Two main subraces of lizardfolk populate the world: velesborn and murkscale. Choose one of these subraces or one from another source.

Murkscale

The murkscale lizardfolk dwell deep within the marshes, swamps, and fens of the world, far from the dwellings of the hapless, soft, warm-blood races. In Midgard, they have been seen in the Gardens of Carnessa, the swamps and jungles of the Spice Coast, and the Fendeel Jungle.

Ability Score Increase. Your Wisdom score increases by 1.

Swift Swimmers. Your swimming speed is 40 feet.

Swamp Stealth. You have advantage on Dexterity (Stealth) checks in swamp or marsh terrain.

Velesborn

Harkening from the deepest, darkest jungles, the velesborn believe they are the true children of the Great Serpent, who has blessed them with natural grace and innate toughness. In the Southlands, velesborn hail from the Zobanu Jungle.

Ability Score Increase. Your Dexterity score increases by 1.

Gift of Grace. You have advantage on Dexterity (Acrobatics) checks.

Gift of Vigor. Your maximum hit points increase by 1, and an additional 1 each time you gain a level.

RAMAG

The enigmatic ramag thrive in the heart of a land once ruled by an empire of titans. In that bygone age, the ramag served the titans. The race's natural affinity for manipulating magic made the ramag essential to tending a vast web of magical energy. This web channeled power to the farthest corners of the empire and powered the titans' wonders. When the titans fell to madness, everything fell apart. As these powerful creatures

turned on one another and tore their empire down stone by stone, the web fractured. Wonders failed or malfunctioned. Magical gates once used to link far-flung outposts became dark or conjured horrors. Uncontrolled magical energy spilled across the land, wreaking unpredictable havoc.

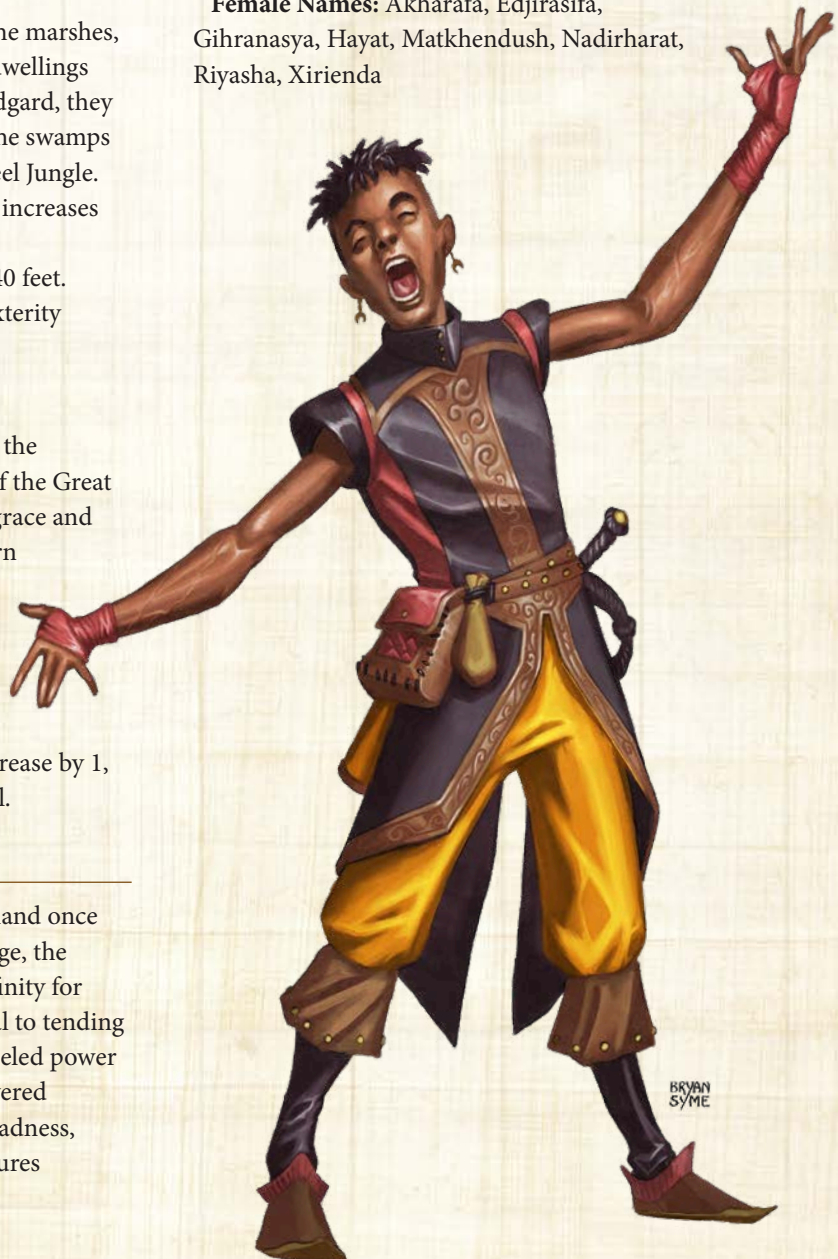
Now, the ramag live in the ruins of that glory. Changed by the energies of the shattered web, they devote themselves to policing the remaining titan wonders and keeping the rampant energies in check.

Ramag Names

Ramag names borrow heavily from the history of the titan empire scattered throughout Ramagani and other ruins and from tales passed down through the ages.

Male Names: Baarkhul, Dirjahat, Fakharizan, Irkuat, Jirindehkal, Suuldjarat, Uan, Zinchera

Female Names: Akharafa, Edjirasifa, Gihranasya, Hayat, Matkhendush, Nadirharat, Riyasha, Xirienda





SUBEK

The kindly, scholarly subek come from a river-based culture, known for advising others and lending their physical and intellectual prowess to local projects. During flood season, however, the subek become violent and territorial. Subek adventurers often wish to break away from the ebb and flow of the river and discover in the process some control over their destructive nature.

Subek dwell along the banks of the major rivers in warm climates. In the Southlands, the river Nuria shelters several communities of subek, as do the Selwheyha and the Amaja.

Subek Names

Subek adopt names similar to other races in whatever region they dwell.

Subek Traits

Your subek character has certain characteristics in common with all other subek.

Ability Score Increase. Your Constitution score increases by 2, and you choose one of the following to increase by 1: Strength, Intelligence, or Wisdom.

Ramag Traits

Your ramag character has certain characteristics in common with all other ramag.

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

Age. Ramag reach maturity at 15 years and can live to 90.

Size. Despite their overlong limbs, ramag stand between 5 and 6 feet tall. Your size is Medium.

Alignment. Ramag tend toward lawfulness, since their survival depends on adhering to their laws and customs.

Speed. Your base walking speed is 30 feet.

Arcane Heritage. You can ignore class requirements when attuning to a magic item.

Mystical Understanding. You have proficiency in the Arcana skill.

Spell Dampening. You have advantage on Strength and Dexterity saving throws against spells.

Languages. You can speak, read, and write Common and Giant.





Age. Subek age at roughly the same rate as humans but mature faster, reaching adulthood around the age of 10. They can live up to 300 years.

Alignment. Subek possess a wide range of alignment, just as humans do. The ties to the natural pattern of their river homes tend to push many subek toward lawful or neutral alignments. Their Flood Fever (see below) has an impact on this.

Size. Adult males can reach a height of 8 1/2 feet with females averaging 5 inches shorter. Your size is Medium.

Speed. Your base walking speed is 30 feet and your swim 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 cannot discern color in darkness, only shades of gray.

Natural Weapons. Your powerful bite and sharp claws are natural weapons that you can use to make unarmed strikes. If you hit with them, your bite deals 1d8 + your Strength modifier piercing damage and your claws deal

1d6 + Strength modifier slashing damage.

Hold Breath. Accustomed to your watery home, you can hold your breath for up to 15 minutes.

Flood Fever. Choose three consecutive months out of the year to reflect the flood season of your river birthplace. During this time, you lose the benefits of your Scholars trait (see below). When a creature deals damage to you, every attack you make and harmful spell you cast must include that creature as a target, until you drop to 0 hit points, your target falls to 0 hit points, or you are unable to make an attack against it for 1 minute. Once per turn when you hit your target with an attack, you deal an additional 1d6 damage.

Scholars. When it is not flood season, you have advantage on Intelligence (History) and Intelligence (Investigation) checks.

Languages. You can speak, read, and write Southern Trade Tongue as well as a second language of your choice.

TROLLKIN

Descended from fey, immortal, and other monstrous races, trollkin are seldom welcome among the civilized races, even when the full extent of their inhuman ancestry is difficult to determine. As a result, most trollkin live in isolated septs or tribal settlements and subsist on hunting and raiding.

Physical Description

Most trollkin resemble hulking, brutish humanoids with thick green skin. Their inhuman lineage shows itself in a wide variety of forms. As an option, you can choose one (or more) of the following physical oddities for your trollkin character or create one of your own.

- Long arms
- Upper or Lower Jaw tusks
- Horns
- Triple jointed fingers
- Hooves or scales
- Too many or too few fingers
- Head tentacles instead of hair
- Patterned fur
- Strangely colored eyes

Trollkin Traits

Your trollkin character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Trollkin reach maturity by the age of 15 and live up to 60 years.

Size. Trollkin stand over 6 feet tall and are more solidly built than humans, weighing around 200 pounds. Your size is Medium.

Alignment. Trollkin tend toward neutrality of one kind or another

Speed. You have a base speed of 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 cannot discern color in darkness, only shades of gray.

Natural Weapons. You use your large fangs and sharp claws to make unarmed strikes. If you hit with them, your claws deal 1d4 + your Strength modifier slashing damage and your bite deals 1d4 + Strength modifier piercing damage.

Inhuman Vigor. You concentrate regenerative power in your blood to swiftly recover from wounds. As a bonus action, you can expend 1 Hit Die to regain hit points as if you finished a short rest. The number of Hit Dice you can expend increases by 1 when you reach 6th level (2 Hit Dice), 12th level (3 Hit Dice), and 18th level (4 Hit Dice). You must finish a long rest before using this ability again. If you take acid or fire damage, you lose access to this ability until you finish a short or long rest.

Legacy of Fear. Your size and strength are imposing. You have proficiency in the Intimidation skill.

Language. You can speak, read, and write Southern Trade tongue.

Subrace. The trollkin of the Southlands are often called “southern trollkin,” though they display a wide variety of different traits and abilities. Choose the southern trollkin below or a subrace from another source.

Southern Trollkin

Trollkin tribes in the Southlands inhabit lands near ancient ruins, which they protect fiercely. Theirs is a harsh culture, yet one where gender is less important than strength, cunning, or sheer power.

Ability Score Increase. One ability score of your choice other than Constitution increases by 1.

Iron Stomach. You have advantage on saving throws against poison.

Thick Hide. Your skin is thick and tough, granting you a +1 bonus to Armor Class.



BRYAN SYME

BRYAN SYME



chapter 2: backgrounds

The cultures of the Southlands have unique social roles and needs, reflected in this collection of backgrounds for Southlands PCs.

BACKGROUND: DESERT RUNNER

You grew up in one of the desert areas in the northern half of the Southlands, among the Tamasheq nomads, the jinnborn, or the gnolls. As a nomad, you are used to moving from place to place, following the caravan trails. Your upbringing makes you more than just used to desert living—you thrive there. Your tribe has lived in the desert for centuries, and you know more about desert survival than life in the towns and cities.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Herbalist kit

Languages: One of your choice

Equipment: Traveler's clothes, herbalist kit, waterskin, pouch with 10 gp.

Homeland

The vast deserts of the Southlands stretch for nearly three thousand miles, from the Western Ocean eastward to the Tethys Ocean. Roll on the table below to determine where your tribe comes from, or choose the area that best fits your character.

d8 Homeland

- | | |
|---|--------------------------|
| 1 | Crescent Desert, Eastern |
| 2 | Crescent Desert, Western |
| 3 | Hariek Hills |
| 4 | Ishmai Desert |
| 5 | Mukupe Sahel |
| 6 | Sarklan Desert, Northern |
| 7 | Sarklan Desert, Southern |
| 8 | Stone Desert |

Feature: Nomad

Living in the open desert has allowed your body to adapt to a range of environmental conditions. You can survive on 1 gallon of water in hot conditions (or 1/2 gallon in normal conditions) without being forced to make Constitution saving throws, and you are considered “naturally adapted” to hot climates (see *DMG*). You can read the environment to predict natural weather patterns and temperatures for the next 24 hours, allowing you to cross dangerous terrain at the best times. The accuracy of your predictions is up to the GM, but they should be reliable unless affected by magic or unforeseeable events, such as distant earthquakes or volcanic eruptions.

Suggested Characteristics

Those raised among the desert tribes can be the friendliest of humanoids—knowing allies are better than enemies in that harsh environment—or territorial and warlike, believing that protecting food and water sources by force is the only way to survive.

d8 Personality Trait

- 1 I'm much happier sleeping under the stars than in a bed in a stuffy caravanserai.
- 2 It's always best to help a traveler in need; one day it might be you.
- 3 I am slow to trust strangers, but I'm extremely loyal to my friends.
- 4 If there's a camel race, I'm the first to saddle up!
- 5 I always have a tale or poem to share at the campfire.
- 6 I don't like sleeping in the same place more than two nights in a row.
- 7 I've been troubled by strange dreams for the last month. I am determined to uncover their meaning.
- 8 I feel lonelier in a crowded city than I do out on the empty desert sands.

d6 Ideal

- 1 Greater Good. The needs of the whole tribe outweigh those of the individuals who are part of it. (Good)
- 2 Nature. I must do what I can to protect the beautiful wilderness from those who would do it harm. (Neutral)
- 3 Tradition. I am duty-bound to follow my tribe's age-old route through the desert. (Lawful)
- 4 Change. Things seldom stay the same and we must always be prepared to go with the flow. (Chaotic)
- 5 Honor. If I behave dishonorably, my actions will bring shame upon the entire tribe. (Lawful)
- 6 Greed. Seize what you want if no one gives it to you freely. (Evil)

d6 Bond

- 1 I am the last living member of my tribe, and I cannot let their deaths go unavenged.
- 2 I follow the sab siraat path of my tribe; it will bring me to the Hidden World when the time comes.
- 3 My best friend has been sold into slavery to the salt devils, and I need to rescue them before it is too late.
- 4 A nature spirit saved my life when I was dying of thirst in the desert.
- 5 My takoba sword is my most prized possession; for over two centuries, it's been handed down from generation to generation.
- 6 I have sworn revenge on the sheikh who unjustly banished me from the tribe.

d6 Flaw

- 1 I enjoy the company of camels more than people.
- 2 I can be loud and boorish after a few wineskins.
- 3 If I feel insulted, I'll refuse to speak to anyone for several hours.
- 4 I enjoy violence and mayhem a bit too much.
- 5 You can't rely on me in a crisis.
- 6 I betrayed my brother to the followers of Boreas to save my own skin.

BACKGROUND: FREEBOOTER

You sailed the seas surrounding the Southlands as a freebooter, part of a pirate crew. You should come up with a name for your former ship and its captain, as well as its hunting ground and the type of ships you preyed on. Did you sail under the flag of a bloodthirsty captain, raiding coastal communities and putting everyone to the sword? Or were you part of the Istagal Raiders, the former slaves turned pirates, who battle to end the vile slave trade in the White Sea?

If you're a minotaur, you likely sailed the Middle Sea, preying on ships between the ruined cities of the Moon Kingdom and the current strongholds of Capleon, Kaptaria and Kyprion. Or perhaps your hunting ground was the Western Ocean and the stretch of coastline running from the Dominion of the Wind Lords down to Lignas and Morreg? Maybe your vessel sailed the Corsair Coast, attacking merchant ships traveling the lucrative routes to and from Cathay in the east, or Zanskar far to the south, before hiding from the navies of Ishadia and Shibai among the Free Islands of Tethys?

Whatever ship you sailed on, you feel at home on board a seafaring vessel, and long periods on dry land take some getting used to.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Navigator's tools, vehicles (water)

Equipment: a pirate flag from your ship, several tattoos, 50 feet of rope, a set of traveler's clothes, and a belt pouch containing 10 gp.

Feature: A Friendly Face in Every Port

Your reputation precedes you. Whenever you visit a port city in the Southlands, you can always find someone who knows of (or has sailed on) your former ship and is familiar with its captain and crew. They are willing to provide you and your traveling companions with a roof over your head, a bed for the night, and a decent meal. If you have a reputation for cruelty and savagery, your host is probably afraid of you and will be keen for

you to leave as soon as possible. Otherwise, you receive a warm welcome, and your host keeps your presence a secret if required. They may also provide you with useful information about recent goings-on in the city, including which ships have been in and out of port.

Suggested Characteristics

Freebooters are a boisterous lot, but their personalities include freedom-loving mavericks and mindless thugs. Nonetheless, sailing a ship requires discipline, so freebooters tend to be reliable and aware of their role on board, even if they do their own thing once fighting breaks out. Most still yearn for the sea; some feel shame or regret for past deeds.

d8 Personality Trait

- 1 I'm happiest when I'm on a gentle rocking vessel, staring at the distant horizon.
- 2 Every time we hoisted the mainsail and raised the pirate flag, I felt butterflies in my stomach.
- 3 I have lovers in a dozen different ports. Most of them don't know about the others.
- 4 Being a pirate has taught me more swear words and bawdy jokes than I ever knew existed. I like to try them out when I meet new people.
- 5 One day I hope to have enough gold to fill a tub so I can bathe in it.
- 6 There's nothing I enjoy more than a good scrap—the bloodier, the better.
- 7 When a storm is blowing and the rain is lashing down on the deck, I'll be out there getting drenched. It makes me feel so alive!
- 8 Nothing makes me more annoyed than a badly tied knot.

d6 Ideal

- 1 Freedom. No one tells me what to do or where to go. Apart from the captain. (Chaotic)
- 2 Greed. I'm only in it for the booty. I'll gladly stab anyone stupid enough to stand in my way. (Evil)
- 3 Comradery. My former shipmates are my family. I'll do anything for them. (Neutral)
- 4 Greater Good. No man has the right to enslave another, or to profit from slavery. (Good)
- 5 Code. I may be on dry land now, but I still stick to the Freebooter's Code. (Lawful)
- 6 Aspiration. One day I'll return to the sea as the captain of my own ship. (Any)



d6 Bond

- 1 Captain Spiceblood and the Istagal Raiders rescued me from a Shibain slave ship. I owe them my life.
- 2 I still feel a deep attachment to my ship. Some nights I dream her figurehead is talking to me.
- 3 I was the ship's captain until the crew mutinied and threw me overboard to feed the sharks. I swam to a small island and survived. Vengeance will be mine!
- 4 300 years ago, when the dragons attacked Roshgazi, I fled the city on a minotaur fleet bound for Capleon. I arrived back in the ruined city a few weeks ago on the same ship and can remember nothing of the voyage.
- 5 I fell asleep when I was supposed to be on watch, allowing our ship to be taken by surprise. I still have nightmares about my shipmates who died in the fighting.
- 6 One of my shipmates was captured and sold into slavery. I need to rescue them from the orchards on the Spice Coast.

d6 Flaw

- 1 I'm terrified by the desert. Not enough water, far too much sand.
- 2 I drink too much and end up starting barroom brawls.
- 3 I killed one of my shipmates and took his share of the loot.
- 4 I take unnecessary risks and often put my friends in danger.
- 5 I sold captives taken at sea to jinnborn traders at Hartani Bay.
- 6 Most of the time, I find it impossible to tell the truth.

BACKGROUND: SCOUNDREL

You were brought up in a poor neighborhood in one of the crowded towns or cities of the Southlands. You may have been lucky enough to have a leaky roof over your head, or perhaps you grew up sleeping in doorways or on the rooftops. Either way, you didn't have it easy, and you lived by your wits. While never a hardened criminal, you fell in with the wrong crowd, or you ended up in trouble for stealing food from an orange cart or clean clothes from a washing line. You're no stranger to the city watch in your hometown and have outwitted or outrun them many times.

Skill Proficiencies: Athletics, Sleight of Hand

Tool Proficiencies: One type of gaming set, thieves' tools

Equipment: A bag of 1,000 ball bearings, a pet monkey wearing a tiny fez, a set of common clothes, and a pouch containing 10 gp.

Feature: Urban Explorer

You are familiar with the layout and rhythms of towns and cities. When you arrive in a new city, you can quickly locate places to stay, where to buy good quality gear, and other facilities. You can shake off pursuers when you are being chased through the streets or across the rooftops. You have a knack for leading pursuers into a crowded market filled with stalls piled high with breakable merchandise, or down a narrow alley just as a dung cart is coming in the other direction. When you make a d20 roll for a Chase Complication (see *DMG*), you can choose to do so with a -5 penalty, making it more likely for the participant behind you to run into a complication.

Suggested Characteristics

Despite their poor upbringing, scoundrels tend to live a charmed life—never far from trouble, but usually coming out on top. Many are thrill-seekers who delight in taunting their opponents before making a flashy and daring escape. Most are generally good-hearted, but some are self-centered to the point of arrogance. Quieter, introverted types and the lawfully-inclined can find them very annoying.

d8 Personality Trait

- 1 Flashing a big smile often gets me out of trouble.
- 2 If I can just keep them talking, it will give me time to escape.
- 3 I get fidgety if I have to sit still for more than ten minutes or so.
- 4 Whatever I do, I try to do it with style and panache.
- 5 I don't hold back when there's free food and drink on offer.
- 6 Nothing gets me more annoyed than being ignored.
- 7 I always sit with my back to the wall and my eyes on the exits.
- 8 Why walk down the street when you can run across the rooftops?

d6 Ideal

- 1 Freedom. Ropes and chains are made to be broken. Locks are made to be picked. Doors are meant to be opened. (Chaotic)
- 2 Community. We need to look out for one another and keep everyone safe. (Lawful)
- 3 Charity. I share my wealth with those who need it the most. (Good)
- 4 Friendship. My friends matter more to me than lofty ideals. (Neutral)
- 5 Aspiration. One day my wondrous deeds will be known from Nuria to Sudvall. (Any)
- 6 Greed. I'll stop at nothing to get what I want. (Evil)

d6 Bond

- 1 My elder sibling taught me how to find a safe hiding place in the city. This saved my life at least once.
- 2 I stole money from someone who couldn't afford to lose it and now they're destitute. One day I'll make it up to them.
- 3 The street kids in my hometown are my true family.
- 4 My mother gave me an old brass lamp. I polish it every night before going to sleep.
- 5 When I was young, I was too scared to leap from the tallest tower in my hometown onto the hay cart beneath. I'll try again some day.
- 6 A city guardsman let me go when he should have arrested me for stealing. I am forever in their debt.

d6 Flaw

- 1 If there's a lever to pull, I'll pull it.
- 2 It's not stealing if nobody realizes it's gone.
- 3 If I don't like the odds, I'm out of there.
- 4 I often don't know when to shut up.
- 5 I filched a pipe from a priest of Eshu. Now I think the god has cursed me.
- 6 I grow angry when someone else steals the limelight.

BACKGROUND: SERVANT OF THE JINN

You served in the court of a powerful jinn or a genie lord. For 1,001 days you lived at court on one of the elemental planes, traveling as part of their entourage and always at their beck and call. You might be a jinnborn, in which case it was your tribe's patron jinn that called on you to serve, or you could be a Tamasheq nomad, or even a gnoll or minotaur. Whatever your heritage, you served your master as best you could and were changed forever by the otherworldly experience.

Skill Proficiencies: Insight and one other skill determined by your role (see below)

Tool Proficiencies: One type of tools, determined by your role (see below)

Languages: Choose one from Aquan, Auran, Ignan or Terran, depending on your master's elemental plane



Equipment: A set of tools or a musical instrument (one of your choice), a scroll of commendation from your former master, a set of fine clothes, a small brass lamp, and a pouch containing 10 gp.

Role

During your time at court, you performed a specific role. Roll 1d8 or choose from the options in the table below to determine your responsibilities and the skill and tool proficiencies you learned while carrying them out.

d8	Role	Skill	Tools
1	Advisor	History	Cartographer's tools
2	Artist	Perception	Painter's supplies
3	Chef	Intimidation	Cook's utensils
4	Dancer	Performance	Disguise kit
5	Guard	Athletics	Gaming set (any one)
6	Falconer or Kennel Master	Animal Handling	Leatherworker's tools
7	Musician	Performance	Musical instrument (any one)
8	Steward	Persuasion	Brewer's supplies

Feature: Marked by the Jinn

Spending so long in the presence of the jinn or noble genies has left its mark on you. This mark isn't noticeable to most creatures, but genies and elementals sense that you have spent time at the courts of the jinn and are favorably disposed toward you when you first interact with them.

Your affinity for jinn and geniekind also makes it easier for you to identify their influence on the world. You have advantage on Intelligence checks or saving throws to recognize items and magic created by genies and to see through their illusions and trickery.

Suggested Characteristics

The wonders witnessed by the servants of the jinn often shape their outlook on life once they return to their homes in the Southlands. Time spent on the elemental planes can create powerful bonds or lead to unusual quirks.

d8 Personality Trait

- 1 I always bow deeply to show respect to those in authority.
- 2 I miss the hustle and bustle and splendor of the court.
- 3 You hear a lot of strange things when you're standing on guard outside the seraglio.
- 4 Cutting corners just creates more corners. Do it properly or don't do it all.
- 5 I worked for three days with only an hour's sleep to make sure my master's party was the most sensational ever thrown. I'd do it all over again in a heartbeat.
- 6 You can get away with a lot if you flash a winning smile while you do it.
- 7 Life was much easier when I had someone constantly telling me what to do.
- 8 Be careful what you wish for, particularly when an efreeti is the one granting the wish.

d6 Ideal

- 1 Professionalism. I take pride in my appearance and how I conduct myself in public. (Lawful)
- 2 Freedom. Never again will I serve another. From now on, I answer to no one. (Chaotic)
- 3 Respect. All people, regardless of their station in life, deserve respect. (Good)
- 4 Greed. I will stop at nothing to have my own wondrous palace floating high above the clouds. (Evil)
- 5 Fellowship. The bonds formed between comrades when you serve together under a cruel and demanding master will never be broken. (Any)
- 6 Duty. It is our duty to work diligently to make something of our lives. (Neutral)

d6 Bond

- 1 One day I will return to the City of Brass and bring my favorite hell hound home.
- 2 I will treasure the copper hookah my master gave me for my dedicated service until the day I die.
- 3 I yearn to look once more upon the glowing gemstones that light the tunnels through the Plane of Earth to the magnificent palace of the jinn.
- 4 I tasted the fruit served by Sultan Hajani the Benevolent at the Oasis of Figs once and will never forget it.
- 5 Although it is hard to be this far away from them, everything I do is for my family back home.
- 6 My true love still serves the jinn at the Court of Many-Hued Exquisite Corals. I'm determined to find a way to free them from service so we can be together.

d6 Flaw

- 1 I obey those in authority without thinking.
- 2 1,001 days of service has made me an expert shirker.
- 3 I picked up expensive tastes in food, drink, and clothes at court and am never satisfied.
- 4 I am incredibly indiscreet and can't be trusted with a secret.
- 5 Rich people don't notice if a few of their things go missing.
- 6 Life is very dull if you don't roll the dice.

BACKGROUND: SIWALI EMBALMER

In Siwal, dealing with the dead is the livelihood of a select few families. You are a member of one of the families of Siwal's gravebinders, or you have apprenticed to one of them. You are trained in the making of shrouds, leading mourning ceremonies, and the methods one must use to consecrate both body and gravesite to prevent the dead from rising as undead. As one of the few who truly knows the streets and avenues of the Grand Necropolis, you are afforded a measure more respect than most simple gravediggers.



Skill Proficiencies: Medicine, Religion


Tool Proficiencies: Choose one of the following: alchemist's supplies, carpenter's tools, mason's tools, weaver's tools, or woodcarver's tools

Equipment: A set of tools you are proficient with, a flask of holy water, a set of traveler's clothes, and a pouch containing 10 gp.

Feature: Secrets of the Gravekeeper

You spent your formative years walking the streets and alleys of graveyards and understand similar logic dictates the layout and architecture of most burial grounds.

When you are in a graveyard, cemetery, or other burial site, you have advantage on Intelligence (Investigation) checks to find the location of individuals or families interred at the site. In addition, you have advantage on



Intelligence (History) checks to discover information about those interred at a burial site if you have visited the site at least once.

You also spent much of your life experiencing and sharing the grief of those who have lost loved ones. You are adept at bringing solace to grieving people, and when you do, you receive their gratitude in return. Whether this gratitude is given immediately or at some point in the future is at the GM's discretion. This gratitude might come as a minor gift, monetary aid, much-needed information, or other token of their appreciation.

Suggested Characteristics

Siwali embalmers spent the bulk of their time ensuring the dead were respectfully prepared for eternity, which often makes them seem distant or disinterested when they must interact with the living. Dedicated to the task of properly disposing of the dead, Siwali embalmers despise the undead. When they come across the remains of a humanoid creature that has been improperly laid to rest, they take as much time as they can spare to ensure the body, and hopefully the spirit, are properly put to rest.

d8 Personality Trait

- 1 I have no reason to fear death; it is merely the next step in our journey.
- 2 I enjoy the quiet stillness of the dead. The living are far too busy and loud.
- 3 I hide my fear of death from my colleagues.
- 4 I cope with life's uncertainties by ensuring my life is perfectly ordered.
- 5 I treat the dead with respect because I hope I am shown the same kindness when my end comes.
- 6 Every corpse I prepare gives me reason to rejoice that I still live.
- 7 How I treat the tools of my trade is representative of how I treat the living.
- 8 Our ends could come at any time, why should I not live each day as though it was my last?

d6 Ideal

- 1 Tradition. The way our society treats those who have passed to the next life is indicative of how they treat those who still live this life. (Lawful)
- 2 Balance. We live, then we die—it is the cycle of life. (Neutral)
- 3 Service. If no one steps forward to ensure the dead are interred, we will be awash in restless spirits. (Good)
- 4 Knowledge. The more we understand how we die, the better we can live a healthy and productive life. (Neutral)
- 5 Greed. Every life that ends leaves more for those who remain living. (Evil)
- 6 Exultation. We must beat death back and live as fully as possible before the end takes us. (Chaotic)

d6 Bond

- 1 My livelihood keeps the community safe from angry spirits.
- 2 I am required to know the funerary traditions of all the major religions of the region to ensure every spirit passes to its proper resting place, no matter its faith.
- 3 When I was young, I barely survived an encounter with a zombie.
- 4 My family has tended to the needs of the dead for centuries.
- 5 I will pass my skill on to the next generation before it is time to put down my tools.
- 6 My deeds as a hunter and destroyer of the undead will be told and retold.

d6 Flaw

- 1 After I am done with my work, I wash my hands until they are red and raw.
- 2 When I am questioned about my work, I get defensive and angry.
- 3 When I see something dying, I stare in fascination.
- 4 When matters of medicine or the dead are discussed, I discount anyone's contributions other than my own.
- 5 I dislike being in open spaces and prefer close confines.
- 6 When performing my work, I talk to the dead and often pause while doing so, as if giving the dead time to respond.

BACKGROUND: SIWALI TRAVELER

You traveled the sands of the deserts as a youth, with the camel trains, as part of a sandship crew, or in a caravan.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Navigator's tools, Vehicles (land)

Equipment: A staff, a set of traveler's clothes, waterskin, several small pouches of herbs and spices, and a belt pouch containing 10 gp.

Feature: Worldly

You know the local deserts, their cultures, and the customs of those people. You know where and when nomadic tribes typically pass through certain areas, which tribes claim which oasis at what time of year, and where food and water can likely be found (though no guarantee).

You also have one trade contact with a group or individual outside of your tribe. This contact may be friendly or barely tolerated, but trade between rival camps is a necessity for survival in the harsh environments. You know when and where this contact will be at any time of year and can send messages to this contact even over great distances; you know the local messengers, caravan masters, and runners who can carry messages for you.

Suggested Characteristics

Siwali tradesmen and caravanners travel among the great cities of the Southlands, carrying dates, rare flowers, spices, salt, herbs, and other trade goods. Adventurers with this background are used to a range of cultures, languages, and laws and are typically a curious lot. Wanderlust swings from one extreme to the other—you either become anxious and antsy staying in one town or city for more than a few weeks, or you have tired of life on the open road and long for a permanent home, friends, and family.

d8 Personality Trait

- 1 I'm driven by a wanderlust that led me away from home.
- 2 I'm rude to people who lack my commitment to hard work and fair play.
- 3 I don't part with my money easily and will haggle tirelessly to get the best deal possible.
- 4 I am utterly serene; panic won't protect you from a sandstorm.
- 5 My friends know they can rely on me; teamwork is survival in a caravan.
- 6 I never pass up a friendly wager.
- 7 Don't let the truth get in the way of a good story.
- 8 I judge people by their actions, not their words.

d6 Ideal

- 1 Freedom. Everyone should be free to travel and to pursue their own destiny. (Chaotic)
- 2 People. I'm committed to the people I care about, not to ideals. (Neutral)
- 3 Greed. I'm only in it for the money. (Evil)
- 4 Fairness. Order, teamwork, and fair treatment are the foundations of caravan survival. (Lawful)
- 5 Live and Let Live. Trade is trade; imposing your beliefs and traditions on others only leads to trouble. (Neutral)
- 6 Aspiration. Someday I will own my own caravan and be an example to traders everywhere. (Any)

d6 Bond

- 1 Nothing is more important than the other members of my caravan.
- 2 I owe my life to the trader who raised me after my family died.
- 3 I long for the days when I can travel to my love's home settlement. If only they had my love of the open road.
- 4 I was once cheated out of my fair share of profits and I'll get what's due me.
- 5 The caravan itself is the most important thing—masters, guards, and servants come and go.
- 6 I joined the caravans to avoid those who may still be hunting me. One day, I will be ready to confront them.

d6 Flaw

- 1 Gossip shatters bonds built by action. I don't talk, I do.
- 2 Life is lonely on the road. I have an insatiable desire for the pleasures of civilization.
- 3 I'll do anything to get my hands on something rare or priceless.
- 4 No one can know I once stole from the caravan; betrayal on the road means death by eviction.
- 5 I have trouble keeping my thoughts to myself; my tongue often lands me in trouble.
- 6 I am suspicious of strangers and always think the worst of them.



Chapter 3: Character Options

The Southlands holds new options for characters, including subclasses, spells, lotus magic, and hieroglyphic magic.

barbarian paths

The barbarian class appears in several new forms in the Southlands.

PATH OF THE ANKOLE

Barbarians following the Path of the Ankole channel the incredible power of the massive ankole, adopting their shape and trampling all who stand against them.

Titan's Horns

Starting when you choose this path at 3rd level, when you enter your rage, you manifest a pair of spectral ankole horns. Until your rage ends, you can attack with your horns as a bonus action, dealing 1d10 force damage on a successful hit. You can't manifest your horns again until you finish a short or long rest.

Protective Hide

Beginning at 6th level, your skin thickens to protect you from harm. While you are raging and you suffer a critical hit, you can turn that hit into a normal hit. You negate any effects triggered by a critical hit. You can use this feature once and regain the use of it when you finish a short or long rest.

Ankole Skinwalker

Beginning at 10th level, you can cast *polymorph* on yourself to assume the shape of an ankole until your ankole form drops to 0 hit points or you use an action to resume your normal shape. You retain your Intelligence, Wisdom, and Charisma ability scores and your skill proficiencies. You can use this feature once and regain use of it when you finish a short or long rest.

Thundering Tread

Starting at 14th level, when you hit a creature with your Titan's Horns, you can choose to force the target to make a Strength saving throw against DC 8 + your Strength modifier + your proficiency bonus. On a failure, the creature is knocked prone.

Further, you can move through the space occupied by prone creatures up to one size larger than you, though you can't end your turn in that occupied space. As you move through the prone creature's space, you can choose to deal bludgeoning damage to it equal to your Strength modifier.

PATH OF THE INNER EYE

The barbarians who follow the Inner Eye elevate their rage beyond anger to glimpse premonitions of the future.

Anticipatory Stance

When you choose this path at 3rd level, you can't be surprised unless you are incapacitated, and attacks against you before your first turn have disadvantage. If you take damage before your first turn, you can enter a rage as a reaction, gaining resistance to bludgeoning, piercing, and slashing damage from the triggering attack.

Insightful Dodge

Beginning at 6th level, when you are raging, you can use your reaction to interrupt a foe's successful attack and move 5 feet. If this movement takes you beyond the range of that successful attack, the attack instead misses. Once you use this feature, you can't use it again until the next time you enter a rage.

Foretelling Tactics

Starting at 10th level, when you hit a creature with a weapon attack while raging, up to two creatures of your choice who can see and hear you can use a reaction to immediately move up to 15 feet and make a single melee or ranged weapon attack against that same creature. Once you use this feature, you can't use it again until you finish a short or long rest.



Preemptive Parry

At 14th level, if you are raging and a creature you can see within your reach hits another creature with a weapon attack, you can use your reaction to force the attacker to reroll the attack and use the lower of the two rolls. If the result is still a hit, reduce the damage dealt by your weapon damage die + your Strength modifier.

PATH OF THE SOULEATER

Spreading from a fringe sect among Sudvall's minotaur Knights of the Horn, souleaters deliberately infect themselves with a non-contagious variant of the ravening. The disease doesn't harm them, nor can it be removed; instead it empowers them. These barbarians consume souls to gain the power of their foes. Souleaters walk the knife's edge between martial power and carnivorous madness.

Souleater

When you choose this path at 3rd level, you carry a dormant version of the ravening disease. When you reduce a beast, giant, humanoid, or monstrosity to 0 hit points with a successful attack, you can consume a portion of the creature's soul, gaining temporary hit points equal to the creature's CR + your Constitution modifier (minimum 1).

When you consume a new soul, you can replace the benefits of the previous soul. Benefits from this feature last until you finish raging. You gain additional benefits from Souleater as you progress on this path.

Shield of the Soul

At 6th level, you can use your Souleater ability on aberration, elementals, and fey. In addition, when consuming a soul, you can choose to gain one of the creature's damage resistances, damage immunities, or condition immunities as your own.

Bonebreaker

At 10th level, you can use your Souleater ability on celestials, dragons, and fiends. In addition, when consuming a soul, your weapon attacks gain bonus damage equal to the creature's highest ability modifier (your choice).

Invincible

At 14th level, you instinctively absorb a consumed soul to preserve your own life. If you have consumed a soul with your Souleater ability and drop to 0 hit points, the benefits from Souleater end and you immediately regain hit points equal to the soul's CR + your Constitution modifier.

bardic colleges

The bard class appears in several new forms in the Southlands.

COLLEGE OF THE CAT

Scholars and spies, heroes and hunters: whether wooing an admirer in the bright sunlight or stalking prey under the gentle rays of the moon, bards of the College of the Cat excel at diverse skills and exhibit contrary tendencies, not unlike their ineffable mistress, the goddess Bastet. The adventurous spirits who favor the College of the Cat let their curiosity and natural talents get them into impossible places. Most are skilled, cunning, and vicious enough to extricate themselves from even the most dangerous situations.

Bonus Proficiencies

When you join the College of the Cat at 3rd level, you gain proficiency with the Stealth and Deception skills and with thieves' tools.

Inspired Pounce

Also at 3rd level, you can stalk unsuspecting foes engaged in combat with your allies. When a creature you can see applies one of your Bardic Inspiration dice to a weapon attack roll, you can use your reaction to move up to half your speed and make one melee weapon attack against that enemy. You gain a bonus on your attack roll equal to the result of the spent inspiration die.

My Claws Are Sharp

Beginning at 6th level, when you take the Attack action, you can attack twice instead of once. When you engage in two-weapon fighting, you can use a claw attack in place of a light weapon, and you can also give a Bardic Inspiration die to a friendly creature as part of that bonus action.

Catlike Tread

Starting at 14th level, when you give a creature a Bardic Inspiration die, it gains advantage on Dexterity (Stealth) checks until it uses its Bardic Inspiration die. When you have no remaining Bardic Inspiration dice, you gain advantage on Dexterity (Stealth) checks that you make.

COLLEGE OF THE SKY

The aeromancers of the sky-city of Aerdvall use their magic to keep the city afloat and protect it from the dangers that threaten it. They have no time for the day-to-day administration of the region. That's where the bards of the College of the Sky come in. These bards are also proficient with the magic of the element of air, but they act as the face of the city's power, dealing with the citizens and visitors alike.

Bonus Proficiencies

When you join the College of the Sky at 3rd level, you gain proficiency with one of the following skills of your choice: Arcana, Nature, and Persuasion skills. In addition, *levitate*, *gust of wind*, and *fly* are considered bard spells for you.

Gusting Inspiration

Also at 3rd level, your study of aeromancy allows you to affect the movement and position of your allies on the battlefield. As a bonus action, you can control the winds to affect a creature that you can see and that has one of your Bardic Inspiration dice and has not yet used it. You can either move the creature 10 feet along the ground or stand the creature up from prone. If the creature is grappled, you must succeed on a spell attack roll against the escape DC to move it.

Swirling Breeze

Starting at 6th level, you can use the power of the wind to keep attackers away from you. When a creature moves adjacent to you, you can use a reaction to summon a windstorm around you. The triggering creature must succeed on a Strength (Athletics) check against your spell DC. On a failed check, the creature is pushed back 10 feet and can't move closer to you until the start of its next turn. You can use this feature a number of times equal to your Charisma modifier, and you regain expended uses when you finish a long rest. You can expend a 1st-level spell slot as a bonus action to regain one use of this feature.

Crushing Wind

At 14th level, you have mastered the powerful and dark art of driving the air from the lungs of your foes. As an action, choose one creature that is Large or smaller within 30 feet of you that you can see. The target must succeed on a Constitution saving throw against your spell DC. On a failure, the target takes 6d10 force damage and is incapacitated. At the start of each of your turns, you can use your action to maintain the effect. The affected

target can attempt a new saving throw at the end of each of its turns, as well as each time it takes damage from anything other than this effect.

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

cleric domains

The gods of the Southlands grant their clerics access to domains seldom found elsewhere.

CAT DOMAIN

You embody the grace, strength, and resilience of felines. Eventually, you gain the ability to take the form of a lion or a tiger.

Cat Domain Spells

Level	Spells
1st	<i>find familiar</i> (feline only), <i>speak with animals</i>
3rd	<i>animal messenger</i> , <i>pass without trace</i>
5th	<i>bestow curse</i> , <i>nonetection</i>
7th	<i>dimension door</i> , <i>locate creature</i>
9th	<i>commune with nature</i> , <i>mislead</i>

Silent Claws

When you choose this domain at 1st level, you learn the *true strike* cantrip and you gain proficiency in Acrobatics and Stealth.

Channel Divinity: Feline Finesse

At 2nd level, you can use your Channel Divinity to add a +10 bonus to a single Dexterity ability check or Dexterity-based skill check made by you or someone you designate within 30 feet. Doing this takes no action on your turn or a reaction when it's not your turn. You make this choice after you see the roll but before the GM says whether the check succeeds or fails.

Eyes of the Cat

Beginning at 6th level, you gain darkvision out to a range of 60 feet. If you already have darkvision, the range becomes 90 feet.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Emissary of the Cat

At 17th level, you become a natural lycanthrope. You use the statistics of a weretiger, though your form can be that of a werelion, werepanther, wereleopard, or other large cat, whichever is appropriate for your deity. Your alignment doesn't change as a result of this lycanthropy, and you can't spread the disease of lycanthropy.

PERFUME DOMAIN

You are an initiate into the mysteries of spice, pheromones, and scent. The Queen of Perfumes, mighty Bastet, grants you the power to heal the body, seduce the mind, or destroy the soul.

Perfume Domain Spells

Level	Spells
1st	<i>charm person</i> , <i>heroism</i>
3rd	<i>prayer of healing</i> , <i>stinking cloud</i>
5th	<i>fear</i> , <i>gaseous form</i>
7th	<i>confusion</i> , <i>phantasmal killer</i>
9th	<i>cloudkill</i> , <i>dream</i>

Alchemist

When you choose this domain at 1st level, you gain proficiency in Nature, alchemist's supplies, and herbalism kits. You learn the *guidance* cantrip, and if you burn a small amount of incense while casting it, its range becomes 30 feet instead of touch.

Channel Divinity: Alluring Fragrance

Starting at 2nd level, you can use your Channel Divinity as an action to gesture with your holy symbol. Each creature of your choice within 30 feet that can breathe is charmed by you until the end of your next turn or until it takes damage. A successful Wisdom saving throw negates the charm effect. While charmed, creatures are friendly to you and your allies.

At 14th level, you can use this feature on creatures that don't need to breathe.

Channel Divinity: Restorative Breath

Starting at 6th level, as a reaction when you fail a saving throw, you can use your Channel Divinity to add a +5 bonus to the result.

Potent Spellcasting

Beginning at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Olfactory Domination

At 17th level, you gain the ability to beguile an enemy's mind and make it your servant. While creatures are charmed by your Alluring Fragrance ability, you can take a bonus action on your turn to verbally order them to take a specific action on their next turns, as per the *command* spell but with no saving throw. You can affect a number of charmed creatures equal to your Wisdom modifier (minimum 1).

SERPENT DOMAIN

You embody the deadly, secretive, and mesmerizing nature of serpents. Let others tremble at your majesty. You practice the stealth and envenomed attacks that give serpents their dreaded reputation, but you also learn the shedding of skin that has made snakes into symbols of medicine.

Serpent Domain Spells

Level	Spells
1st	<i>charm person</i> , <i>find familiar</i> (snakes only)
3rd	<i>enthral</i> , <i>protection from poison</i>
5th	<i>conjure animals</i> (snakes only), <i>hypnotic pattern</i>
7th	<i>freedom of movement</i> , <i>polymorph</i> (snakes only)
9th	<i>dominate person</i> , <i>mislead</i>

Envenomed

When you choose this domain at 1st level, you learn the *poison spray* cantrip. You also gain proficiency in Deception, proficiency with a poisoner's kit, and proficiency with martial finesse weapons. You can apply poison to a melee weapon or three pieces of ammunition as a bonus action.

Ophidian Tongue

Also at 1st level, you can communicate telepathically with serpents, snakes, and reptiles within 100 feet of you.

Channel Divinity: Serpent Stealth

Beginning at 2nd level, you can use your Channel Divinity as an action to grant yourself and up to 5 other creatures of your choice within 30 feet advantage on Dexterity (Stealth) checks for 10 minutes.

Serpent's Blood

Starting at 6th level, you become immune to the poisoned condition and have resistance to poison damage.

Divine Fang

Beginning at 8th level, you can infuse your weapon strikes with venom. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage. When you reach 14th level, the extra poison damage increases to 2d8.

Transformative Molt

Beginning at 17th level, as part of a short or long rest, you can assume a new form. You decide what your new form looks like, including height, weight, facial features, vocal tone, coloration and distinguishing characteristics, if any. You can alter your apparent race but not your creature size, and your basic shape stays the same. Your old skin crumbles to dust, and your new form lasts until you finish a long rest.

Additionally, when your current hit points are less than half your maximum hit points, you can end this transformation as a reaction to regain hit points equal to 3 times your cleric level. Once you use this feature, you can't use it again until you finish a long rest.



SPEED DOMAIN

In speed and skill there is power, and you serve your faith by engaging in acts of incredible quickness and agility. Eventually you become able to control time itself.

Speed Domain Spells

Level	Spells
1st	<i>expeditious retreat, feather fall</i>
3rd	<i>blur, web</i>
5th	<i>haste, slow</i>
7th	<i>conjure minor elementals, dimension door</i>
9th	<i>hold monster, teleportation circle</i>

Celerity in Thought and Action

When you choose this domain at 1st level, your speed increases by 5 feet, and you gain proficiency in Acrobatics and Insight.

Channel Divinity: Burst of Speed

Beginning at 2nd level, you can use your Channel Divinity to grant yourself or another creature greater speed. When you use an action to touch a creature, the target adds 10 feet to its walking speed. It also gains the benefit of a *bless* spell, but only on attacks and saving throws that rely on Dexterity. This effect lasts for a number of rounds equal to 3 + your Wisdom modifier.

Quickness of the Gods

At 6th level, your speed increases by another 5 feet. Also, as a reaction or a bonus action, you can increase your Dexterity modifier by +5 until the end of your current turn. This benefit can be used for all purposes except attack rolls. Once you use this feature, you can't use it again until you finish a long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Channel Divinity: Time Stop

At 17th level, you can use your Channel Divinity to stop the flow of time. The effect is identical to the *time stop* spell; you can take three turns in a row when the effect is triggered. You must finish a long rest before using this ability again.

VERMIN DOMAIN

You exemplify the cunning, stealth, and invasiveness of vermin (rodents, scorpions, spiders, and other insects). As your dedication to this domain grows in strength, you realize a simple truth: vermin are everywhere and you are legion.

Vermin Domain Spells

Level	Spells
1st	<i>detect poison and disease, speak with animals (vermin only)</i>
3rd	<i>spider climb, web</i>
5th	<i>conjure animals (vermin only), fear</i>
7th	<i>dominate beast (vermin only), giant insect</i>
9th	<i>contagion, insect plague</i>

The Unseen

When you choose this domain at 1st level, you gain proficiency with shortswords and hand crossbows. You also gain proficiency in Stealth and Survival. You can communicate telepathically with vermin within 100 feet of you.

Channel Divinity: Diseased Bite

Starting at 2nd level, you can make a melee spell attack against a creature within 5 feet. On a hit, the target takes 1d6 + your Wisdom modifier (minimum 0) piercing damage. For 1 minute, you deal an additional 1d6 necrotic damage to the target each time you hit it with a weapon attack. A creature that is immune to disease doesn't take necrotic damage from this effect.

Channel Divinity: Swarm Step

At 6th level, you can use your Channel Divinity as a bonus action or reaction to transform into a swarm of rats or spiders, or any swarm of vermin, and move up to 30 feet to an unoccupied space you can see, without provoking opportunity attacks. Upon arriving in the new location, you reform into your normal shape.

Divine Strike

At 8th level, you infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you deal an extra 1d8 poison damage. When you reach 14th level, the extra damage increases to 2d8.



Verminform Blessing

At 17th level, you become a natural lycanthrope. You use the statistics of a wererat, though your form can be that of any insect, rodent or vermin, whichever is appropriate for your deity. Your alignment doesn't change as a result of this lycanthropy, and you can't spread the disease of lycanthropy.

WIND DOMAIN

You have dedicated yourself to the service of the primordial winds. In their service, you are the gentle zephyr brushing away adversity or the vengeful storm scouring the stones from the mountainside.

Wind Domain Spells

Level	Spells
1st	<i>feather fall</i> , <i>thunderwave</i>
3rd	<i>gust of wind</i> , <i>misty step</i>
5th	<i>fly</i> , <i>wind wall</i>
7th	<i>conjure minor elementals</i> (air only), <i>freedom of movement</i>
9th	<i>cloudkill</i> , <i>conjure elemental</i> (air only)

Wind's Chosen

When you choose this domain at 1st level, you learn the *mage hand* cantrip and gain proficiency in Nature. When you cast *mage hand*, you can make the hand invisible and you can control the hand as a bonus action.

Channel Divinity: Grasp Not the Wind

At 2nd level, you can use your Channel Divinity to end the grappled condition on yourself and gain a flying speed equal to your normal walking speed until the end of your turn. You don't provoke opportunity attacks for the rest of this turn.

Channel Divinity: Stormshield

At 6th level, when you take lightning or thunder damage, you can use your Channel Divinity as a reaction to gain resistance to lightning and thunder damage until the beginning of your next turn.

Divine Strike

At 8th level, you infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you deal an extra 1d8 thunder damage. When you reach 14th level, the extra damage increases to 2d8.

Dire Tempest

At 17th level, you can create a 20-foot-radius tornado of swirling wind and debris at a point you can see within 120 feet. The storm lasts until the beginning of your next turn. All Huge or smaller creatures within the area take 8d6 bludgeoning damage and are thrown 1d4×10 feet into the air. A creature that succeeds at a Strength saving throw takes half damage and is not thrown. Creatures thrown into the air take falling damage as normal and land prone.

Additionally, creatures that were not affected on your turn and beginning their turn within 15 feet of the tornado must succeed at a Strength saving throw or be dragged into the storm, suffering the effects described above. The area within the tornado is difficult terrain.

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

druid circles

The druids of the Southlands have traditions and circles of their own.

CIRCLE OF THE DESERT

Druids who join the Circle of the Desert are as harsh and unforgiving as the sands of Nuria-Natal. Cross them and the desert itself rises against you. Be generous with them and the desert reveals its bounty.

The Desert Provides

At 2nd level when you choose this circle, you gain the ability to cast *create or destroy water* without expending a spell slot or material components. Once you have used this ability you can't use it again until you finish a short or long rest.

At 6th level you may use this feature to instead cast *create food and water*.

Heatwave

Also at 2nd level, when a creature takes fire damage from a cantrip that you cast, you can choose one creature within 10 feet of your target. That creature takes fire damage equal to your Wisdom modifier (minimum 1).

One with the Sands

Starting at 2nd level, your body has become adapted to the ferocious desert. You can go twice as long without water, gain advantage on saving throws against exhaustion due to heat or lack of water, and are not slowed by difficult terrain caused by sand.

At 14th level, you become immune to exhaustion caused by heat or lack of water.

Guardian of Dust

Beginning at 6th level, you can expend one use of your Wild Shape feature as an action to summon a spirit of the desert. It takes the shape of a **dust devil** and surrounds you for 1 hour, until you fall unconscious, or you dismiss the spirit. The spirit occupies the same space as you and moves with you. While it is active, ranged weapon attacks against you have disadvantage, and creatures that strike you with natural weapons take 1d8 + your Wisdom modifier (minimum 0) bludgeoning damage from the buffeting wind. You suffer no damage from its swirling winds.

Light of the Sun

Starting at 10th level, when you cast a spell that deals fire or radiant damage, you can add your Wisdom modifier

(minimum 0) to one damage roll. Targets that take damage shed bright light in a 5-foot radius and dim light for an additional 5 feet until the end of your next turn.

Crashing Dune

Upon reaching 14th level, as an action you can conjure up a wave of sand under your feet that rushes forward, affecting creatures in a 30-foot square. Each creature other than you in that area must make a Dexterity saving throw equal to your spell save DC. On a failed save, a creature takes 4d8 bludgeoning damage, is knocked prone, and is pushed to the edge of the wave. On a successful save, a creature takes half as much damage and is not knocked prone or pushed. You can ride the wave, allowing it to push you to its end. Once you have used this ability, you can't use it again until you finish a short or long rest.

CIRCLE OF THE HIVE

Rogue tosculi who follow the Circle of the Hive reach out to an echo of the Golden Song to fuel their magic. While no longer part of the hive, they create a new order in nature with themselves at the center.

Bonus Cantrip

When you choose this circle at 2nd level, you learn the *poison spray* cantrip.

Circle Spells

The magic of the Golden Song still echoes through you, granting access to certain spells. At 3rd, 5th, 7th, and 9th level, you gain access to the spells listed for that level in the Circle of the Hive Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of the Hive Spells

Level	Spells
3rd	<i>spider climb, web</i>
5th	<i>conjure animals, fly</i>
7th	<i>freedom of movement, giant insect</i>
9th	<i>contagion, insect plague</i>

Hive Speech

Starting at 2nd level, you can talk to insects as if constantly under the effects of a *speak with animals* spell.



Hive Queen

Starting at 6th level, you create your own personal hive. As part of a long rest, you can summon a **swarm of insects** to your side. The swarm remains until it is destroyed or you finish a long rest. Add your proficiency bonus to the swarm's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. The swarm obeys your mental commands as best as it can. It takes its turn on your initiative. On your turn as a bonus action, you can command the swarm to move and to take the Attack, Dash, Disengage, or Help action. If you don't issue a command, the swarm takes the Dodge action. If you are incapacitated or absent, the swarm acts on its own, focusing on protecting you and itself. The swarm never requires your command to use its reaction, such as when making an opportunity attack.

You can conceal the swarm within your possessions. The swarm is hidden from casual observation but not a thorough search.

Vermin's Ward

When you reach 10th level, you become immune to disease and the poisoned condition. In addition, you ignore movement restrictions caused by webbing and gain advantage on saving throws against being restrained.

Venom Lord

Starting at 14th level, spells you cast ignore poison resistance. In addition, when you roll damage for a spell you cast that deals poison damage, you can treat any 1 or 2 on a damage die as a 3.

CIRCLE OF THE JUNGLE

The druids of the High Jungles belong to a circle that embraces the Green Walker's desire to grow. Much like their vine lords, they seek to spread the green.

Plant Form

At 2nd level when you choose this circle, you receive the Green Walker's blessing, gaining the ability to transform into dangerous plants with a challenge rating as high as 1.

Starting at 6th level, you can transform into a plant with a challenge rating as high as your druid level divided by 3.

Vine Speak

Starting at 2nd level, when you cast a druid cantrip and hit a creature with a spell attack or the target fails its saving throw, the target's speed is halved until the beginning of your next turn as it is slowed by grasping vines.



Rending Thorns

Beginning at 6th level, you can cover your body in razor-sharp thorns coated in a sticky poison. By expending a 1st-level spell slot as a bonus action, you sprout thorns that cause your natural attacks to deal an additional 1d4 poison damage for 1 minute. When using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st. You can use this feature using Wild Shape.

Verdant Body

Starting at 10th level, your body takes on some of the characteristics of a plant. As long as you have ample sun and water, you don't need to eat. You gain blindsense to a range of 15 feet and resistance to damage done by nonmagical piercing weapons. When not wearing armor, your woody skin gives you an Armor Class equal to 14 + your Dexterity modifier.

Mind-Warping Spores

Beginning at 14th level, you can exhale a cloud of spores as an action. One creature of your choice within 15 feet of you must roll a Constitution saving throw against your spell save DC. If the creature fails, it takes psychic damage equal to your druid level each time it attacks you or casts a hostile spell that includes you as a target. This lasts for 1 minute or until you use this feature on another creature. A creature that is immune to the charmed condition is immune to this feature.

CIRCLE OF WIND

Founded in the Domain of the Wind Lords by a group of jinnborn, the teachings of the Circle of Wind have spread far and wide, like a mighty storm. Druids who follow this circle's teachings embrace the mercurial winds to create several effects.

Bonus Cantrip

At 2nd level when you choose this circle, you learn the *message* cantrip.

Circle Spells

The magic of the wind flows through you, granting access to certain spells. At 3rd, 5th, 7th, and 9th level, you gain access to the spells listed for that level in the Circle of Wind Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Wind Spells

Level	Spells
3rd	<i>blur</i> , <i>gust of wind</i>
5th	<i>fly</i> , <i>lightning bolt</i>
7th	<i>conjure minor elementals</i> , <i>freedom of movement</i>
9th	<i>cloudkill</i> , <i>conjure elemental</i> (air elemental only)

Feathered Form

Starting at 2nd level, when you use your Wild Shape to magically assume the shape of a beast, it can have a flying speed.

Comforting Breezes

Beginning at 6th level, as an action, you can summon a gentle breeze that extends in a 30-foot cone from you. You end one disease or the blinded, deafened, paralyzed,

or poisoned condition on a number of targets equal to your Wisdom modifier (minimum 1) within the area. Once you use this ability, you can't use it again until you finish a long rest.

Updraft

Also at 6th level, you can expend a use of Wild Shape as a bonus action to summon a powerful wind. You and creatures of your choice within 10 feet of you end the grappled or restrained conditions. You can fly up to 30 feet as part of this bonus action, and creatures that you affect with this can use a reaction to fly up to 30 feet. This movement does not provoke opportunity attacks.

Wizir of the Hidden World

Starting at 10th level, you can ask the winds one question and they whisper secrets back to you. You can cast *commune* without preparing the spell or expending a spell slot. Once you have used this feature, you can't use it again until you finish a long rest.

Hunger of Storm's Fury

Beginning at 14th level, when you succeed on a saving throw against a spell or effect that deals lightning damage, you take no damage and instead regain a number of hit points equal to the lightning damage dealt. Once you use this feature, you can't use it again until you finish a long rest.

martial traditions

The fighters of the Southlands have their own ways of doing battle and defending their communities.

HAVOC RUNNER

The deserts of Nuria Natal and the Dominion of the Wind Lords are hazardous to travelers, particularly merchants carrying valuable cargo. The gnolls of the desert wastes assault even the swiftest and most heavily defended caravans using tactics that have been adopted by reavers and raiders of every race that prey upon the trade routes. The sight of one havoc runner makes any experienced merchant captain blanch. The sight of an entire troop of them is enough to make one insensible with terror.

Gauging Glance

Beginning at 3rd level, you can Search as a bonus action on your turn, and you gain proficiency in your choice of either Investigation or Perception.

Cry Havoc

Also at 3rd level, you gain two Havoc dice, which are d6s. You can use one of these dice in the following ways:

- When you make an attack against a creature with advantage, you can roll your Havoc die and add the result to your attack roll.
- When you have advantage on an attack against a creature and hit, you can roll your Havoc die and add the result to your damage roll.
- When you are the target of an attack and within 5 feet of a creature friendly to you, you can roll your Havoc die and subtract the result from the attack roll.
- When you hit with an opportunity attack and a creature that is hostile to your target is within 5 feet of your target, you can roll your Havoc die and add twice its result to your damage roll.
- When you grapple or shove a creature, you can roll your Havoc die and add the result to your ability check.

When you roll a 5 or 6 on a Havoc die, and when you roll a critical hit, you immediately gain an additional Havoc die. You can expend one Havoc die per trigger. You regain expended Havoc dice at the start of your turn. You lose all but one Havoc die when you make no attack rolls against hostile creatures for 1 minute.

Lightning Lope

Beginning at 7th level, your movement speed increases by 10 feet. When you start your movement with no hostile creatures within 5 feet and end your movement with at least one hostile creature within 5 feet, you have advantage on the first attack roll you make before the end of your turn.

Havoc in Action

Starting at 10th level, if you have four or more Havoc dice at the start of your turn, you can remove three dice from your Havoc dice pool to add 10 to the damage you deal with your next successful attack. You can't use this feature more than once per attack. Dice you remove from your pool with this feature are not regained at the start of your next turn.



Work As One

Beginning at 15th level, when you and a creature friendly to you that is not incapacitated are within 5 feet of your target, you can grapple or shove your target regardless of its size. If it is one size larger than you or smaller, it has disadvantage on ability checks it rolls to avoid or escape grapples and shoves by you and creatures friendly to you.

Lightning Strike

Starting at 18th level, when you use your Action Surge, you can reroll all results of a 1 on a Havoc die until the end of this turn. You must use the new result.

HOLY TRAMPLER

The sentries of Terrotu, holy trampplers protect the small mobile towns as they follow the herds of ankole across the pasturelands. Trampplers are the sacred warriors of the titan Enkai and have been granted magical abilities to supplement their martial prowess. Many holy trampplers adorn themselves with tosculi mandibles or carapaces, won as trophies from retributive missions to destroy the insect-like humanoids that menace the herds.

Trampler's Bond

Starting at 3rd level, your devotion to Enkai allows you to bond with a specific type of animal. As a bonus action, you can assume aspects of your bonded animal for 1 hour. When you gain this benefit, you take on some physical traits of your bonded animal type as noted. You can call on your bond a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest. Select your bond from one of the following.

Bull. This represents bonds with water buffaloes as well as cattle. When you use your bond to transform, a pair of sharp horns grows from the sides of your head at your temples. You gain a gore attack that deals 1d6 piercing damage. If you move at least 20 feet in a straight line toward a creature and gore it, it must roll a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, you can choose to knock it prone or push it 10 feet away from you in a straight line.

Elephant. The transformation of your bond gives you large tusks, leathery gray skin, and a long trunk. You gain a gore attack that deals 1d6 piercing damage, and when you use your Attack action, you can use your bonus action to make a gore attack. You can use your trunk to lift, drop, push, pull, hold small objects, or grapple a creature, but it can't wield weapons or shields.




Rhinoceros. Your bond's transformation makes your skin leathery and gray, and your head broadens to support the horn that grows from your nose. You gain a gore attack that deals 1d6 piercing damage, and when you use your Attack action, you can use your bonus action to make a gore attack. You have advantage on ability checks that you make to shove a creature or resist being shoved.

Trampler's Shape

Starting at 7th level, you can expend 1 use of your bond to cast *polymorph* on yourself, changing into the form of your bond creature, which uses the **rhinoceros** stat block. You retain your mental ability scores.

Dire Beast Bond

Starting at 10th level, the power of your Trampler's Bond increases. While your bond is active, you gain additional features based on the bond you chose when you gained the Trampler's Bond feature.



Bull. When you knock a creature prone as noted above, you also shove them 10 feet away from you. When you use your Dash action, you can make a gore attack at the end of your movement.

Elephant. When you use the Attack action, you can replace one of your attacks with a thunderous blast from your trunk. Creatures in a 15-foot cone must roll a Constitution saving throw against 8 + your proficiency bonus + your Strength or Charisma modifier, whichever is higher. A creature that fails takes 2d8 thunder damage, while a creature that succeeds takes half damage.

Rhinoceros. Your thick hide grants you a +1 bonus to Armor Class.

Change Size

Beginning at 15th level, you can expend 1 use of your Trampler's Bond as a bonus action to increase your size for 1 minute. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category. If there isn't enough room for you to double in size, you attain the maximum possible size in the space available. For the duration, you have advantage on Strength checks and Strength saving throws. Your weapons also grow to match your new size. While these weapons are enlarged, your attacks with them deal 1d4 extra damage.

Mighty Form

Starting at 18th level, when you use your Trampler's Bond or Trampler's Shape features to transform, you gain temporary hit points equal to your fighter level. If you roll initiative and have no uses of your Trampler's Bond remaining, you regain one use.

SWORD-DANCER

Sword-dancers blur the line between warrior and courtier. The first sword-dancers hailed from the sultan's court in the city of Siwal in the Southlands. Sword-dancers are graceful and charming, with wits as sharp as their flashing blades. Fighters who follow the sword-dancer archetype often attach themselves to powerful lords as bodyguards, spies, and diplomats.

Bonus Proficiency

Beginning at 3rd level, you gain proficiency in the Performance and Persuasion skills.

Light on Your Feet

Also at 3rd level, while wearing light or no armor, you can add your Charisma modifier (minimum of 1) to your Armor Class, and you ignore difficult terrain.

Dust on the Wind

Starting at 7th level, when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature until the start of your next turn.

Deadly Artistry

At 10th level, after you move at least 10 feet, your melee attacks deal an additional 1d8 damage until the start of your next turn.

Howling Edge of the Razor

Starting at 15th level, as a reaction when you take damage from a creature within 5 feet of you, you can make one melee weapon attack against that creature.

Teeth of Khamsin

At 18th level, when you take the Attack action, you can use the Dash action as a bonus action. When you Dash in this way, attack rolls made against you have disadvantage until the start of your next turn.

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

TALON OF HORUS

The hawk-headed harbinger of law, the god Horus is master of the wide-open sky in the Southlands. The martial-minded among Horus's pious understand that their god fights against the chaotic forces that would plunge the Southlands into despair, and they similarly vow to uphold their homes' sanctity and peace. Taking this oath one step further are the Talons of Horus: members of a prestigious order that is often, but not always, tied to a temple or another holy house of the Sky Lord.

Fighters who claim membership in the Talons of Horus receive training from one of many such bands scattered throughout the Southlands. The prerequisite to this training is, of course, faith in the Sky Lord or in his ideals, as well as an oath to follow his faith's vision of law and protection above all.

Worship of Horus is not required among the Talons' ranks, as this order is technically secular, although many high-ranking members are also the Sky Lord's priests. Talons of Horus are often heru, but any race is accepted into the Talons' ranks as long as their martial aptitude and morals are keen.

Whether they work in bands as small as a single individual or in groups of many fighters, Talons of Horus embark upon sacred missions to stamp out enemies of the law and those who would see the Sky Lord's faith burn. These fighters marshal the strength of both their arms and their faith to accomplish their goals.

Hawk's Light

When you reach 3rd level, your devotion to law grants you the ability to cast a limited number of spells from the cleric spell list.

Cantrips. You learn three cantrips of your choice from the cleric spell list.

Spell Slots. The Talon of Horus Spellcasting table shows how many spell slots you have to cast your cleric 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.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your cantrips, since you learn them through devotion to Horus or the law. 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 cleric 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

Talon of Horus Spellcasting

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



Combat Conviction

When you choose this archetype at 3rd level, you can harness the power of your devotion to Horus's vision of the law to boost your skill on the battlefield and beyond.

Protection Dice. You have two protection dice, which are d6s. As a reaction when you make an ability check, attack roll, damage roll, or saving throw, you can expend a protection die and add the protection die to the result of the roll. You regain all of your expended protection dice when you finish a short or long rest.

You gain another protection die at 7th level and one more at 15th level.

Focused Conviction

Beginning at 7th level, when you use the Attack action, you can expend a protection die as a bonus action to cast a spell of 1st level or higher with a casting time of 1 action or 1 bonus action that restores hit points to a creature. Add the protection die to the hit points that your spell restores.

Improved Combat Conviction

Beginning at 10th level, your protection dice turn into d8s. At 18th level, they turn into d10s.

Sky Lord's Strike

At 15th level, you learn the *fly* spell. It is a cleric spell for you and doesn't count against your number of cleric spells known. You can't replace this spell when you gain a fighter level.

As a bonus action on your turn, you can expend one protection die to gain a flying speed of 40 feet until the start of your next turn. You add the protection die result to your Armor Class for any opportunity attacks you provoke during that duration.

TUNNEL WATCHER

For untold ages, the dwarves have paid in blood to keep their subterranean homes safe. The keystone to the defense of the dwarven citadels are the tunnel watchers, warriors trained in the tight, uneven paths of the Underworld. Given their importance to the defense of Sebbek Sobor and the other dwarven holds, numbers of dwarven tunnel watchers outside the holds are few but not unknown.

While the techniques of the tunnel watchers originated with the dwarves, others see the value in such specialization. Tunnel watchers can thus be found throughout the mountainous regions of Midgard.

First Line of Defense

At 3rd level when you choose this subclass, a creature that you hit with a weapon attack has its speed reduced by 15 feet and can't use the Disengage action until the start of your next turn. When you hit a creature with an opportunity attack, you deal an additional 1d8 damage.

Fight for Every Step

As a reaction when you take damage from a melee attack, you can move 5 feet away from the attacker onto non-difficult terrain, reducing the damage you take by 1d6 + the number of hostile creatures currently in reach of you. This movement doesn't provoke opportunity attacks.

The attacker can immediately move into the space you evacuated. This doesn't cost the attacker's reaction and doesn't provoke opportunity attacks, but a creature can only move this way once per turn.

When the Watcher's Away

At 3rd level, you gain proficiency with thieves' tools and mason's tools.

Safe Passage

Starting at 7th level, you have advantage on saving throws against traps, natural hazards, and lair actions. Traps, natural hazards, and lair actions have disadvantage when they make attack rolls against you.

Steadfast

Beginning at 10th level, you gain advantage on saving throws against effects that cause the frightened condition and effects that would move you against your will, including teleportation effects. When a hostile creature forces you to roll a Strength saving throw and you succeed, you deal an additional 1d8 weapon damage the next time you hit with a weapon attack before the end of your next turn.

Cave-In

Starting at 15th level, when you use the Attack action on your turn, you can replace one attack per turn with striking a wall or ceiling within your weapon's reach or range. Creatures other than you within 5 feet of the section of wall or the floor below the ceiling where you



strike must roll a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your choice of your Strength or Dexterity modifier. A creature that fails this saving throw takes 2d10 bludgeoning damage and is restrained until the end of its next turn, but also gains three-quarters cover against creatures other than you. On a success, the creature takes half damage and there is no further effect. When the restrained effect ends, one 5-foot square of that creature's space becomes difficult terrain.

Against the Tide

Beginning at 18th level, when you hit more than one creature with weapon attacks on your turn, you can use your bonus action to gain resistance to bludgeoning, piercing, and slashing damage until the beginning of your next turn. When you shove more than one creature on your turn, each creature that you shoved is knocked prone, and you can make an extra shove attack against one creature within 5 feet of a creature you shoved.

sacred oaths

These oaths first arose in the Southlands.

OATH OF THE ANCESTORS

Those who choose the Oath of the Ancestors are the protectors of the Ramag people, especially those who care for the magical monoliths connecting the districts of their capital. Paladins of this oath remove damaged monoliths and perform the rituals required to properly inter them and the Ramag entombed within them. Paladins of this oath can be found across the Southlands, guarding ramag caravans, hunting fell beasts, protecting geomancers as they right malfunctioning ley lines, and slaying threats to their people and their city.

The Oath of the Ancestors is a vow to purge the world of the corrupting influence of the void. Paladins investigate instances of suspected void magic then hunt down the perpetrators and any foul creatures they've dragged forth. Only the ramag swear this oath under normal circumstances, though a non-ramag willing to protect the Ancestors and strive against the void could attempt it.

Tenets of the Ancestors

To protect their people and their beloved city, paladins of this oath follow these tenets:

The Void is Ruin. Creatures spawned from the void, and any fool who dares dabble with it, are a cancer to be stricken from the world.



The City is Our Heart. Though its districts are scattered, the protection of our capital is our highest calling.

The Soul and Body are One. Our mass and spirit are bound together, eternally united to serve the people and the city.

The Magic is a Tool. The titans taught us magic so we can defend our people, harness the ley lines, and gather our lost kin.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Ancestors Spells

Level	Spells
3rd	<i>comprehend languages, detect magic</i>
5th	<i>arcane lock, locate object</i>
9th	<i>counterspell, tongues</i>
13th	<i>arcane eye, locate creature</i>
17th	<i>contact other plane, hold monster</i>

Channel Divinity

When you take this path at 3rd level, you gain the following two Channel Divinity options.

Identify Dweomer. As an action, you can use Channel Divinity to identify all the enchantments affecting a creature. When you do so, you learn which effects, positive or negative, that are the result of a magical spell, item, artifact, or other arcane phenomenon currently affecting a single creature. If an affect has a duration, you also discover how long before it expires. This feature doesn't inform you of any resistances or effects that are the result of a creature's race.

Pass it On. As a reaction, you can use Channel Divinity to transfer any beneficial spell effect affecting you to another willing creature within 10 feet of you. You can transfer any effect, such as hit-point recovery, resistances, or bonuses to attack rolls, ability checks, and saving throws, including ones created when you cast a spell with a range of Self. If the effect requires concentration, you must maintain concentration on it or the effect ends.

Monolith's Aura

Beginning at 7th level, when a creature casts a spell within 10 feet of you that has a casting time of 1 action or 1 bonus action, you can roll 1d6. On a result of 5 or 6, resolve the spell as if cast with a spell slot one level higher.

When you reach 18th level in this class, you can use this reaction when a creature casts a spell within 30 feet of you.

Spellbane Smite

Starting at 15th level, *dispel magic* is always a prepared spell for you without reducing the number of spells you can choose to prepare. When you hit a creature and use a spell slot for your Divine Smite feature, you can immediately cast *dispel magic* on that creature as a bonus action.

Mighty Remnant

At 20th level, as a bonus action, you can make your skin and any armor you are wearing glow for 1 minute with a web-like pattern, representing the interconnections of the monoliths. For the duration, you gain the following benefits:

- When you succeed on a saving throw against a spell, you gain temporary hit points equal to 1d10 + your Charisma modifier (minimum 1).
- Once on each of your turns, in place of your movement or as a bonus action, you can teleport a distance up to your normal walking speed.
- You can instantly attune one magic item in your possession that is not attuned by anyone else. This can exceed your normal limit of three attuned magic

items. This attunement ends at the end of this feature's duration unless you have unused attunement slots.

Once you use this feature, you can't use it again until you finish a long rest or expend a 5th-level spell slot to regain the use of it.

OATH OF THE CHOSEN

The Oath of the Chosen creates a bond between the paladin and the god Aten, and to Nuria Natal, the land of his chosen people. Other adherents of the faith refer to these paladins as bright blades or shining lords. Members of the order spend their time countering threats to Nuria Natal and preventing the Mharoti from gaining a foothold in the east. With that threat currently at low ebb, bright blades now patrol the roads running along the River Nuria as well as the trade routes in the Crescent and Sarklan deserts.

Tenets of the Chosen

Aten is a strict patron who demands his chosen adhere to the following tenets:

Defend the Land. Scour all threats to Nuria Natal before they corrupt the holy land.

Defend the People. A threat to the people of Nuria Natal is a threat to the land itself. Purge the holy land of all that would defile its people.

Defend Your Faith. Aten is the light of the world. Anything that makes a mockery of you or Aten is a threat to both his chosen land and his chosen people.

Be the People's Beacon. The lands are rife with corrupting influences. Be the torch that guides the chosen people to enlightenment.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Chosen Spells

Level	Spells
3rd	<i>healing word, shield</i>
5th	<i>augury, scorching ray</i>
9th	<i>beacon of hope, haste</i>
13th	<i>guardian of faith, resilient sphere</i>
17th	<i>flame strike, hallow</i>

Channel Divinity

When you take this path at 3rd level, you gain the following two Channel Divinity options.

Cradle of the Land. When you can see a creature within 60 feet of you that has 0 hit points, you can use your Channel Divinity as a reaction to restore hit points

to it. The number of hit points it regains equals 1d8 + any number of hit points that you expend from your Lay on Hands pool.

Star of Sand and Sun. As a bonus action, you can create a magical glass morningstar in your hand that lasts for 1 minute. On a hit, the weapon deals 1d8 piercing damage plus 1d4 radiant damage and 1d4 force damage. On a critical hit with this weapon, you can choose to deal extra damage as normal for a critical hit, or you can choose for the weapon to shatter. Your target and creatures within 20 feet of them that are hostile to you must roll a Dexterity saving throw against your spell save DC, suffering 4d6 radiant damage and 4d6 force damage on a failure or half damage on a success.

The extra damage you deal increases to 2d6 radiant damage and 2d6 force damage at 15th level, and the critical damage from shattering the morningstar increases to 6d6 radiant damage and 6d6 force damage.

You can dismiss the weapon on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, the effect ends.

Bastion of Force

Beginning at 7th level, when you hit a creature with a Divine Smite, you or a creature of your choice that you can see within 10 feet have resistance to all damage dealt by that creature until the beginning of your next turn.

At 18th level, you can choose a creature within 30 feet.

Divine Beacon

Starting at 15th level, when you use Divine Sense, you can attempt to draw some or all of the celestials, fey, and fiends you detect to you. As a free action, you beckon as many of the creatures as you wish within 60 feet. Each must succeed on a Wisdom saving throw or be compelled to move toward you as fast as they can for their next turn.

Vitrified Guardian of the Chosen People

At 20 level, as a bonus action, you can take on a translucent, glassy form for 1 minute. While you are in this form, you gain the following:

- You have resistance to acid, necrotic, and poison damage.
- You are immune to radiant damage, and when you are the target of a spell that deals radiant damage, you can choose up to two other creatures within 30 feet to be targets of the effect instead.
- You are immune to the blinded condition.
- When you use your Lay on Hands or Cradle of the Land features and restore any number of hit points to a creature, you can choose a second creature that you

can see within 60 feet to regain an equal number of hit points.

Once you use this feature, you can't use it again until you finish a long rest or you expend a 5th-level spell slot to regain the use of it.

OATH OF THE ELEMENTS

The Oath of the Elements is taken by those paladins who have dedicated their lives to serving the Wind Lords and the awakened nature spirits of air, earth, fire, and water that inhabit the Dominion. Also known as imajaghans, these ever-vigilant warriors defend their homeland from the armies of the Dragon Empire and other external foes, as well as confronting the threat of Boreas, the North Wind, within the Dominion's borders. Boreas also claims elemental paladins among his followers; these fanatical imajaghans and their elemental allies fight against the servants of the other Wind Lords to restore their exiled lord to his throne.

Tenets of the Elements

The tenets of the Oath of Elements are carved into the sides of a rocky outcrop near the northern coast of the Southlands, alongside the ancient laws of the Dominion. Paladins who swear the sacred oath often travel to this spot to call upon Harmattan, the nature spirit who inhabits the rock formation, as their witness. Imajaghans value the principles of law and tend towards good; Boreas's paladins are nearly always evil.

Defend the Natural World. I hold every mountaintop, valley, cave, stream, and spring sacred. I will fight to my last breath to protect natural places from harm.

Lead the Line. I stand at the forefront of every battle as a beacon of hope to lead my allies to victory.

Act Wisely, Act Decisively. I weigh my actions carefully and offer my counsel to those who would behave impulsively. When the time is right, I unleash the fury of the elements upon my enemies.

Integrity. My word is my bond. I do not lie or deceive others and always treat them with fairness.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Elements Spells

Level	Spells
3rd	<i>burning hands, thunderwave</i>
5th	<i>acid arrow, flaming sphere</i>
9th	<i>call lightning, protection from energy</i>
13th	<i>conjure minor elementals, ice storm</i>
17th	<i>conjure elemental, wall of stone</i>

Elemental Language

You learn a new language when you take this oath at 3rd level. Choose from Aquan, Auran, Ignan, or Terran.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Abjure the Otherworldly. You can use your Channel Divinity to rebuke elementals and fiends. As an action, you present your holy symbol and recite the ancient edicts of the Wind Lords. Each elemental or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only 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.

Imajaghan's Strike. As a bonus action, you can use your Channel Divinity ability to magically imbue one weapon you are holding with the power of the elements. Choose air, earth, fire, or water. For 1 minute, your weapon does an additional 1d6 damage of a type based on the element you chose: lightning or thunder (air), acid (earth), fire (fire), or cold (water). While your weapon is imbued with an element, you can choose to deal its damage type instead of radiant damage when you use your Divine Smite.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Aura of Resistance

Beginning at 7th level, your power over the elements forms a magical ward around you. Choose acid, cold, fire, lightning, or thunder damage when you finish a short or long rest. You and friendly creatures within 10 feet of you have resistance to damage of this type.

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

Elemental Companion

When you reach 15th level, you can call upon the service of an elemental companion to aid you on your quests. As an action, you summon an elemental of challenge rating 2 or lower, which appears in an unoccupied space you can see within 30 feet. The elemental creature is friendly to you and your companions, and it obeys any verbal commands you issue to it. If you don't issue any commands to it, it defends itself from hostile creatures

but otherwise takes no actions. It rolls its own initiative and has its own turns in combat.

Your elemental companion doesn't require concentration, but maintaining your connection to it prevents you from casting other spells that conjure creatures while it is present.

The elemental continues to serve you until you dismiss it or it is reduced to 0 hit points, which causes it to disappear. If your elemental companion is destroyed, you must wait seven days before you can summon a replacement.

Elemental Champion

At 20th level, you can use a bonus action to manifest the unchained power of the elements. Your eyes glow with fire, your hair and clothes move as if blown by a strong wind, and the ground trembles with your every step. For 1 minute, you gain the following benefits:

- You gain the flying speed of an air elemental (90 ft., hover), the burrowing speed of an earth elemental (30 ft.), or the swimming speed of a water elemental (90 ft.)
- You have resistance to acid, cold, fire, lightning, and thunder damage.
- Your weapon is imbued with the power of the elements. Choose an element, as with Imajaghan's Strike. Your weapon deals an additional 3d6 damage of a type based on the element you chose: lightning or



thunder (air), acid (earth), fire (fire), or cold (water). While your weapon is imbued with an element, you can choose to deal its damage type in place of radiant damage when you use your Divine Smite.

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

ranger archetypes

Here you will find some of the unique ways followed by rangers of the Southlands.

JUNGLE WARDEN

Some are born to the jungle, while others learn its ways later in life. Jungle Wardens imitate the animals of the jungle in offense and defense. They learn to eat safely, avoiding the spoilage caused by the heat and humidity of the rainforest. The greatest of the Jungle Wardens see the jungle as the wellspring of vibrant life, learning to turn aside necrotic energies. These lessons serve them well in all environments.

Jungle Warden Magic

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

Jungle Warden Spells

Level	Spells
3rd	<i>entangle</i>
5th	<i>spike growth</i>
9th	<i>stinking cloud</i>
13th	<i>giant insect</i>
17th	<i>insect plague</i>

Power from the Green

At 3rd level when you choose this archetype, you gain one of the following features of your choice.

Jaguar. When you start your turn hidden, your first successful attack deals an additional 1d8 damage. If you engage in two-weapon fighting this turn, you can add 1d8 to the damage of your second attack as well.

Mountain Gorilla. When you aren't within reach of any hostile creatures, you can perform a powerful, thundering leap. You spend 2 feet of movement for each foot you move horizontally. You don't take falling damage for your first 20 feet of vertical descent. This movement

doesn't provoke opportunity attacks. When you land, one creature within 5 feet of you must roll a Strength saving throw against your ranger spell save DC. On a failure, it takes 1d8 thunder damage and has disadvantage on its first attack roll before the beginning of your next turn.

Poison Dart Frog. You learn to harvest a poison from certain jungle creatures, which you apply to your weapons. When you hit a creature with a weapon attack, you can choose for it to roll a Constitution saving throw against your ranger spell save DC. On a failure, it takes 1d8 poison damage and is poisoned until the beginning of your next turn. You can use this feature twice and regain the use of it when you roll initiative in a new encounter.

Safe Repast

Also at 3rd level, you can cast *purify food and drink* but only as a ritual.

Natural Defenses

Starting at 7th level, you gain one of the following features of your choice.

Jaguar. When you hit a creature with an attack, it can't make opportunity attacks against you and it has disadvantage on opportunity attacks against other creatures, until the beginning of its next turn.

Mountain Gorilla. When you are frightened, you can make an additional saving throw against that condition at the start of each of your turns against the original effect DC. On a success, the frightened condition ends, you gain temporary hit points equal to your ranger level, and you gain advantage on attack rolls you make before the beginning of your next turn.

Poison Dart Frog. You gain resistance to poison damage and advantage on saving throws against the poisoned condition.

Warrior of the Green

Beginning at 11th level, you gain one of the following features of your choice.

Ferocity. When you are within 5 feet of more hostile creatures than friendly creatures, or when you attack a creature that has legendary actions, your weapon attacks deal an additional 1d8 damage. You can't apply this bonus twice to the same attack.

Cunning. Once per turn when you have advantage on a weapon attack or the target is poisoned, you can deal an additional 3d6 damage.

One with the Green

Starting at 15th level, you gain resistance to necrotic damage, and when you or a creature within 30 feet of you that you can see takes necrotic damage, you can expend

a spell slot as a reaction to negate 2d6 points of necrotic damage per level of the spell slot you expend.

Snake Speaker

Like the serpents they adore, snake speakers are highly adaptable hunters. Snakes are common throughout the Southlands, with most of the deadliest species on Midgard found there. People who need to travel through the southern jungles often retain a snake speaker guide, trusting them to protect them from scaly poisoners.

Snake Speaker Magic

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

Snake Speaker Spells

Level	Spells
3rd	<i>charm person</i>
5th	<i>suggestion</i>
9th	<i>tongues</i>
13th	<i>confusion</i>
17th	<i>dominate person</i>

Scaly Transition

Beginning at 3rd level, you can take on limited serpentine aspects. When you finish a long rest, select one of the following features. You gain the benefit of the chosen feature until the next time you finish a long rest. Starting at 11th level, you can select two options when you finish a long rest.

Bite. You can attack creatures with a venomous bite that deals 1d4 piercing damage and 1d8 poison damage. If you use the Attack action to attack with a weapon, you can use a bonus action to make this attack.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on scent and on Wisdom (Insight) checks.

Poison Resistance. You have resistance to poison damage.

Scales. Increase your Armor Class by 2.

Serpentine Movement. Gain a climbing speed of 30 feet.

Speak with Snakes

Starting at 3rd level, you can comprehend and verbally communicate with snakes. A snake's knowledge and awareness are limited by its Intelligence, but it can give

you information about things it has perceived within the last day. You can persuade a snake to perform small favors for you, such as carrying a message to a nearby companion.

Serpent Shape

When you reach 7th level, you can cast *polymorph* on yourself, assuming the shape of a **constrictor snake**, **flying snake**, or **poisonous snake**. Starting at 15th level, you can assume the form of a **giant constrictor snake** or a **giant poisonous snake**. You can use this feature once and regain use of it when you finish a long rest.

Sinuous Dance

Beginning at 11th level, your physical movements can beguile your enemies and strengthen your magic. You can choose to use Dexterity as your spellcasting ability score.



Furthermore, you can add your Dexterity modifier and your Wisdom modifier together, using the result as your spellcasting ability modifier to cast one spell. You can do this once and regain the ability to do so when you finish a long rest.

Decoy Skin

Starting at 15th level, you learn to magically shed your skin and use it as an animate decoy. As an action, you can shed your skin and have it occupy a space that is normal for a creature of your size, shares your Armor Class and saving throw modifiers, and has hit points equal to three times your ranger level. The decoy lasts for 10 minutes or until it is reduced to 0 hit points.

As a bonus action, you can command it to move up to your speed using any form of movement you possess. While it is within 5 feet of you, its appearance and movements so closely mimic yours that when a creature that can reach you and your decoy makes an attack against you, it must roll a d6. On a 1, 2, or 3, the attack targets your decoy instead of you and deals normal damage on a hit. Your decoy can't make attacks, cast spells, perform ability checks for anything other than movement, or use your ranger class features.

It looks exactly as you looked when you used this feature, and it is a convincing duplicate of you. A creature can discern that it isn't you with an Intelligence (Investigation) check against your spellcasting saving throw DC. You can use this feature once and regain use of it when you finish a long rest.

roguish archetypes

The rogue class appears in several new forms in the Southlands.

CARAVAN RAIDER

Most gnolls of Dabu are talented raiders, but only the best master the alchemical recipes needed to create mojo bags. These raiders leave bedlam in their wake and take what they want in the chaos.

Swift Raider

Starting at 3rd level, your speed increases by 5 feet while you aren't wearing medium or heavy armor. At 9th and again at 13th level, your speed increases by an additional 5 feet.



Raider Training

When you choose this archetype at 3rd level, you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks if at least one of your allies is within 5 feet and the ally isn't incapacitated. In addition, because of your training throwing grenade weapons, you gain a +2 bonus to attack rolls you make with ranged weapons that have the thrown property.


Mojo Bags

At 9th level, you gain the ability to create two types of alchemical bags that produce surprises when hurled. These items function only for you and last until you finish a long rest. As part of a long rest, you can create a number of bags equal to half your rogue level.

When thrown, the mojo bag detonates in a 10-foot-radius burst and affects all creatures in that area. Mojo bags have a range of 20/60 and the DC for your bags are equal to 8 + your proficiency bonus + your Intelligence modifier.

Choose your recipes from the list below.

Coward's Wail. Creatures in the area affected by a coward's wail must succeed on Wisdom saving throw or



become frightened for 1 minute. While frightened, they must use the Dash action to move away from you; if they can't, they use the Dodge action. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Devil's Fire. A creature hit with devil's fire takes 3d6 fire damage and catches fire, burning for an additional 1d6 fire damage at the end of each of their turns for 1 minute or until they use an action to put out the flames. A creature that succeeds on a Dexterity saving throw takes half damage and doesn't catch fire.

Grasping Tendrils. Acid-covered tentacles sprout from the bag that last for 1 minute, grasping creatures in the area and forcing them to make a Strength saving throw. Creatures that fail are restrained. While restrained, a creature takes 2d6 acid damage at the end of each of its turns. At the end of each of its turns, the target can make another Strength saving throw. On a success, the effect ends on the target.

Healing Mists. Creatures in the area when the bag detonates regain 1d6 hit points.

Improved Recipe

Starting at 13th level, choose one recipe you know and increase its effect by 2d6 or its DC by 1. At 17th level, you can improve a second recipe.

Shock and Awe

Starting at 17th level, you learn a third recipe, and enemy creatures have disadvantage on saving throws against your mojo bags that they make during the first round of combat.

GRUDGE BEARER

The quest to reclaim Haldenheim has brought some rogues into contact with the spirits of long-dead dwarven ancestors there. By accepting the burden of the spirit's grudges, they gain a knowledgeable, if eerie, ally.

Spirit Ally

At 3rd level when you choose this archetype, the spirit of an ancient dwarf joins with you. Work with your GM to create a name and personality for the spirit. You gain a number of the spirit's capabilities from when it was alive.

- 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. If you already have darkvision, the range of your darkvision increases by 30 feet.

- You gain proficiency in medium armor, and wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks. You can add 3, rather than 2, to your Armor Class while wearing medium armor if your Dexterity is 16 or higher.
- You speak, read, and write Dwarvish and Deep Speech.

Long Memory for Grudges

Also at 3rd level, your spirit ally helps you settle scores. You gain advantage on your first attack roll against a creature that dealt damage to you, or that you saw deal damage to any dwarf or another creature that you are friendly toward. On a hit, you deal an additional 1d6 necrotic damage. Once you do, you can't choose to knock that creature unconscious if you reduce them to 0 hit points. You can use this feature a number of times equal to your proficiency bonus. You regain one expended use for each Hit Die you expend to regain hit points and all expended uses when you finish a long rest.

Wandering Soul

Starting at 9th level, your spirit ally can aid in your scouting. As a bonus action, you can see creatures and objects that are in the Ethereal Plane within 60 feet while you are in the Material Plane, and vice versa, until the end of your next turn.

As an action, your spirit ally can look through objects up to 5 feet thick and report what it sees. It shares your bonus to Wisdom (Perception) checks and darkvision, and it can see 60 feet into the Ethereal Plane.

Stone Mind

Beginning at 13th level, you learn to block out the whispers in the darkness that shatter the minds of lesser adventurers. You gain resistance to psychic damage.

As a reaction, when a creature within 30 feet of you that you can see takes psychic damage, you can halve the damage that creature takes.

Inescapable Vengeance

Starting at 17th level, as a bonus action, you can become invisible until the beginning of your next turn. Until this effect ends, you can pass through creatures and solid objects. You take 1d10 force damage if you end your turn in the same space as another creature or solid object. The first time you hit with a weapon attack, you deal an additional 2d6 necrotic damage.

You can use this feature once and regain use of it when you expend a use of Long Memory for Grudges and when you finish a long rest.

SERVANT OF NAKRESH

The many-handed monkey god of trickery and greed has many adherents in the Southlands. As a servant of Nakresh, you use your speed and guile to profit at the expense of those not as clever or talented as you. Becoming a servant doesn't require specialized training or an advanced education; daring, a flexible morality, and the desire to live a life of maximum luxury with minimum drudgery is enough.

Servants of Nakresh tend to choose a specialty to attain their goals. Many become tomb raiders or cat burglars because their skills allow them to excel at such pursuits, but just as many others are swindlers, slavers, or serve at the right hand of summoners and diabolists. Servants are not part of the hierarchy of the cult of Nakresh and are only loosely aligned, if at all, with each other. Alliances they make are generally out of necessity and last only as long as it takes to complete a job.

The Many-Handed One

When you choose this archetype at 3rd level, you gain proficiency in Acrobatics. If you are already proficient in Acrobatics, you gain proficiency in another skill available to 1st-level rogues. You gain a climbing speed equal to your walking speed. You can roll Dexterity (Acrobatics) instead of Strength (Athletics) when you attempt to grapple a creature.

You can grapple creatures more than one size category larger than you. You reduce a grappled creature's speed by 10 feet instead of reducing its speed to 0, and you move with it wherever it goes. At the end of its movement, you are in a space of your choice adjacent to the grappled creature.

When you hit a creature with a melee attack on your turn and deal Sneak Attack damage to it, you can immediately use a bonus action to attempt to grapple it. When you attack a creature that you have grappled and you don't have disadvantage, you can deal your Sneak Attack damage to it. The attack must use a finesse weapon or an unarmed attack.

Vexing Grapple

When you have a creature grappled, you can use your bonus action to increase the damage by 1d6 of the next successful weapon attack against it by a creature other than you before the beginning of your next turn. At 9th level, this additional damage increases to 2d6.

Trickster's Grapple

Starting at 9th level, when you are grappling a creature and an attack from another creature hits you, the creature you are grappling takes damage equal to half the amount dealt to you.

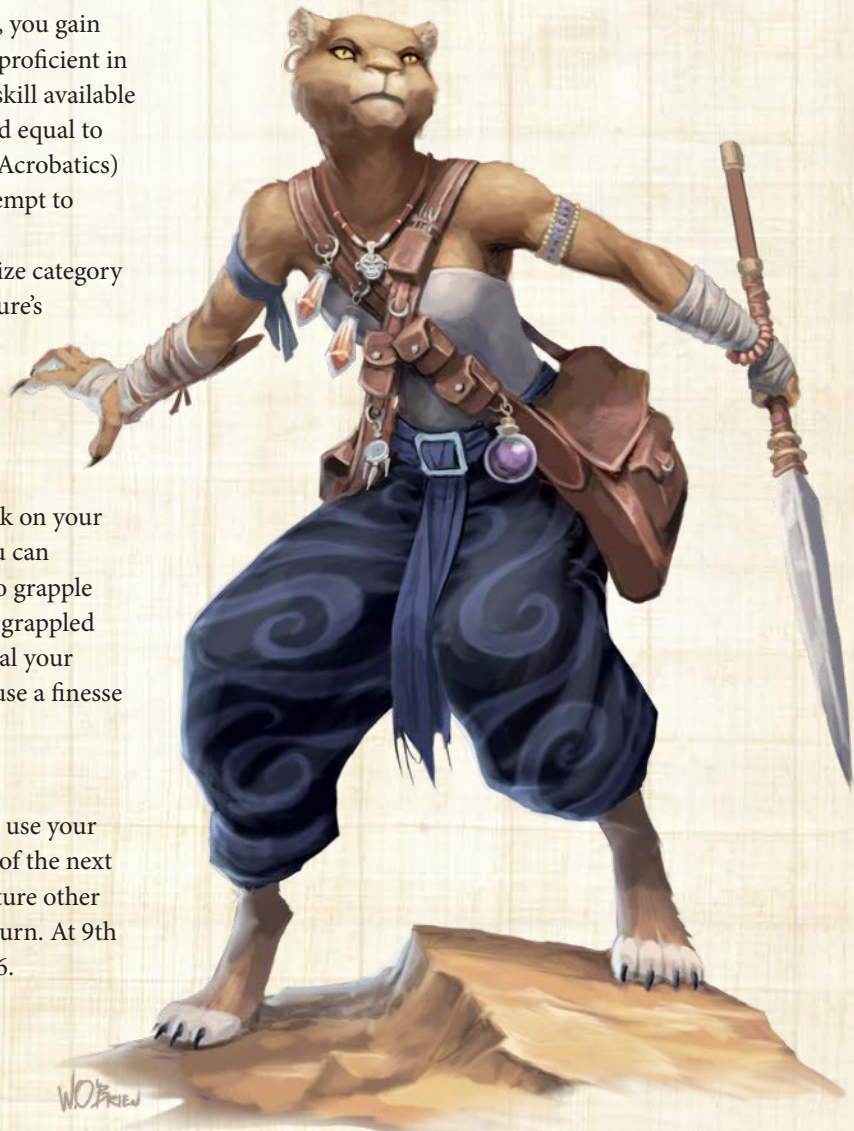
Cunning Avoidance

Beginning at 13th level, when you use your Uncanny Dodge and the triggering attack is from a creature that you are grappling, you can force the creature to move up to 15 feet or half its remaining speed, whichever is lesser.

Alternately, you can end your grapple and move up to half your speed as part of the same reaction.

Persistent Vexation

Starting at 17th level, when you use Vexing Grapple, it applies to any number of weapon attacks made against the creature you are grappling by creatures other than you until the beginning of your next turn.



Sorcerous Origins

These sorcerous gifts are found among the people of the Southlands.

ANKOLE BLOODLINE

The strength, ferocity, and resilience of the ankole—the enormous cattle that graze on the vast plains and rolling hillsides of the Southlands—courses through you. One of your ancestors might have had close ties to the titan goddess Enkai, who created the ankole for her chosen people, the Terrotu. Or perhaps generations of your family have served in the Trampplers, Terrotu's elite warriors, and have ridden ankole into battle against the tosculi or other foes of the Cattle Queens. Either way, the mighty bovines and their titan creator power your magic.

Horns of Force

Starting when you choose this origin at 1st level, as a bonus action, you can channel the power of the ankole to cause a pair of giant ghostly horns to appear on your head. The impressive, curved horns last for 1 minute or until you expend their power when you hit a creature with a melee or ranged spell attack. While you have horns, you gain advantage on Charisma (Intimidation) checks and on Wisdom (Animal Handling) checks to deal with ankole or other bovines.

The next time you hit with a spell attack roll, you can choose to launch the horns at your enemy. Your attack deals an extra 1d6 force damage, and the target must succeed on a Strength saving throw equal to your sorcerer spell save DC or be knocked prone. The horns disappear once you have triggered this effect.

You can use this feature a number of times equal to your Charisma modifier (minimum 1), and you regain expended uses when you finish a long rest.

Ankole Toughness

The magic of the titan goddess's cattle courses through your veins, granting you some of the ankole's physical attributes. At 1st level, your skin grows as tough and leathery as an ankole's hide. When you aren't wearing armor, your AC equals 12 + your Dexterity modifier.

It also becomes harder to move you against your will. You have advantage on saving throws and ability checks to avoid being pushed or knocked prone.

Might of Umbuso

At 6th level, you can channel the majesty and might of the titans into your Horns of Force. While the horns are



active, you can spend sorcery points to deal extra force damage when you expend their power. Each sorcery point spent does an additional 1d6 force damage.

Additionally, when you first cause your horns to appear, you gain your choice of resistance to cold damage or resistance to fire damage for 1 hour.

Enkai's Gift

Starting at 14th level, the power of your Horns of Force is not expended after you launch them at a creature. They reappear on your head, allowing you to deal force damage and attempt to knock a target prone each time you hit a creature with a spell attack roll during the 1-minute duration.

Additionally, while the horns are active, you can spend 4 sorcery points to gain resistance to bludgeoning, piercing, and slashing damage for the remainder of their duration.

Thunder of the Herd

Starting at 18th level, you can spend 5 sorcery points as a bonus action to take on more of the physical attributes of the ankole. Your size increases to Huge, you grow real horns, you gain temporary hit points equal to twice your sorcerer level, and your feet transform into hooves. Your speed increases by 10 feet, and you gain the following:

Trampling Charge. If you move at least 20 feet straight toward a creature and then hit it with a gore attack on the same turn, that target must succeed on a Strength saving throw equal to your sorcerer spell save DC or be knocked prone. If the target is prone, you can make one stomp attack against it as a bonus action.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone creature. *Hit:* 17 (2d10 + 6) bludgeoning damage.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

FARSEER

Your magic comes from a god of prophecy and prognostication who imbued a sliver of its power in your ancestry. Farseers can trace their power through the generations to a single, powerful ancestor whose divine gift gave them access to the webs of fate. Others are plagued by visions and omens with no knowledge of their august lineage. These unfortunate men and women may be driven to madness and ostracized by their uncontrolled, forbidden knowledge. Regardless, the touch of the divine has forever changed you and the skeins of fate unravel in your view. Except as noted below, farseers function as sorcerers and use the sorcerer spell list.

Blood of the Seer

When you choose this origin at 1st level, the blood of your ancestors signals your destiny. You become proficient in Insight and History. Your preternatural sense of what is to come also allows you to sense imminent danger, so you make initiative checks with advantage.

Quickening

At 1st level, you can take the Dodge action as a bonus action on your turn. You can do this a number of times equal to your Constitution modifier (minimum of 1). You regain expended uses after finishing a long or short rest.

Commune with the Unknown

Upon reaching 6th level, your prophetic insight allows you to commune with otherworldly powers. By focusing all

your attention on a single yes-or-no question for 1 minute, you can pose that question to the powers beyond. The entity that responds to your question has vast knowledge of everything that has happened and of everything that is likely to happen. It isn't omniscient, however; it can predict the future only in terms of what may happen, not what's certain to happen. Questions about the future must be phrased in terms of what's possible or plausible to avoid non-answers. You must finish a short or long rest before communing with the unknown again.

Time Slip

Beginning at 14th level, the skeins of time enshroud your body, distorting the fabric of reality around you. As an action, you can expend 3 sorcery points to step out of sync with probable futures. You can be seen only as an indistinct, shimmery outline. Attacks against you are made with disadvantage and you have resistance against nonmagical bludgeoning, piercing, and slashing damage. Additionally, you can move through other creatures and solid objects as if they were difficult terrain. If you end your turn inside a solid object, you take 5 (1d10) force damage. The effect lasts for 1 minute, provided you maintain concentration on it as on a spell.

Sharing the Dream

At 18th level, visions of likely futures constantly weave across your consciousness. You can share that foreknowledge with your companions. As an action, you can grant up to five creatures (which can include yourself) advantage on attack rolls or saving throws (each creature chooses for itself) for 1 minute, provided you maintain concentration on this effect as on a spell. You must expend 2 sorcery points per affected creature to trigger this effect.

WINDSPEAKER

You draw your sorcerous power from the spirits of wind, stone, flame, and sea. Awakened thousands of years ago by the mighty Wind Lords, these spirits now inhabit every mountaintop, rock, fire, and oasis in the Stone Desert. You might be a jinnborn, touched by the elemental planes, or a Tamasheq nomad who can trace your heritage back to the ancient peoples of the desert and sunken Ankeshel. Whatever your lineage, you hear the voices of the nature spirits and understand the secret words of arcane wisdom they whisper to you. As a windspeaker, you can call upon these spirits for knowledge and power. At higher levels, you can even ask the Wind Lords and their djinn servants for assistance in your adventures.

Spirit Talker

When you choose this sorcerous origin at 1st level, you learn to speak, read, and write Auran and your choice of Aquan, Ignan, or Terran.

By concentrating on your surroundings, you can sense the direction and distance to the nearest nature spirit within 5 miles. Nature spirits (*Southlands Worldbook* p. 63) are favorably inclined toward you; their starting attitude toward you improves by one step.

Elemental Devotion

Also at 1st level, you learn the four elemental devotions. When you cast a spell of 1st level or higher, you can immediately use a bonus action to enter a devotion or change your current devotion. A devotion lasts for 1 minute or until you choose to end it.

Air. While you are in devotion to Air, your walking speed increases by 10 feet and you can Disengage as a bonus action. When a creature you can see moves

adjacent to you, you can use your reaction and end your devotion to make a melee spell attack against it. On a hit, the creature takes 1d6 thunder damage and is pushed 10 feet away from you.

Earth. While you are in devotion to Earth, your AC can't be less than 17, and you have advantage on Constitution saving throws to maintain concentration. When you take damage, you can use your reaction and end your devotion to gain 1d6 temporary hit points.

Fire. While you are in devotion to Fire, once per turn when you deal damage, you can deal an additional 1d6 fire damage to one creature that you damaged on this turn. When you take damage, you can use your reaction and end your devotion to deal fire damage equal to your Charisma modifier to creatures of your choice within 5 feet.

Water. While you are in devotion to Water, you can Dodge as a bonus action, and attempts to grapple or shove you have disadvantage. When a creature misses you with an attack, you can use your reaction to end your devotion and force the triggering creature to make a Strength saving throw against your spell save DC. On a failure, the creature takes 1d6 bludgeoning damage and is knocked prone.

Elemental Warding

Starting at 6th level, you have resistance to one form of elemental damage. When you finish a short or long rest, you gain resistance to one of the following damage types: acid, cold, fire, lightning, or thunder. This resistance lasts until you choose a new damage type with this feature.

Greater Devotion

Beginning at 14th level, when you use a reaction from your Elemental Devotion feature, roll an additional 1d6 and add it to the result.

Additionally, when you cast a spell of 5th level or higher while in devotion to an element, you can enter devotion to a second element without ending your first devotion.

Windspeech

Starting at 18th level, you can cast *commune* to speak to a Wind Lord. In addition to the spell's normal effects, you can choose three druid or sorcerer spells of any spell level, adding them to your spells known and treating them as sorcerer spells. You lose knowledge of them the next time you cast *commune* with this feature.



WOLFE

arcane traditions

The wizards of the Southlands have traditions of magic they have handed down and refined through generations.

SCHOOL OF AEROMANCY

As part of their apprenticeships, the aeromancers of Aerdvall learn to construct a device filled with mystical water from the Well of Urd. Harnessing this powerful energy, they can empower their spells with a variety of air-related effects. It is possible for those not from Aerdvall to become aeromancers if they acquire the mystic water flowing from the Well of Urd.

Construct Aerosphere

At 2nd level when you choose this tradition, you learn to construct an aerosphere without the aid of the master that trained you. The aerosphere appears as a vial or crystal filled with a mystical liquid; many aeromancers mount them on wands or staffs. You can use your aerosphere as an arcane focus. Your aerosphere only functions for you. If it is lost or destroyed, you can create a new one using a ritual that takes 8 hours and requires 100 gp in components and a few drops of mystic water.

You can use your aerosphere to store your understanding of magic, just as you would a spellbook, with all associated costs and requirements.

Aerosphere Concentration

Starting at 2nd level, when your aerosphere is in hand, you have advantage on Constitution saving throws to maintain concentration on any spell with air, cloud, lightning, thunder, or wind in the name. If a creature deals damage that causes you to lose concentration on a spell with air, cloud, lightning, thunder, or wind in the name, you can choose to deal thunder damage equal to the level of the spell slot you expended + your Intelligence bonus to that creature.

Aerospheric Empowerment

Starting at 6th level, when casting a spell while holding your aerosphere, you can add your Intelligence modifier to one damage roll of any spell with air, cloud, lightning, thunder, or wind in the name.

Lightning Rider

Beginning at 10th level, when you cast *lightning bolt*, you can immediately use your bonus action to teleport to any point in the path of the spell's area.

Master of Winds

At 14th level, when you cast any spell with air, cloud, lightning, or wind in the name, you are infused with the power of the Well of Urd and surrounded by winds of pure potential. While surrounded by these winds, you gain a flying speed of 60 feet and resistance to lightning and thunder damage. You can release the winds as an action, causing them to explode outward from you. Creatures within 30 feet must roll a Strength saving throw equal to your spell save DC. Those that fail are knocked prone, pushed to the edge of the sphere, and take bludgeoning damage equal to half your wizard level. If you are flying when you release the winds, you gently float to the ground.

The winds last for 10 minutes or until you choose to release them.

SCHOOL OF DESIDERITES

Desiderites seek to alter reality as effortlessly as the jinn. To master the magic of granting wishes, they create and improve a magic lamp that grants a flexibility other wizards rarely achieve. The weakness of wish magic is that someone else must make the wish the desiderite grants. While some desiderites help others, the greedy or power-hungry keep retainers or servants close at hand to make wishes that benefit the wizard.

Disciple of Desires

At 2nd level when you choose this school, you learn to read, write, and speak Primordial. You craft a brass ring or lamp that serves as an arcane focus for your spells. If this object is destroyed or lost, you can create another one in 1 hour, using a ritual requiring 25 gp worth of components.

To use any of the Desiderite subclass features, you must touch your ring or lamp after a mortal creature other than you within 60 feet of you makes a wish. You must be able to see and hear them utter the wish aloud for the magic to take hold.

Small Favors

Starting at 2nd level, you can grant small wishes to others. When a creature makes a wish regarding an action they are about to take, including an attack roll, ability check, or saving throw, you can use your reaction to grant their wish for success by adding 1d4 to the roll. You must use this feature before the creature makes its roll. No creature can benefit from this feature more than three times per day.

You can use this feature a number of times equal to your proficiency bonus, and you regain expended uses when you finish a short or long rest. Once you grant a creature's



wish three times with this feature, it can't receive another wish from this feature until the next dawn.

At 10th level, you add 1d6 instead.

Heart's Desire

Starting at 6th level, you can sense the deepest desires of others. You learn *detect thoughts* (or another divination spell of your choice if you already know that spell), and you can cast it without components. When you probe deeper into a creature's thoughts, you learn one thing it sincerely wishes for, even if it succeeds on its Wisdom saving throw.

Desperate Wish

Beginning at 10th level, you can answer the wish of an ally in dire need. When a creature you can see and hear within 60 feet of you drops to 0 hit points but is not instantly killed, it can call out to you, and you can use your reaction to cause it to drop to 1 hit point instead, teleport to a space within 5 feet of you, and gain immunity to all damage until the start of its next turn. Once you use this feature, you can't use it again until you finish a long rest or you expend a 5-level spell slot to regain the use of this feature.

Wishmaster

At 14th level, you can grant most wishes by duplicating the effect of other spells. When a creature makes a wish, you can rub your lamp as an action to grant their wish. You can duplicate any spell, even those you do not know or are not on your spell list, by expending a spell slot two levels higher than the level of the spell you wish to duplicate.

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

SCHOOL OF LABYRINTH MAGIC

The minotaurs of the Moon Kingdom created labyrinth magic long ago, a result of their fascination with and mastery of mazes. Spells of this arcane tradition tend to involve elements of confusion, dimensional manipulation, and the strengthening of the minotaur's natural weapons. Labyrinth magic is rarely taught to outsiders, but there are human practitioners of the tradition among the Qamari of the Lands of Wind and Sand and the folk of the Seven Cities. As you follow the teachings of this tradition, you learn to open portals to the plane of the Great Labyrinth that connects the sacred labyrinths of the minotaurs throughout Midgard.

Labyrinth Savant

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy a labyrinth magic spell into your spellbook is halved.

Bewildering Glimpse

Starting at 2nd level when you select this tradition, you can bewilder another creature with a brief glimpse of the endless corridors of the Great Labyrinth. As an action, choose any number of creatures you can see within 10 feet of you that can also see you. Target creatures must succeed on a Wisdom saving throw against your wizard spell save DC. Each creature that fails this saving throw rolls a d10 at the beginning of its next turn to determine its behavior for that turn.

d10 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 can act and move normally. |

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

Summon Maze Guardian

Starting at 6th level, you can spend 1 minute inscribing an intricate spiral pattern onto a wall, floor, or other flat surface. When the pattern is complete, a portal opens to the plane of the Great Labyrinth and a maze guardian appears. The maze guardian is a Large bronze animated statue of a minotaur and is under your control. It uses the statistics of a **minotaur skeleton** but is a construct rather than undead.

If the guardian stays within 60 feet of the point where you inscribed the pattern, it remains under your control for up to 24 hours, at which point it vanishes back to the Great Labyrinth. However, if you command the guardian to accompany you and it moves further away, it instead returns to the Great Labyrinth after 1 hour.

On each of your turns, you can use a bonus action to mentally command the maze guardian if it is within 60 feet of you. You decide what action the guardian takes and where it moves during its turn, or you can issue a general command, such as guarding a particular chamber or corridor. If you issue no commands, the guardian only defends itself against hostile creatures. Once given an order, the guardian continues to follow it until its task is complete or its time is up.

Once you have used this ability, you can't use it again until you finish a long rest. You can only summon one maze guardian at a time.

Labyrinthine Ways

Starting at 10th level, as a bonus action, choose one willing, conscious creature within 30 feet of you. The ground within 15 feet of that creature is difficult terrain for any creature that is hostile to you. This lasts for 1 minute or until you choose a new willing creature.

When you cast a labyrinth magic spell of 1st level or higher, you can teleport to a space within 5 feet of the creature you chose, or you can both teleport, swapping places.

Secret Refuge

Beginning at 14th level, you can spend 1 minute inscribing a spiral pattern on a wall, floor, or other flat surface. When the pattern is complete, a portal opens to a secret refuge inside the plane of the Great Labyrinth. You and up to seven creatures of Medium size or smaller can enter the hidden chamber and remain inside it for up to 8 hours. The portal closes behind you once you enter, taking the form of a wooden door on the inside. The portal is invisible from the other side.

The secret refuge is a 30-foot-square stone room, comfortable and dry. It is simply furnished with a table, chairs, and bunk beds to sleep eight creatures. A small library of books on various subjects sits on a shelf alongside one wall: these books grant advantage on Intelligence checks to recall knowledge.

If you or any of the occupants opens the door, any creatures inside the secret refuge are expelled into the open spaces nearest to the entrance.


Once you use this ability, you can't use it again until the next moonrise.

SCRIBE OF THOTH-HERMES

The scribes of Thoth-Hermes are the ultimate arbiters of the law in Nuria-Natal. Novice scribes act as functionaries and aides for their superiors and the cult of Thoth-Hermes as a whole, while more experienced ones have the authority to arbitrate questions of law.

The sight of a scribe in the streets of Nurian cities can cause consternation,





or even fear, in the populace. They are unmistakable in their blue robes trimmed with gold and crimson while bearing as many books and scrolls as they can carry. Senior scribes also carry blinding rods of Thoth-Hermes, which serve as the token of their authority.

The cult of Thoth-Hermes claims the fear potential lawbreakers feel for the scribes' judgement reduces crime in the cities. Other lawmakers dispute this claim, preferring a secular agency oversee the laws of the land. Either way, wrongdoers have been known to quake in fear while awaiting the judgement of the scribes, while those who have no fear of them look forward to the spectacle of public punishments.

Religious Scholar

Beginning when you select this tradition at 2nd level, you can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. Unless you have also chosen a spell with the Blessings of Thoth-Hermes feature, you can only cast cleric spells with the ritual tag as rituals. When you take this tradition, you can add one cleric spell with the ritual tag to your spellbook. You can add new cleric spells with the ritual tag to your spellbook using the standard rules for spell inscription.

Blessings of Thoth-Hermes

Also at 2nd level, you can select two cleric spells and add them to your spellbook. The spells you choose must be of a level for which you have spell slots. They are wizard spells for you. You always have the spells you select with this feature prepared, and they don't count against the number of spells you can prepare each day.

You can add two more cleric spells to your spellbook when you reach 6th, 10th, and 14th levels. Whenever you gain a level in this class, you can replace one of the spells you learned with this feature with another cleric spell that is of a level for which you have spell slots.

Spell Synthesis

Starting at 6th level, you can expend one 3rd-level spell slot to cast two 1st-level spells simultaneously. One of the spells you cast must be one you selected with the Blessings of Thoth-Hermes feature. Both of the spells cast in this way must have a casting time of 1 action, and they take effect as though they were each cast with a 1st-level spell slot. You can target the same or different creatures with each spell. This feature doesn't allow you to maintain concentration on more than one spell at a time. Once you use this feature, you can't use it again until you finish a short or long rest.

When you reach 10th level, you can cast two 2nd-level spells simultaneously by expending one 5th-level spell slot. At 14th level, you can cast two 3rd-level spells by expending one 7th-level spell slot.

Starting at 10th level, you can cast two 1st-level spells that take effect as though each had been cast using a 2nd-level spell slot by expending one 5th-level spell slot. At 14th level, you can cast two 1st-level spells that take effect as though each had been cast using a 3rd-level spell slot, or two 2nd-level spells that take effect as though they were cast using a 3rd-level spell slot, by expending one 7th-level spell slot.

After you use this feature, you can't cast additional spells this turn.

Court Official

When you reach 10th level, the cult grants you a smooth golden rod topped with the symbol of Thoth-Hermes. Attuning to the rod doesn't count against the number of magic items you can attune. When you are attuned to it, the rod has the same statistics as a mace, and you have proficiency with it. When you attack with this weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for your attack and damage rolls. It is a spellcasting focus for you.

When you hit a creature with the rod, you can expend one spell slot to deal psychic damage to the target in addition to the weapon's normal damage. The damage is 1d8 for a 1st-level spell slot plus 1d8 for each slot level higher than 1st. If the target is a humanoid, it must also succeed at a Wisdom saving throw against your spell save DC or be blinded for as long as you concentrate, to a maximum duration of 1 minute. A blinded creature can make a new saving throw at the end of each of its turns, ending the condition on a success. Once a creature succeeds on a saving throw against this feature, it can't be blinded by this feature until you finish a long rest.

Knowledgeable Arbiter

Once you reach 14th level, when you use your Spell Synthesis feature, you no longer have to finish a short or long rest to use it again.

lotus magic

Lying in the shadow of Aerdrvall, the marshes beneath the Celestial Waterfall nourish entire fields of lotus, steeped in the Well of Urd's latent magic. Who first discovered the flowers' eldritch potential remains unknown; rumors attribute it equally to Kush's demon cults, Nuria Natal's elite and their god-king, and Tamasheq mystics, who followed the Wind Lords' hushed whispers. No matter the origin, spellcasters across the Southlands hunger for prepared lotus blooms.

LOTUS INFUSION

To gain the benefits of these eldritch benefits, a compote of properly treated magical lotus petals must be prepared. Ingesting this lotus infusion creates a state in you known as Lotus Infused. This grants you a special ability, along with a drawback, both specific to the type of lotus used. This ability can be used three times; unused "doses" fade the next time you finish a long rest. The drawback remains until you receive a *lesser restoration* or finish a long rest. You must also succeed on a DC 13 Constitution saving throw or become addicted.

Lotus addiction's symptoms take 1d4 days to manifest and include fatigue and nausea. When suffering from lotus addiction, you gain 1 level of exhaustion, regain only half the normal number of hit points from spending Hit Dice during a short rest, and regain no hit points and lose no levels of exhaustion from finishing a long rest.

At the end of each long rest, an addicted creature must make a DC 13 Constitution saving throw. On a failed save, you lose 25% of your available Hit Dice for use during a short rest. You can't regain these Hit Dice until you break the addiction or receive a *greater restoration*. If you have no remaining Hit Dice to expend, you gain 1 level of exhaustion, and you regain Hit Dice equal to 75% of your normal maximum Hit Dice, rounded up. Exhaustion levels gained from addiction are not lost after a long rest. This process continues until the exhaustion levels are removed or you receive a *greater restoration*. On a successful saving throw, your exhaustion level decreases by 1 level. If a spell or successful saving throw removes your lone remaining level of exhaustion, you recover from the addiction. Taking an infusion of magical lotus again while addicted means you do not need to check for or suffer the effects of addiction for 1d4 days.

Amber Lotus

wondrous item, rare

These small, golden flowers grow in clusters of three on delicate vines that wrap around trees in flooded areas, producing a perfume akin to a mixture of honey and cinnamon. When you consume it, you have disadvantage on all Wisdom ability checks and saving throws until you finish a short rest. If you are a spellcaster, you can use one application of Lotus Infused ability to gain one of the following:

- Increase the saving throw DC of an enchantment spell you cast by 2.
- Cast an enchantment spell as if you used a spell slot one level higher than the one you expended.
- Cast the spell as if you had applied one of the following metamagic benefits to it, whether or not you know the particular metamagic: Extended Spell or Subtle Spell (when stacking uses, each metamagic benefit may be chosen only once).

You can use one to three uses of the amber lotus as part of the action of casting a spell. When using the same ability boost more than once, the effects stack.

If you aren't a spellcaster, you can expend an application as a reaction when you fail a saving throw against an enchantment spell. Reroll the saving throw and use the new result.


Black Lotus

wondrous item, rare

The subtle, coppery-scented black lotus grows on decaying trees or rotting corpses; some claim greater potency from blooms found on dead bodies. When you consume it, you have disadvantage on all Strength ability checks and saving throws until you finish a short rest. If you are a spellcaster, you can use one application of Lotus Infused ability to gain one of the following:

- Increase the saving throw DC of a necromancy spell you cast by 2.
- Cast a necromancy spell as if you used a spell slot one level higher than the one you expended.
- Cast the spell as if you had applied one of the following metamagic benefits to it, whether or not you know the particular metamagic: Empowered Spell or Extended Spell (when stacking uses, each metamagic benefit may be chosen only once).

You can use one to three uses of the black lotus as part of the action of casting a spell. When using the same ability boost more than once, the effects stack.



If you aren't a spellcaster, you can expend a use as a reaction when you fail a saving throw against a necromancy spell. Reroll the saving throw and use the new result.

Blood Lotus

wondrous item, rare

The crimson petals of a blood lotus smell of mint when bruised, but offer no other noticeable fragrance. It grows near running water, along the shore. When you consume it, you have disadvantage on Charisma ability checks and saving throws until you finish a short rest. If you are a spellcaster, you can use one application of Lotus Infused ability to gain one of the following:

- Increase the DC of an evocation spell you cast by 2
- Cast an evocation or blood magic spell as if you used a spell slot one level higher than the one you expended.
- Cast the spell as if you had applied one of the following metamagic benefits to it, whether or not you know the particular metamagic: Careful Spell or Distant Spell (when stacking uses, each metamagic benefit may be chosen only once).

You can use one to three uses of the blood lotus as part of the action of casting a spell. When using the same ability boost more than once, the effects stack.

If you aren't a spellcaster, you can expend a use as a reaction when you fail a saving throw against an evocation or blood magic spell. Reroll the saving throw and use the new result.

Indigo Lotus

wondrous item, rare

Found in shady pools of calm water, the indigo lotus grows on broad, flat-floating leaves, and it smells like spoiled milk. When you consume it, you have disadvantage on Wisdom ability checks and saving throws until you finish a long rest. If you are a spellcaster, you can use one application of Lotus Infused ability to gain one of the following:

- Increase the DC of an illusion spell you cast by 2
- Cast an illusion spell as if you used a spell slot one level higher than the one you expended.
- Cast the spell as if you had applied one of the following metamagic benefits to it, whether or not you know the particular metamagic: Distant Spell or Subtle Spell (when stacking uses, each metamagic benefit may be chosen only once).

You can use one to three uses of the indigo lotus as part of the action of casting a spell. When using the same ability boost more than once, the effects stack.

If you aren't a spellcaster, you can expend a use as a reaction when you fail a saving throw against an illusion spell. Reroll the saving throw and use the new result.

hieroglyphic magic

Brought from the cults and temples of Nurian priests who long ago mastered its art, hieroglyphic magic is referred to by Nurians as *weret hekau*, which translates to “words of truth.” The study of *weret hekau* is primarily practiced among the priesthods of Nurian gods; different faiths focus on different hieroglyphs. This resembles the rune magic of the North or aboleth glyphs.

A few scholars suspect ancient hieroglyphs of power evolved from aboleth glyphs. Another theory holds that one or more of the gods—the exact identity of whom shifts depending on the teller—bestowed this magic on their people to empower them in wars against their enemies. Regardless, hieroglyphic magic is a long-standing Nurian tradition.

Individual symbols remain associated with specific cults, and priests rarely teach them to those outside their devout congregations. The relations are as follows:

Anu-Akma

Flourish in Death as in Life

Grasping Arms of Balance

With One Heart and Voice, the People Raise Cries of Joy

Aten

Savor the Divine Company of the Gods

Stand Above All

With Sight & Talons of the Hawk

Bastet

Dress the Air with the Cloying and the Fair

Gifts Taken from the Silver Coffin

Watchful Eyes See What Is Hidden

Horus

As Does Every God, Every Bird, Every Fish, and Every Creeping Worm

Hold the Storm in an Urn of the Wind

On the Day of the Destruction of the Fiends

Ninkash

Give Succor to Thy People
Open the Hidden Springs and Unbolt the Shrine
Shine at the Monument of the Mighty

Sekhmet

Fly as the Falcon, Bowl as the Wolf
The Jackal Moves on Tirelessly
Stars and Birds Perceive All

Often considered a lesser part of the Temple of Bastet, decorated members of the sect of Sekhmet may also earn the opportunity to learn *Gifts Taken from the Silver Coffin*.

Thoth

Drink Deep of the River's Power
The Gods Company Like Light
He Hath Repulsed Fiends

Commonly Known

By the Surge and Flood of Black Waters
Shielding Eye of Truth and Virtue

COMMON NURIAN HIEROGLYPHS

Known to all Nurian cults and familiar to the general population, the hieroglyphs *By the Surge and Flood of Black Waters* and *Shielding Eye of Truth and Virtue* both find substantial use by artisans, who incorporate them into household decorations, jewelry, fabrics, or even tattoos.

By the Surge and Flood of Black Waters

Meaning: This symbol represents the strength and enduring power of the River Nuria.

Hieroglyph Bonus: You gain a +1 bonus to saving throws against effects that would cause you to gain a level of exhaustion.

Hieroglyph Power (2nd Level): As a bonus action or reaction, you can ignore the effects of all levels of exhaustion you have for 1 hour. Any additional exhaustion you gain while this benefit is active are imposed when the hour ends.

Mastery Power: Once per day, as part of a short rest, you grant a number of creatures equal to your proficiency bonus the ability to reroll one time any number of Hit Dice they spend to regain hit points during that short rest, using the higher result.

Shielding Eye of Truth and Virtue

Meaning: This symbol represents the protection and safety of pious devotion.

Hieroglyph Bonus: If you are sleeping naturally when combat begins, the magic of this hieroglyph awakens you to act and roll initiative normally.

Hieroglyph Power (2nd Level): You can cast *protection from evil and good* as a bonus action, drawing the symbol of the hieroglyph in the air. You don't need to concentrate on this effect; it lasts for 10 minutes. Once you use this feature, you can't do so again until you finish a long rest.

Mastery Power: You trace the hieroglyph on your body with a tincture of ink and crushed scarab beetle shell. As part of an ability check, attack, or saving throw, you can add 1d4 to the result after making the roll but before knowing the outcome. Alternately, you can expend this power as a reaction to gain advantage on the roll when you make a saving throw against a curse.

The power of hieroglyphs could not remain solely in the province of the priesthood, however. Fashioning small protective amulets that channel the power of the magical symbols trickled down into knowledge of the common folk, and many artisans create legitimate protective talismans capable of granting minor magics to the wearer. Even more sell counterfeit jewelry, costume amulets with no weret hekau at all. The power within these amulets is not permanent, and the invested magic remains only until it is used or the artisan summons it back with the dawning of a new day. Canny buyers know to bargain for the duration of their amulets, and reputable artisans trade on the strength of their fulfilled promises. They sell for anywhere from a few gold pieces to hundreds, depending on the maker's fame, the duration of the amulet, and the financial needs of the artisan.

Amulet Crafter

Prerequisite: Script Carver or Rune Mastery feats
You have learned to make magical amulets.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- As part of a short rest, you can expend a 1st-level spell slot or 2 Hit Dice to charge a small amulet with the Power feature of a hieroglyph or rune that you know. A creature holding the amulet can activate it as an action, after which it is expended. The amulet retains its magic until you regain the expended spell slot or Hit Dice. When you finish a long rest, you can choose not to regain this spell slot or Hit Dice. If you die, the amulet loses its magic at the next dawn.



chapter 4: gear

The people of the Southlands have developed their own weapons and tools. Some items may have a different name and look—but identical function—to one from another part of the world. The Weapon Equivalents table indicates the name of such Southlands weapons and their game statistics.

Weapon Equivalents

Southlands Weapon	Equivalent Statistics
Akrafena	Scimitar
Assagai	Javelin
Iklwa (stabbing spear)	Short sword
Machete	Handaxe
Ngulu	Greatsword
Starknife	Dagger

SPECIAL WEAPONS

Weapons with special rules are described here.

Bladed Scarf. If you use one of your attacks to grapple a creature while wielding a bladed scarf, you can use your bonus action to make an attack against it with one end of the scarf. If you use your action to Attack with your scarf, you can use your bonus action to make an attack with the other end of it, dealing 1d4 slashing damage on a hit.

Club Shield. These shields are wielded by grasping onto a stout two-foot-long pole on the reverse side, allowing you to use your shield as an effective weapon. Wielding a club shield increases your Armor Class by 2. You can't wield a shield or a second club shield at the same time.



New Weapons

Weapon	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Rungu (throwing club)	2 gp	1d4 bludgeoning	1 lb.	Light, thrown (range 20/60)
Stabbing knife	2 gp	1d4 piercing	1 lb.	Finesse, light
<i>Martial Melee Weapons</i>				
Bladed scarf	100 gp	1d4 slashing	3 lb.	Finesse, reach, special
Club shield	25 gp	1d4 bludgeoning	2 lb.	Light, special
Khopesh	25 gp	1d6 slashing	4 lb.	Special, versatile (1d8)
Narumbeki throwing knife	20 gp	1d6 piercing	2 lb.	Light, thrown (range 20/60)
Shotel	50 gp	1d6 slashing	3 lb.	Finesse, special
Stabbing axe	20 gp	1d6 slashing	4 lb.	Special, versatile (1d8)
Temple sword	35 gp	1d6 slashing	3 lb.	Finesse, light
Wrist knife	4 gp	1d4 slashing	1 lb.	Finesse, light
<i>Martial Ranged Weapons</i>				
Double blowgun	40 gp	1 piercing	2 lb.	Ammunition (range 20/60), loading
War boomerang	2 gp	1d6 bludgeoning	1 lb.	Finesse, thrown (range 20/60)

Double Blowgun. The double blowgun is a ranged martial weapon comprised of two hollow tubes connected to one mouthpiece. When a proficient wielder uses an Attack action to blow into it and each tube is loaded with a needle, the wielder can attack two targets within range that are within 5 feet of each other.

Khopesh. A khopesh is a one-handed martial melee weapon that looks like a cross between a sword and a sickle. The long blade emerges from the hilt straight like a longsword, but the blade curves toward the end. The curve of the blade can be used to trap an opponent's limb. In place of an attack against a humanoid, you can attempt to grapple it with an attack roll. On a hit, the target is grappled. The escape DC is your Strength (Athletics) check. When a creature you have grappled with this weapon attempts to escape and fails, it takes 1d4 + your Strength modifier slashing damage.

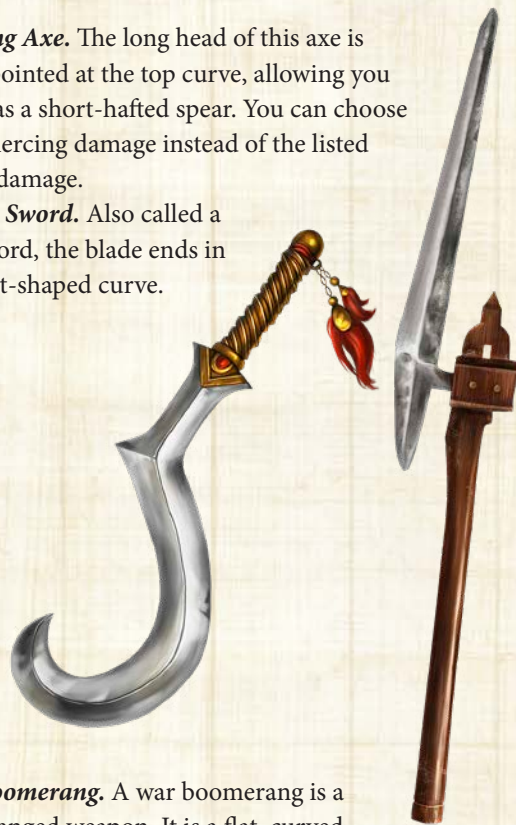
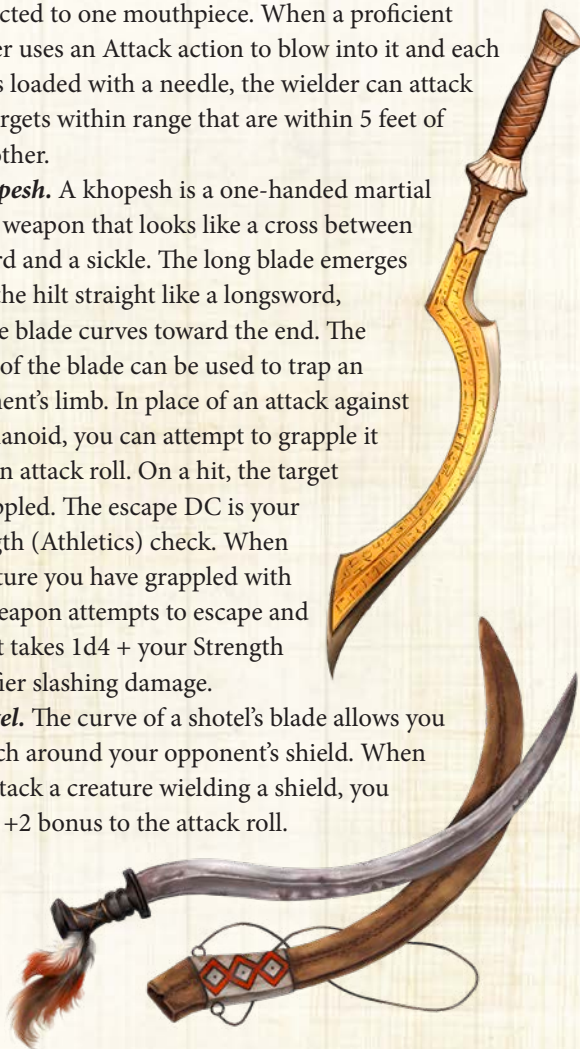
Shotel. The curve of a shotel's blade allows you to reach around your opponent's shield. When you attack a creature wielding a shield, you gain a +2 bonus to the attack roll.

Stabbing Axe. The long head of this axe is sharply pointed at the top curve, allowing you to use it as a short-hafted spear. You can choose to deal piercing damage instead of the listed slashing damage.

Temple Sword. Also called a sickle sword, the blade ends in a crescent-shaped curve.

War Boomerang. A war boomerang is a martial ranged weapon. It is a flat, curved piece of wood with more heft than its smaller cousin. While it does more damage than a regular boomerang, it doesn't return to its wielder on a miss. The boomerang can be used to knock a target unconscious rather than kill it when thrown by a proficient wielder.

Wrist Knife. This 1- to 2-inch-wide circular blade is worn around the wrist like a bracelet.



NEW ADVENTURING GEAR

This new equipment is found primarily or exclusively in the Southlands.

Adventuring Gear

Item	Cost	Weight
Camel saddle	60 gp	40 lb.
Elephant saddle	150 gp	90 lb.
Ritual cymbals	2 gp	—
Sand skimmer	50 gp	50 lb.
Shroud strips (single body)	75 gp	1 lb.
Silt mask	5 gp	½ lb.
Surgery kit	50 gp	4 lb.

Camel Saddle. Camels are the most common mounts available in the Southlands, as they are ideal for traveling through the desert. A properly fitted camel saddle allows you to ride on your mount's humped back in comfort.



Elephant Saddle. Elephants make for fearsome beasts of war but can be uncomfortable to ride for extended periods. An elephant saddle resembles a wide-seated chair with a low back and armrests.

Ritual Cymbals. These small brass cymbals are worn on the fingers and struck together as part of ritual dances.

Sand Skimmer. This wooden land vehicle slides atop sand, propelled by a single sail. The skimmer sits atop two narrow runners attached to a flat wooden platform. The platform is five feet wide and ten feet long. One driver pilots the skimmer; it can also hold one passenger. Depending on the wind, the sand skimmer reaches speeds up to 8 miles per hour.

Shroud Strips. Shroud strips are alchemically treated strips of cloth or leather used to wrap a corpse. When the body is completely wrapped in shroud strips, it ceases to decay and can't become undead. The first month a body is wrapped in these strips doesn't count against the time limit of spells such as *raise*

dead. Some clerics of life or sun deities create enchanted shroud strips that prevent bodies from being turned into undead creatures.

Silt Mask. This covering keeps sand and other irritants out of the respiratory tract. Creatures wearing a silt mask have advantage on saving throws against effects that are delivered through breathing. Casting a spell with verbal components while wearing a silt mask requires a DC 10 Constitution check; on a failure, the spell slot is expended without effect.

Surgery Kit. This leather roll-up can be fastened with an attached cord for storage. It contains several sharp scalpels, a whetstone, a small mirror, sponges, bandages, several needles, a small box of soap, and a bobbin of strong silk thread. In addition to its use as a common medical kit, if you treat an injured creature with a surgical kit during a short rest and the creature uses a Hit Die to recover hit points, it can treat any 1 or 2 it rolls as a 3 instead. The kit has enough consumable material for 10 uses. The consumable portion can be replaced for 5 gp per expended use.





spells

A number of spells unique to or originating from practitioners of the Southlands are revealed below.

catfolk spells

The following spells, developed by catfolk spellcasters and spread throughout their communities, are useful for non-catfolk casters as well.

BAT FROM THE SKY

2nd-level evocation (druid, paladin, ranger)

Casting Time: 1 action, or 1 reaction when a flying creature moves adjacent to you

Range: Touch

Components: V, S

Duration: Instantaneous

You target a flying creature you can reach when you cast this spell. The creature must succeed on a Strength saving throw or be knocked prone and become stunned until the end of its next turn. If you use an action to cast this spell, you can use a bonus action to make a melee weapon attack against the target regardless of the result of

its saving throw. If you cast this spell using your reaction, the creature has disadvantage on its saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target an additional creature for each 2 slot levels above 2nd.

BODY TWIST

1st-level transmutation (druid, ranger)

Casting Time: 1 reaction, which you take when you are grappled or restrained by a creature or physical object

Range: Self

Components: S

Duration: Instantaneous

When you cast this spell, your body contorts to allow you to maneuver out of a creature's grasp or bonds placed upon you. You can attempt to escape from a grapple or being restrained, you can use your spell attack roll in place of your ability check to escape, and you have advantage on the escape check.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can instead target a creature within 30 feet of you, which can use its reaction to attempt to escape.

BROKEN WING

1st-level evocation (ranger, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shed cat's claw)

Duration: Instantaneous

You take an imaginary swipe at a target within range as you cast this spell. The target must make a Constitution saving throw. On a failed save, it takes 2d6 slashing damage and reduces either its flying or walking speed (your choice) by 10 feet. On a success, it takes half damage and its speed is not reduced. If the target regains 5 hit points, the reduction to its speed ends.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st, and you reduce the target's speed by an additional 5 feet for each slot level above 1st (to a maximum of 30 feet).

POUNCE STRIKE

1st-level transmutation (ranger)

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 round

As part of the action to cast this spell, you can leap up to 15 feet in any direction, which does not provoke opportunity attacks, and make a melee spell attack. If this attack hits, the target suffers 2d8 force damage, and if the target is Large or smaller, it falls prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 per slot level above 1st.

WARNING WHISKERS

2nd-level abjuration (druid, ranger, warlock)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a cat's whisker)

Duration: Concentration, up to 1 hour

Thin, invisible fibers stretch from your cheeks (or your shoulders, sides, or thighs, as you prefer). These long whiskers reach up to 10 feet. For the spell's duration, you gain a +5 bonus to your passive Wisdom (Perception) score. Additionally, you know the location of invisible creatures within range of the whiskers. This negates advantage they have on their attack rolls against you, but your attack rolls still have disadvantage. You can target invisible creatures within 10 feet with spells that require you to be able to see the target.

The whiskers also confer some stability to your movement. You have advantage on Dexterity checks made to maintain your balance or remain upright.

combat divination spells

The following spells are frequently used by those of the Southlands seeking to use foresight to alter the outcome of events during battle.

Combat Divination Spell List

1st Level

alter arrow's fortune
anticipate weakness
foretell distraction
insightful maneuver
litany of sure hands
seer's reaction
slippery fingers
twist the skein

3th Level

anticipate arcana
scry ambush
sidestep arrow
targeting foreknowledge

4th Level

energy foreknowledge

2nd Level

anticipate attack
avoid grievous injury
distraction cascade
distracting divination
heartstrike
soothsayer's shield

ALTER ARROW'S FORTUNE

1st-level divination (bard, cleric, druid, ranger, sorcerer, wizard)

Casting Time: 1 reaction, when an enemy makes a ranged attack that hits

Range: 100 feet

Components: S

Duration: Instantaneous

You clap your hands, setting off a chain of tiny events that culminate in throwing off an enemy's aim. When an enemy makes a ranged attack (weapon or spell) that hits one of your allies, this spell causes the enemy to repeat the attack roll unless the enemy makes a successful Charisma saving throw. The attack is resolved using the lower of the two rolls (effectively giving the enemy disadvantage on the attack).

ANTICIPATE ATTACK

2nd-level divination (bard, cleric, druid, paladin, ranger, sorcerer, wizard)

Casting Time: 1 reaction, when you are attacked but before the attack roll is made

Range: Self

Components: V, S

Duration: Instantaneous

In a flash of foreknowledge, you spot an oncoming attack with enough time to avoid it. Upon casting this spell, you can move up to half your speed without triggering opportunity attacks. The attack still occurs but misses automatically if you are no longer within the attack's range, are impossible for the attack to hit, or can't be targeted by that attack in your new position. If none of those apply but the situation has changed—you've moved into a position with cover, for example—then the attack is made under those new conditions.

ANTICIPATE ARCANA

3rd-level divination (cleric, paladin, sorcerer, warlock, wizard)

Casting Time: 1 reaction, when an enemy you can see casts a spell

Range: Self

Components: V, S

Duration: Instantaneous

Your foresight gives you an instant to ready your defenses against a magical attack. When you cast *anticipate arcana*, you have advantage on saving throws against spells and other magical effects until the start of your next turn.

ANTICIPATE WEAKNESS

1st-level divination (bard, cleric, druid, ranger, sorcerer, wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

With a quick glance into the future, you pinpoint where a gap is about to open in your foe's defense and then you strike. Upon casting *anticipate weakness*, you have advantage on attack rolls until the end of your turn.

AVOID GRIEVOUS INJURY

2nd-level divination (bard, cleric, druid, sorcerer, warlock, wizard)

Casting Time: 1 reaction, when you are struck by a critical hit

Range: Self

Components: V, S

Duration: Instantaneous

You cast this spell when a foe strikes you with a critical hit but before damage dice are rolled. The critical hit against you becomes a normal hit.

DISTRACTION CASCADE

2nd-level divination (bard, cleric, druid, ranger, sorcerer, warlock, wizard)

Casting Time: 1 reaction, when an ally declares an attack against an enemy you can see

Range: 30 feet

Components: V, S

Duration: Instantaneous

With a flash of foresight, you throw a foe off balance. Target one creature you can see that your ally has just declared as the target of an attack. Unless that creature makes a successful Charisma saving throw, attacks against it are made with advantage until the start of your next turn.

DISTRACTING DIVINATION

2nd-level divination (bard, cleric, sorcerer, warlock, wizard)

Casting Time: 1 reaction, when an enemy attempts to cast a spell

Range: Touch

Components: V, S

Duration: Instantaneous

Foresight tells you when and how to be just distracting enough to foil an enemy spellcaster. When an adjacent enemy attempts to cast a spell, make a melee spell attack against that enemy. If it hits, the enemy's spell fails and has no effect; the enemy's action is used up but the spell slot isn't expended.

ENERGY FOREKNOWLEDGE

4th-level divination (bard, cleric, druid, sorcerer, wizard)

Casting Time: 1 reaction, when you are the target of a spell that does cold, fire, force, lightning, necrotic, psychic, radiant, or thunder damage

Range: Self

Components: V, S

Duration: Instantaneous

When you cast energy foreknowledge, you gain resistance to every type of energy listed above that's inflicted by the spell hitting you. This resistance lasts until the end of your next turn.

At Higher Levels: When energy foreknowledge is cast with a spell slot of 5th level or higher, you can include one additional ally in its effect for each slot level above 4th. Affected allies must be within 15 feet of you.

FORETELL DISTRACTION

1st-level divination (bard, cleric, ranger, sorcerer, warlock, wizard)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

Thanks to your foreknowledge, you know just when your foe will take his or her eyes off you. Casting this spell has the same effect as making a successful Dexterity (Stealth) check, provided cover or concealment is accessible within 10 feet of you. It doesn't matter whether enemies can see you when you cast the spell; they glance away at just the right moment. You can move up to 10 feet as part of casting the spell, provided you're able to move (not restrained or grappled or reduced to a speed less than 10 for any other reason). This doesn't count as part of your normal movement. After the spell is cast, you must be in a position where you can remain hidden: a lightly obscured space, for example, or a space where you have total cover. Otherwise, enemies see you again immediately and you're not hidden.

HEARTSTRIKE

2nd-level divination (druid, ranger)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (an arrow, bolt, or other missile)

Duration: Instantaneous

The spirits of ancient archers carry your missiles straight to their targets. You have advantage on ranged weapon attacks until the start of your next turn, and you can

ignore penalties for half cover, three-quarters cover, and light obscuration when making those attacks.

INSIGHTFUL MANEUVER

1st-level divination (cleric, paladin, ranger, sorcerer, warlock, wizard)

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

With a flash of insight, you can take advantage of your foe's vulnerabilities. Until the end of your turn, the target has vulnerability to one type of damage (your choice).

Additionally, if the target has any other vulnerabilities, you learn them.

LITANY OF SURE HANDS

1st-level divination (paladin)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 minute

This litany allows the recipient to perform clumsy tasks with speed and alacrity. The target of the litany ignores the loading property of weapons and can drink a potion as a bonus action for the duration of the spell.

SCRY AMBUSH

3rd-level divination (bard, cleric, druid, ranger, sorcerer, warlock, wizard)

Casting Time: 1 reaction, taken at the start of an enemy's turn

Range: Self

Components: V, S

Duration: Instantaneous

You foresee your foe's attack a split second before it begins. When you cast this spell, a number of your allies equal to your spellcasting ability modifier (minimum of 1) + your proficiency bonus are not surprised. If you yourself were surprised, you must make a spellcasting check at the moment your reaction should be triggered. The DC equals the initiative number of the current turn. If the spellcasting check fails, you remain surprised and can't use a reaction to cast the spell until after your turn. If the check succeeds, you can take a reaction to cast the spell but you must be one of its targets.

SEER'S REACTION

1st-level divination (bard, cleric, druid, ranger, sorcerer, wizard)

Casting Time: 1 reaction, at the start of any other creature's turn

Range: Self

Components: V, S

Duration: Instantaneous

Your foreknowledge allows you to act before others because you knew this was going to happen. When you cast this spell, reroll your Dexterity check for initiative with a +5 bonus. Your initiative equals the higher of the two results. If that number is higher than the current initiative number, take your turn immediately but switch to the higher number next round.

SIDESTEP ARROW

3rd-level divination (bard, cleric, druid, ranger, sorcerer, warlock, wizard)

Casting Time: 1 reaction, when an enemy targets you with a ranged attack

Range: Self

Components: V, S

Duration: Instantaneous

With a few perfectly timed steps, you maneuver a foe between you and danger. You can cast this spell when a foe targets you with a ranged attack but before the attack roll is made, the spell is cast, etc. At least one other foe must be within 10 feet of you when you cast *sidestep arrow*. As part of casting the spell, you can move up to 15 feet to place an enemy between you and the attacker, in the direct line of attack. You must be able to move (not restrained or grappled or reduced to speed 0 for any other reason). This move does not provoke opportunity attacks. After you've moved, the ranged attack is resolved with the intervening foe as the target instead of you.

SLIPPERY FINGERS

1st-level divination (bard, cleric, druid, sorcerer, warlock, wizard)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You set a series of small events in motion that cause the targeted creature to drop one nonmagical item of your choice that it's currently holding unless it makes a successful Charisma saving throw. This spell can't cause magic items to be dropped.

SOOTHSAYER'S SHIELD

2nd-level divination (bard, cleric, druid, ranger)

Casting Time: 1 reaction, when you are hit by an attack

Range: Self

Components: V, S

Duration: Instantaneous

This spell can be cast when you are hit by an enemy's attack. Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack.

TARGETING FOREKNOWLEDGE

3rd-level divination (bard, cleric, druid, ranger, sorcerer, wizard)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Twisting the knife, slapping with the butt of the spear, cutting again as you recover from a lunge, and countless other double-strike maneuvers are skillful ways to get more from your weapon. By casting this spell as a bonus action after making a successful melee weapon attack, you inflict an additional 2d6 damage of the weapon's type to the target. If your attack roll was a natural 19, the attack becomes a critical hit and you also add the weapon's basic damage die or dice (the normal damage boost for a critical hit) to the 2d6 bonus damage, along with any other special result you would normally cause with a critical hit.

TWIST THE SKEIN

1st-level divination (cleric, warlock)

Casting Time: 1 reaction, when a creature makes a successful or unsuccessful attack roll, saving throw, or skill check

Range: 30 feet

Components: S

Duration: Instantaneous

You tweak a strand of a creature's fate as it makes an attack roll, saving throw, or skill check. Roll 1d20 - 10 to produce a number from 10 to -9. Add that number to the creature's roll, increasing or decreasing the result accordingly. This adjustment can turn a failure into a success or vice versa, or it may not change the outcome at all. The target must use the modified result regardless of whether it's better or worse than the original.

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