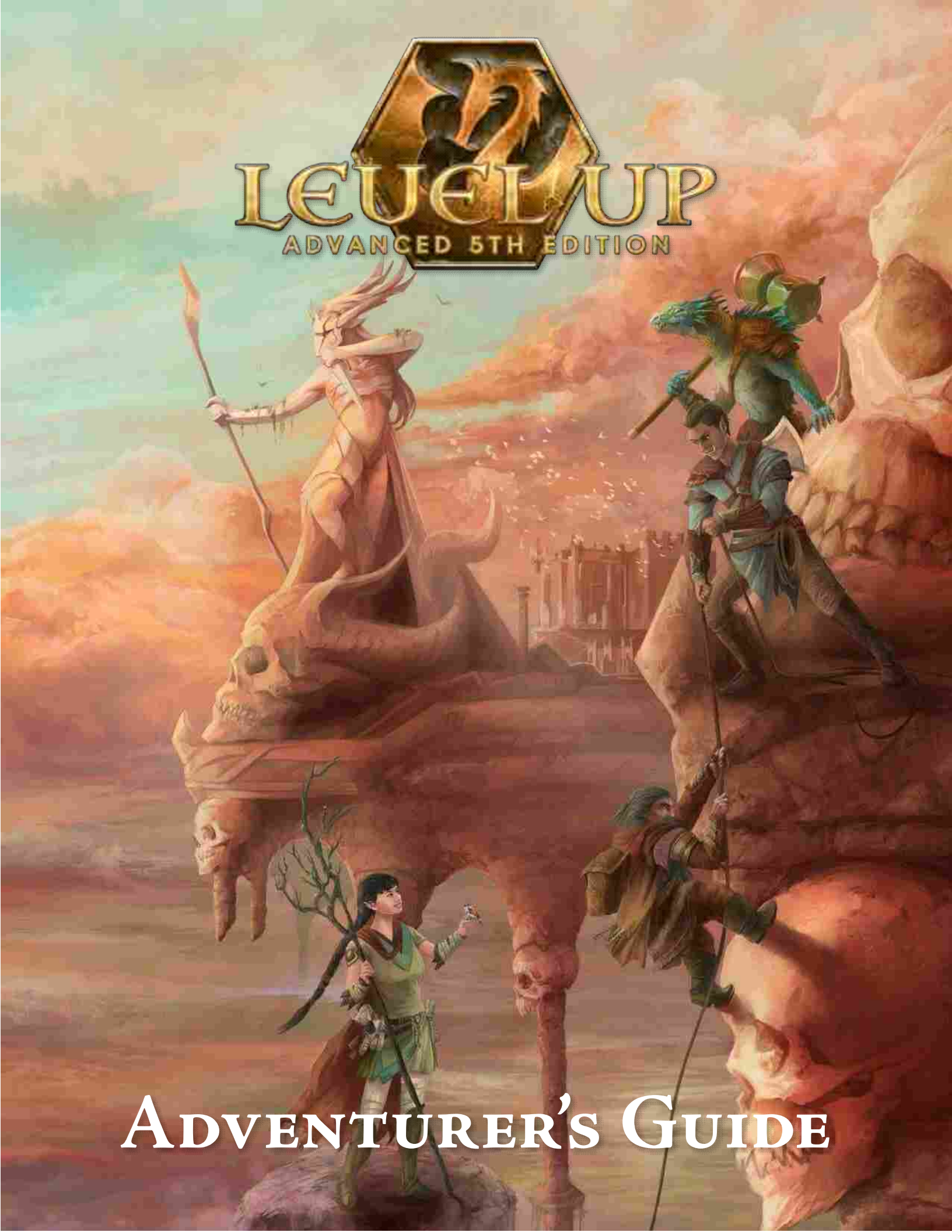
LEVEL UP
ADVANCED 5TH EDITION
ADVENTURER'S GUIDE



Adventurer's Guide

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Introduction

You sneak through the rocks, noting the hot steam rising from the crevices in the ground, the red glow of the lava just below the surface. Your brow glistens with sweat as you nervously clutch your scimitar. One wrong move, one false step, could mean the end for you. Slowly, carefully, you creep round the corner into a great cavern—and freeze. Before you lies an enormous pile of gold, a treasure hoard like none you've ever seen. And curled around it is a winged, scaled serpent with claws the length of swords: a dragon!

What is *Level Up*?

Level Up is a collaborative roleplaying game. Players create and play as characters in a story, describing their adventurer's actions, behaviors, and responses and rolling dice to determine outcomes.

While *Level Up* sets forth the rules, each player brings elements of strategy, creativity, and a spark of the unexpected to the table.

Whether this is your introduction to tabletop role playing games, or you're a long-time gamer with your very own hoard of shiny dice, *Level Up* has something to offer you. Looking to play a fun game with friends? Look no further. Heard somebody talking about a 'Critical Hit' and wondered what all the fuss is about? You've come to the right place. Searching for a game that's more interested in opening doors than in keeping gates? There's a place for you here.

Welcome to *Level Up*.

Objectives and Achievements

Like most games, the main goal of *Level Up* is for everyone to have fun. However, unlike competitive games, the goal of *Level Up* isn't to win. It isn't a race to see who reaches the highest level first, or a contest to find out whose character is the best, or a challenge to kill the most mobs and bosses. It isn't a player versus player or even player versus environment type of game. It's a *"let's have an adventure and see what happens"* kind of game.

That said, there are challenges and levels—and yes, even epic boss fights—in *Level Up*. The players have plenty of objectives to accomplish and achievements to earn. But the journey it takes to reach those goals is just as important as the goals themselves.

Roles and Responsibilities

There are two broad roles for gamers using *Level Up*. One person acts as the Narrator, and the rest of the group are the individual adventurers (more simply referred to as players).

The Narrator is responsible for setting play in motion by describing the game world, introducing dynamic scenarios, and providing meaningful options to the players. The Narrator is also responsible for populating the world with all manner of peoples and creatures with which to interact.

Players create player characters (PCs) that interact with the game world the Narrator provides. Players are responsible for deciding how their PCs think and behave. They construct a backstory that serves to motivate their PC and inform their current and future decisions. In so doing, players are also contributing to the living lore of the game world.

In *Level Up*, while PCs are certainly central to the narrative, they aren't the only characters in the game. As the players are responsible for roleplaying and rolling dice for their PCs, the Narrator plays as and rolls for all the non-player characters (NPCs).

Much of the play in *Level Up* is narrative in nature, where players and the Narrator narrate or describe what is going on in the game world. However, many of the outcomes may be determined by rolling dice. Based on the game rules, the objectives of the current encounter, and the intended PC actions described by players, the Narrator arbitrates when a roll is needed.

Shiny Math Rocks

Level Up uses 6 different polyhedral dice (4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided dice). These are the d4, d6, d8, d10, d12, and d20 respectively.

Dice rolls in _Level Up_ are notated with a shorthand convention, identifying the number and type of dice to roll along with any modifiers if needed. For example, 3d6 + 1 means roll three six-sided dice and add 1 to the total. In this instance, if you rolled 2, 5, and 3, your result would be 11 (2 + 5 + 3 + 1).

Sometimes two d10s are used to generate a number between 1 and 100. These are referred to as a d100 (or percentile dice). The first die indicates the '10's, and the second die indicates the '1's, so rolls of 3 and 1 mean 31. A roll of two '0's means 100.

Imaginative Play

Creating a fictional character, identifying their strengths and weaknesses, imagining their backstory, deciding on a personality, and then assuming the persona of that character may seem more like steps for practicing method acting than for playing a game. But it's really much less daunting than it sounds.

Most if not all people have already engaged in spontaneous yet incredibly detailed imaginative play at some point in their lives. If you've ever seen a six-year-old running around with a towel for a cape or flopping around in their parents' shoes and telling their siblings to eat their vegetables, you've witnessed true roleplay masters perfecting their craft. So if you're worried about whether you're going to be good at role play or not, there's really no need to be nervous. You've got this!

Not everyone has to be a professional actor to play and have fun with *Level Up*. While roleplaying can be done in first person (*"I swing my axe to the ready as I face the oncoming threat!"*), it is just as valid to narrate in the third person (*"Tho'dak attempts to evade detection by slipping into the shadows*

and remaining perfectly still…"). Even simply describing what you want to happen (*"I'm hoping my character can convince the Duke to let the other party members out of jail."*) provides the perfect amount of detail for the other players to respond to.

Different players will naturally gravitate towards different modes of play in *Level Up*. Some players will take to roleplaying like they were born to the stage. For others, the challenge of finding creative or tactical ways for their characters to overcome obstacles is their go-to mode of play. Some find that the wonder of discovery—the new worlds, the intriguing mysteries, and the colorful characters—are what bring them back to the table time and again. While one mode of play may be favored over another, most players do engage with and enjoy multiple modes at the same time.

Published Worlds

Amongst the many published campaign settings in which you can set your game are the worlds of *Zeitgeist* and *Burning Skies*, both of which include epic adventure paths that provide exciting storylines to play through.

The *Zeitgeist* setting is a step away from traditional fantasy, a world where ironclad industry is reshaping nations, and where magic coexists with steamships, trains, and the occasional dirigible held aloft by rare matter from other planes. Heroes and scoundrels stroll smoggy streets in top hats and tails, wielding pistols or enchanted arcane fusils. In this changing world, six great nations vie to control the spirit of the new age.

***Burning Skies* is a high fantasy setting during a period of conflict where you will see the mighty and terrible face of war in a world of magic. In this saga where would-be conquerors bring the world to the brink of annihilation, it is up to the heroes to decide who will rule in the aftermath of the great war—perhaps an ally, perhaps themselves, perhaps even anarchy. They can usher the world into a golden age, or let it be scorched under a rain of fire.**

Three-Pronged Approach

Level Up is designed around three aspects of play, each of which has equal priority.

Combat. When opposing ideologies collide and tensions escalate, how are those conflicts handled? Often, this means epic combat, though there are other forms of conflict resolution.

Exploration. What are the details of the fantasy game world, where are the points of interest, and what places, people, and stories are yet to be discovered?

Social Interaction. Who are the people in the world, what are they like, and how do they interact with the world and each other?

These three aspects interweave to form the foundation of the game, atop which players can then build. At the end of the day, how you play and enjoy *Level Up* at your table is up to you and limited only by your imagination.

Tools of the Trade

You don't need much to play *Level Up*: a pencil, some paper, a few dice, and a couple friends, and you're good to go (a big plate of nachos to share, while highly recommended, is not required.)

Of course there are also a great many other tools available at your disposal (another benefit of compatibility): dry erase map grids, graph and hex paper, designer character sheets, mobile dice rolling apps, virtual tabletops, gigabytes and gigabytes of premade adventures, homebrewed rules supplements, standard and custom miniatures, and the like. But none of those are necessities—these are enhancements for the game and are not required.

Adventure on Many Worlds

Adventuring is at the core of *Level Up*. But it's difficult to have an adventure if there isn't a world in which to adventure. Whether it be an established campaign setting with books and books of published lore, or a few words scratched in your notebook outlining your own concept, the game world plays an important role in *Level Up*. In many ways a game's setting could almost be considered a living character with its own secrets, personality, actions, and motivations.

One of the advantages tabletop RPGs have over video game RPGs is the flexibility to play in just about any game world. *Level Up* has tools to support a wide variety of fantasy world settings.

Setting and Worldbuilding

There are a number of methods for establishing the setting (the fantasy world in which the game will be played) for *Level Up*. The Narrator can build their own setting, select an existing setting, or co-create one in collaboration with the players. But regardless of how a setting is initially introduced to the players, it does not remain static for them. The fantasy world changes and evolves with play just as the adventurers learn and grow.

Sessions, Story Arcs, and Campaigns

Level Up is played in one or more game sessions. A single game session typically lasts 3 to 4 hours, though some may run under 2 hours or upwards of 8. As long as all the players are available and still having fun, game time isn't really set in stone.

A single adventure or story arc might be completed in one session but often spans two or more. Stringing together several related or sequential story arcs forms a campaign. If you think of *Level Up* as a television show, a session might be one episode while a campaign might be a whole season.

Safety and Accessibility

Just like how some movies or television shows are more appropriate for some audiences than others, so too can some games of *Level Up* be appropriate for one table of players, but not for another. Just as in some physical games or sports there are specialized tools and equipment to help keep players safe and ensure game accessibility, so too in *Level Up* are there tools to help establish a gaming environment where everyone involved can have fun.

Awareness, consent, and treating others how you want to be treated are the essential foundations for creating a safe and accessible toolset using *Level Up* at your table. If one person's fun is coming at the expense of another's enjoyment, something has gone off track, and it's time to re-evaluate and course correct.

Session Zero

Before you start playing, we suggest you have what is known as a "session zero". This game session is devoted to setting the parameters of the game to come, discussing characters and themes, and establishing that everybody is on the same page. Many groups also use session zero to create their characters.

If you're a veteran gamer you know that session zero is an invaluable tool for helping a campaign get started on the right foot. It's not needed every time you play, and if you're already familiar with the rules and the concept of roleplaying, you can simply skim through for ideas on how to help new players join the fray.

"But what if I've never played before?" If that's you, no worries. All the rules you need to begin playing are in this book, and the best place to start is right here.

Elements of Play

The basic structure of play in *Level Up* is fairly simple and typically involves a cycle of three main activities:

The Narrator describes the current scenario.

The players describe what they want to do.

The Narrator determines if any rolls are needed and describes (or has the players describe) the outcomes, which takes us back to the beginning of the cycle.

The following example can help illustrate the basic gameplay interactions you can expect when playing *Level Up*.

Ling (Narrator): You've nearly reached the giant statue that's been your landmark for the better part of the day, but there's a 10 foot gap between you and the ground ahead. Below, you recognize the pass you traveled through earlier. A fall from here might not kill you, but it would definitely hurt, not to mention set your progress back a bit.

Dré (playing as Gyvwen, a dwarf rogue): I don't like it. Smells like a trap to me.

Anita (playing as Varskyle, a dragonborn fighter): Everything smells like a trap to you Gyv. In any case, we've worked too hard to turn back now. Varskyle will try to make the leap.

Toni (playing as Krarg, a orc-human berserker): So will I.

Dré: Yeah...no thanks. How about I give you my rope, and you can tie it off to help me across... assuming you make it.

Ling: Ok, what's Maika doing?

Micha (playing as Maika, a human druid): She'll wait for the rope too. In the meantime she whispers a few words to Sabeau, her tree sparrow, before sending the bird to scout ahead.

Ling: Perfect. For the leap, while the distance is doable, given the conditions Varskyle and Krarg will owe me an Athletics check, and Micha, roll me a Perception check for your sparrow, Sabeau.

Anita: I rolled a 17 plus Strength and I'm proficient, so 21!

Toni: 16 total for me.

Ling: Congratulations, your efforts have brought you both to the foot of the large statue.

Micha: Oof, only a 12 for my roll.

Ling: Ok, Sabeau takes flight and will report back shortly.

Toni: I check my gear and weapons before sniffing the air and looking around.

Ling: Your equipment is fine, and nothing smells out of the ordinary. You do see an entrance of some sort in the cliff face past the huge statue.

Toni: I smell not the traps you fear, Gyvwen, only opportunity.

Dré: Let me worry about the traps and opportunities. You just make sure to secure that rope properly.

Anita: Let's stay focused. Once everyone's across, we can rest here for a bit if we need a breather, but I'd rather not be out in the open too long.

Specific Beats General

If you see a rule about a specific circumstance which contradicts a general rule of the game, the specific rule takes precedence over the general rule. Individual features, spells, and traits can often "break" the general rule. These specific instances should be considered exceptions to the general rule.

The Core Rule

The twenty-sided die (d20) is at the heart of *Level Up's* action resolution mechanic. To make an attack, ability check, or saving throw, players roll a d20 and add their relevant modifiers. Apply any bonuses and penalties, and compare the total to the appropriate difficulty rating (Armor Class, Difficulty Class, and so on). If the total equals or exceeds the rating, the roll is a success. Otherwise, it's a failure.

Group Checks

Sometimes the Narrator will call for a group check. Group checks take place when the entire party is engaged in a single task, such as climbing a cliff or sneaking up on an enemy camp. The more skilled members of the group are able to help the less skilled members.

In a group check, every player makes an ability check as described above. If more than half of the group succeeds in their check, the group as a whole succeeds. If half or less of the group succeed, the group as a whole fails.

Criticals and Fumbles

When you roll a 20 on a d20 attack roll, saving throw, or ability check (before applying any modifiers, bonuses, and penalties), this is referred to as a "natural 20". Rolling a 1 on a d20 attack roll, saving throw, or ability check (before applying any modifiers, bonuses, and penalties) is referred to as a "natural 1".

Critical Hits and Fumbles. A natural 20 on an attack roll is a critical hit and is always successful. On the flip side, rolling a natural 1 on an attack roll is considered a critical fumble and always misses.

Critical Saves. A natural 20 on a saving throw is a critical save and always succeeds. A natural 1 on a saving throw is always a failure. When you choose to fail a saving throw, your result is a natural 1.

Critical Successes. A natural 20 on an ability check is a critical success so long as the creature attempting it would normally have succeeded on the check. For example, a baby goblin could never break out of steel manacles using Strength but an adult warrior goblin might. On a critical success the objective of the check is achieved and something else happens as well (page 403).

Critical Failures. A natural 1 on an ability check is a critical failure so long as the creature attempting it would normally have failed on the check. On a critical failure, the objective of the check is failed, and something unfortunate happens as well (page 403).

Group Criticals. When making a group check, a critical success is achieved if all members of the party succeed in their checks, while a critical failure takes place if all members of the party fail.

Criticals and fumbles also provide opportunities for additional positive and negative consequences. For example, in addition to being a guaranteed success, a critical hit increases the damage caused by an attack (dealing double damage). At the Narrator's discretion, a fumble might also result in a complication for the attacker, such as their weapon getting stuck in a wooden door, requiring an ability check to free it.

Advantage, Disadvantage, and Expertise

Sometimes a circumstance grants advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll two twenty-sided dice instead of one. For advantage, you use the higher of the two rolls. For disadvantage, you use the lower of the two rolls. When you have both advantage and disadvantage (regardless of from how many sources), they cancel each other out and you roll normally.

Some class features or traits grant you an expertise die for an attack roll or saving throw, or in a specific skill or tool proficiency. When you make a d20 roll with which you have gained an expertise die, roll 1d4 and add the number rolled to the result of your check.

You can never roll more than one expertise die on the same roll. If another class feature or situation grants an expertise die of any size that applies to the same roll, you don't gain another die; instead, the size of the largest expertise die increases by one step for that check, from 1d4 to 1d6, or 1d6 to 1d8. For example, if you have gained two expertise dice, a 1d6 and 1d6, you now have a 1d8 expertise die. If you have a 1d8 expertise die on a check, further expertise dice have no effect.If you have advantage or disadvantage at the same time as an expertise die, only the d20 is rolled twice, not the expertise die.

While advantage is most commonly used to represent circumstantial factors affecting a situation, expertise dice typically represent the particular training a character takes into the adventure.

Rules as Tools

The rules of *Level Up* presented here are designed to provide a supportive structure and foster an enjoyable environment for play. Rules provide guidance, clarity, and a common framework so everyone playing the game can be on the same page.

Even so, rules disagreements can still pop up from time to time. At any given table, open discussion is valuable and encouraged, but getting too caught up in a debate about the rules can bring a session to a screeching halt. By providing custom or house rules and safety tools to players prior to the start of play, the Narrator can set expectations ahead of time and help avoid problems at the table.

But even with preparation, a Narrator might still need to make an on-the-spot ruling when a rule is contested or can't easily be referenced without interrupting the flow of play. To aid with this important responsibility, Narrators can make a one-time ruling that takes precedence over any official or unofficial rules, as long as it enhances the fun for everyone at the table.

Outside the Box

Level Up builds on over 40 years of tabletop role-playing game history and countless hours of rich and engaging gameplay. But the stories of *Level Up* are just beginning, and it is time to expand beyond the traditions of the past and forge new adventures moving forward.

Explore new worlds, create new stories, play the game, and make it your own.

Good luck, have fun, and *Level Up*!



CHAPTER 1

Character Creation

- *In a distant city, the orc attaché Rowan peruses the tomes in his embassy's extensive library in his search for the perfect addition to his spellbook.*
- *The elven warrior Varia wields an improvised battleaxe of scavenged wood and repurposed metal as she leads her orc comrades against a siege of undead. The weapon is no less effective in her hands as she cleaves through brittle bone with ease.*
- *A gnome in rich attire fit for a noble, Vi enters the court with a song on their lips and a flair for theatrics as golden magical lights trail behind them.*

The world of ***Level Up*** offers an infinite combination of possibilities and circumstances that shape the lives of the characters who live within it. Your first step is deciding what type of character you want to create. Their personality, appearance, aspirations, desires, and fears are all up to you. It's through their eyes that you'll experience the world, and all the details you give them shape how you—and by extension they—interact with the world and respond to what takes place during the course of gameplay.

Before diving into the mechanics of the character creation process try to imagine what you're looking for in a character and what interests you as a player. Are you fascinated by the dynamics between gods and mortals? Are you intrigued by combat in all its myriad forms? Or do you prefer to be the source of knowledge for the party, surprising them with just the right tidbit of information to save the day or ruin it for someone else?

BUILDING VARIA

Let's build an example character to walk you through the character creation process.

We'll start by creating Varia, the elven berserker.

Origins

Who is your character? Where do they come from? What drives them forward?

Creating your character generally begins by asking yourself a series of questions about not just the type of adventurer you want to play but also what type of person they are and how they came to be who they are.

Origins are detailed later on in the book but consist of four main aspects: heritage, culture, background, and destiny. As you go through the character creation process, each of these aspects will help you flesh out more details about your character or prompt you to determine traits you otherwise may not have considered.

BUILDING VARIA

Varia is an elf with a protective personality who begins her adventuring career in her late fifth century. When enraged she is a terrifying person to behold on the battlefield, but invokes a great sense of safety in those she seeks to protect.

A veteran of a war that ended centuries ago, Varia is called back to adventuring to relive her glory days and finds herself amazed—and in some cases concerned—with the changes that have happened since she secluded herself.

Heritage

Characters in the world belong to a heritage which includes certain biological characteristics and defines some aspects of their physical appearance. Other things, such as a character's speed and size, are also derived from their heritage. While a heritage may be a factor in your character's story, that's just the beginning. Who they are is defined by the experiences and the actions that lead them to where they are now.

Choosing a heritage grants your character access to additional traits and a heritage gift, which helps you make your character stand out from the crowd. For example, a dragonborn's trait allows them to do what dragons do best and exhale a breath based on that ancestry that can burn, electrify, and even freeze their enemies. Meanwhile some dragonborn have scales like iron while others have developed aquatic adaptations.

In addition, as your character levels up, they choose a paragon heritage gift that is unique to their heritage.

BUILDING VARIA

Varia, as an elf, has access to a number of traits including darkvision, fey ancestry, and the ability to enter a trance rather than sleep.

She was born with the gift of preternatural awareness, and she has long relied on her keen senses both on and off the battlefield.

Culture

Your character's culture details the society and circumstances that helped shape who they are. This provides a number of traits including proficiencies, languages, and other benefits related to the culture that influenced their development.

One of the key things to keep in mind during character creation is that culture options are universal and aren't limited to specific heritages. This opens up a number of fun and interesting options and opportunities for your creativity to color outside of the lines!

BUILDING VARIA

Varia grew up as part of a war horde that attracted her mercenary parents and numerous other adventurers due to a shared interest in stopping an incursion of a malevolent archfey and their minions from taking over their small country. With nearly every part of the region under assault by portals from the Dreaming, no place was considered safe. Anyone who could work was expected to and Varia found herself not just surviving in the chaos, but actually managing to thrive.

Thus she has the warhordling culture, which represents her earlier years supporting not just her parents but the war horde as a whole. She gains the Aggressive, Menacing, War Horde Weapon Training, and Wartime Scrounger traits. She also knows Common and one language of her choice. Orcish proves to be far more useful and practical given her circumstances.

Background

If a culture tells how a character started, their background helps outline where their journey led. There are a number of backgrounds to choose from each of which provides bonuses to your ability scores, additional proficiencies, and features your character can use while adventuring.

That's just mechanics though, and thinking about the details of how a background influences your character's thoughts and actions is a great way to add depth to a concept. Deciding on your character's memento (an object of personal importance) and connection (a person who matters to them) helps you create stakes in the world.

BUILDING VARIA

Varia has the Soldier background, joining the fight as best as she could as soon as she could. However, the erratic nature of the Dreaming War meant that formal training was a luxury. Many of the new recruits learned through a trial by fire after a basic introductory course by whoever could be spared for a few months of training. Because she'd received her own training from her parents, she found herself learning a great deal more about the world at large not long after her first assignment with a group of fellow soldiers.

The soldier background grants an ability score increase of +1 Strength and +1 to any other ability score, which she has in Charisma from all her time working with her fellow soldiers as an impromptu weapons trainer.

She gains proficiency with Athletics and then chooses between two other skills — since she has a caring and protective side we'll go with Animal Handling instead of Intimidation. There's also a tool proficiency for any type of gaming set, and we'll select gaming set (playing cards). In addition to those she gains an additional language and Sylvan makes a lot of sense for obvious survival reasons. She also gains the feature Military Bearing, which improves



her communications with fellow soldiers, and the choice of a memento which is represented as her war horde's sigil. For a connection, let's go with Mia, an orc captain descended from one of the warhordlings that Varia helped train and later fought alongside with against the fey.

Varia wants good mobility so for one of her skill specialties she chooses jumping (Athletics). To make her a better explorer, she picks riding (Animal Handling) as her second specialty.

Destiny

All characters in the world have a destiny that they move towards, though whether or not they will reach it is a mystery. When creating a character you are able to place a mark of destiny upon them to not just help you better understand who they are and where you want them to go, but also help the Narrator get an idea of what you're looking for as a player. It is a summation of their motivations, goals and outlook.

It also provides your character an edge at key moments that would help them move toward that destiny. More details can be found in Chapter 2: Origins.

BUILDING VARIA

This is a tough one but the destiny for Varia is something that she doesn't really expect. Driven by the motivation of simply experiencing the world again after years of isolation, she's secretly hoping to give her life meaning again by doing great deeds and making her mark in the world.

As a character she has the Underdog destiny. She has little patience for those who bully and mistreat others and surviving the unsurvivable on more than one occasion has left her more than willing to challenge openly what others would be scared to even discuss in secret.

She gains inspiration from acts of defiance (as well as from good roleplaying just like any other player character) and can use the Nose for Trouble feature.

Class

Adventurers come from all walks of life and approach the world in different ways. Class is the term used to broadly describe the set of skills and abilities they use while confronting the challenges of the world.

While your origin describes your character's past, your class represents what they are doing now.

Choosing a class for your character provides them with class features, the unique talents and expertise inherent to their class that set them apart from other classes. In addition, you also gain certain proficiencies which represent your character's skills and what they are best at resisting (their saving throws), as well as their ability to use certain tools, armor, weapons and more. Proficiencies essentially outline the things your character can do well, such as performing for a packed room or holding on to their sanity after a particularly powerful psychic spell.

Depending on which class you choose, between 1st and 3rd level you select a class archetype. Every class has its own set of disciplines that each specialize in one particular aspect of the adventuring tradition. Some rogues are very sneaky, others utilize magic in their thievery, and there are those who become master assassins—all rogues that made different choices with their archetypes.

Level

Most characters start at 1st level and advance by adventuring and gaining experience points (XP). A good way to picture a character at this level is to see them as a newcomer to some of the more difficult challenges you'll face.

Record your level on the character sheet as 1st level and indicate that your starting experience is zero.

Depending on the campaign your Narrator is making for the group, your game's stakes may be high enough that your character starts at a higher level. In those cases think about what dangerous

Skill Specialties

At 1st level you gain your first two skill specialties, chosen from skills you are proficient with. When you make an ability check to which your skill specialty applies, you gain an expertise die. You may not gain the same skill specialty twice. If your Intelligence is 12 or higher, you gain extra skill specialties; more information on skill specialties are on pages 405 and 408–411 in Chapter 6: Ability Scores.

and fascinating events may have brought you to that point as you begin creating your character.

A higher level character would typically begin with the minimum experience points necessary for that level. In the case of higher level characters, be sure you understand the various features and traits that come with each additional level in the class.

Hit Points and Hit Dice

Your character's hit points provide a rough idea of how much damage they can withstand. Your hit points are determined by your Hit Dice which are in turn tied to your class. At 1st level, your character begins with 1 Hit Die and hit points equal to the maximum number of that Hit Die. You also gain additional hit points based on your Constitution modifier which will be covered later in the character creation process. Another use for Hit Dice is the ability to roll them in order to recover hit points during a short rest.

The total number of hit points you have available is called your hit point maximum.

Be sure to record your character's Hit Dice and hit points on the character sheet.

Proficiency Bonus

Your proficiency bonus can be found in the table that describes the features you gain at each level of your class. Characters starting out at 1st level begin with a +2 to proficiency and that bonus applies to a number of important character elements:

- Attacks you make with weapons you are proficient with.
- Spell attacks cast against your adversaries.
- Ability checks made using proficiency-based skills.
- Ability checks made to utilize tools that you are proficient with.
- Saving throw DCs for features, spells, and traits you use.
- Saving throws you have proficiency in.

Proficiencies come from a number of sources, including backgrounds, classes, feats, and more. Be sure to keep a look out for when your character gains a proficiency and note it on the character sheet.

Your proficiency bonus can only be added to a die roll or any other circumstance once. The only exceptions are cases where the bonus is modified before being applied to a roll. If circumstances arise that indicate your bonus should be halved, doubled, or multiplied more than once, the golden rule is to only halve, double, or multiply it once.

Unless noted otherwise, when rounding in *Level Up* you round down.

BUILDING VARIA

Varia's approach to battle is a mix of intuitive reactions and brute force cultivated by self-training and the sheer, uncontrolled exultation she feels in lethal struggles. The best representation of her class would be the berserker.

As a 1st level berserker, Varia has 1 Hit Die — a d12 — and starts with hit points equal to 12 + her Constitution modifier (which will be determined in the next section). Her proficiency bonus at this level is +2.

Determine Ability Scores

There are six key ability scores that factor into everything that your character does in the game: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These abilities and their uses are described in detail in later chapters. Review Table: Ability Scores in Theory and Practice to get an idea of what they are, what classes rely on them, and how they may come up in play.

Ability scores are generated randomly by rolling four 6-sided dice and recording the total of the highest three dice on a spare sheet of paper. You continue to do this until you have a total of six numbers.

Choose where you'd like to assign these numbers by recording each next to an ability score.

After that's done, modify your ability scores to account for any additional bonuses your character gained from their background.

TABLE: ABILITY SCORES IN THEORY AND PRACTICE

STRENGTH
How hard can I hit with this weapon?
Represents the physical power your character can exert upon the world. *Important for:* berserkers, fighters, heralds.
DEXTERITY
Can I avoid getting hit by their weapon?
Represents your character's physical agility and reflexes. *Important for:* adept, fighters, rangers, rogues.
CONSTITUTION
How many strikes from their weapon can I take?
Represents your character's health, stamina, and endurance. *Important for:* everyone (especially characters intending to take significant amounts of damage).
INTELLIGENCE
Theoretically, I can calculate how many strikes I can take before I pass out.
Represents your character's mental power, including information recall and general knowledge. *Important for:* warlocks , wizards.
WISDOM
It would be best not to test that theory myself in combat.
Represents your character's ability to apply logic and reasoning to situations, as well as overall awareness of surroundings and intuition. *Important for:* adepts, clerics, druids, rangers, warlocks.
CHARISMA
I've convinced them to just not hit me...or possibly hit someone else.
Represents your character's overall impression on others and their ability to convince, deceive, and lead. *Important for*: bards, heralds, sorcerers, marshals, warlocks.

TABLE: ABILITY SCORES AND MODIFIERS

SCORE	MODIFIER
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30	+10



The final ability scores will determine your ability modifiers, which can be seen in the Ability Scores and Modifiers table.

To figure out your ability modifier without the table, subtract 10 from an ability score and then divide the result by 2 (round down). Record the modifier next to your ability scores.

Variant: Standard Ability Array

Instead of rolling dice to determine your six ability scores, you may choose to use the following scores instead: 15, 14, 13, 12, 10, 8.

Variant: Custom Ability Scores

With the Narrator's approval, you can use the following method to create ability scores.

You have 27 points to spend on ability scores. The cost of each score is shown on the Ability Score Point Cost table. This approach to ability score generation limits the highest score to 15 before the application of ability score increases from other sources.

TABLE: ABILITY SCORE POINT COST

SCORE	COST
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

BUILDING VARIA

For simplicity, we'll use the standard set of numbers to create Varia. Varia is a fierce warrior whose strategy focuses on leveraging overwhelming force against her enemies and using her charismatic presence to inspire her allies. On the battlefield she may not be the fastest, but she's been the last one on her feet when many have fallen, enduring numerous wounds through sheer tenacity.

We'll assign the ability scores as follows: Strength 15 (9 points), Dexterity 10 (2 points), Constitution 14 (7 points), Intelligence 8 (0 points), Wisdom 12 (4 points), Charisma 13 (5 points).

Next, we'll add in our bonuses from Varia's background. As a soldier, Varia adds +1 to her Strength and +1 to any other ability score, which we'll put into Charisma.

Our final ability scores for Varia are thus: Strength 16 (+3), Dexterity 10 (+0), Constitution 14 (+2), Intelligence 8 (–1), Wisdom 12 (+1), Charisma 14 (+2).

Now that we know her final Constitution score and its modifier (+2) we add +2 to her 1st level hit points (12 +2) for a hit point maximum of 14.

Gear Up for Adventure

Your character begins the game with starting equipment determined by their background and class. Starting equipment includes everything from weapons and armor to general tools and items. Be sure to record your starting equipment on the character sheet.

If you'd like to have more flexibility in the gear your character starts the game with you can alternatively use your class' gold pieces (gp) to buy your own.

Be sure to keep in mind that your character has to carry everything you buy! Strength scores determine the maximum amount of equipment characters can carry. Avoid going over a total weight in pounds greater than your Strength score times 15, and be mindful of any bulky items that weigh over 40 pounds or are larger than 2 feet across.

If your character is going on a journey, they will also need to carry food and water with them (or whatever it is they eat and drink). You can carry a number of days' Supply equal to your Strength score, in addition to your equipment, weapons, and armor.

Defense

Your Armor Class (AC) represents your character's ability to avoid sustaining damage in battle. Numerous things affect your AC in various ways, such as armor, traits, features, Dexterity and more.

Unarmored, your character's AC is 10 + their Dexterity modifier. While wearing armor, utilizing shields, or taking advantage of traits and features, the AC calculation will differ based on the circumstances. For equipment the details of AC calculation are available as part of an item's description, and the criteria and effects of other options are listed in your character's class, heritage, or culture.

When your character is subject to more than one way to calculate their AC, you can choose which one to apply.

One of the key things to remember when making your character is that not everyone can use armor and shields. Your character must be proficient with armor and shields in order to use them with any efficiency, and there are certain drawbacks from struggling to use either without knowing how to properly do so (see Chapter 4: Equipment).

Save Difficulty Classes

Some of your attacks and spells may force your target to make a saving throw to resist it. You have two saving throw difficulty classes (DCs), one used for combat maneuvers, and the other for spellcasting.

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier.

Offense

Weapons are the bread and butter of any savvy adventurer, even those who use them as only a last resort.

Weapon attacks are made by rolling a d20 and adding your proficiency bonus (as long as your character is actually proficient with the weapon) and the appropriate ability modifier. Weapon damage is calculated by rolling the weapon's damage die and adding any applicable modifiers.



Melee weapons use your character's Strength modifier or Dexterity modifier for attack and damage rolls.

Meanwhile, ranged weapons use Dexterity for attack and damage rolls. Some weapons with the thrown property, such as javelins, allow you to use your character's Strength modifier instead.

All attacks also indicate the type of damage they deal. A sickle deals slashing damage while a heavy maul deals bludgeoning damage. Damage types, besides being cool aspects of your character, also come into play as some situations may call for one type of damage type over the other.

Some special attacks (basic combat maneuvers that you use to grapple or shove a creature) instead do an amount of damage called basic melee damage. This is equal to 1 + your Strength modifier.



BUILDING VARIA

Varia begins her adventures with all the equipment tied to her berserker class, or may instead decide to have 120 gold to spend on equipment. She can choose to either use her Battle Defense class feature for her AC calculation (10 + Dexterity Modifier + Constitution Modifier) or equip armor (which she'd need to buy using her starting gold), and rather than "waste" gold on armor, Varia decides to use her money to buy a simple medium shield. While her shield is donned it increases her AC by 2, and she'll otherwise rely on her class training to protect her. This makes her total AC 14.

She keeps her old battleaxe for emergencies, but decides to mainly rely on her handaxes due to being able to throw them if need be.

For melee attacks her Strength modifier (+3) and proficiency bonus (+2) give her a total attack bonus of +5 while her melee and thrown weapon attacks deal an extra +3 damage.

This leaves her with some gold in her pocket as the game starts, so if she sees something she wants in the marketplace or decides to have a wild night at the tavern she can afford it.

Bring Your Character to Life

Now that the mechanics are worked out here comes the fun: what does your character look like? How do they act? What brought them to where they are? Be sure to take into account how their culture, background, destiny, and ability scores may come into play in their approaches, attitudes, and appearance.

An orc wizard trained in an elite city academy will approach magic differently than a dragonborn wizard who taught himself using a spellbook he won in a rigged game.

Also don't be afraid to get creative on how an ability score is represented for your character! Not every character with high Strength is built like a mountain and not every character with low Charisma is a quiet mouse.

BUILDING VARIA

Varia is an elf with light brown skin, bright green eyes like emeralds, and medium length black hair slowly being overtaken by streaks of gray. While most people believe all elves are svelte and lithe, Varia's muscular 6 foot frame smashes that misconception. Her body is covered in black and red orcish tattoos of her war clan, the group of warhordlings that she worked the most closely with during the war.

She has a tendency to default to Orcish when speaking to people instead of using the common tongue. Due to language changes, she sometimes has to stop and process responses in order to grasp their meaning. She's also taken an avid interest in maps since starting her adventuring career, enjoying the hobby of comparing what are now "antiques" to the more recent one to spot changes and learn not just the what, but the how.

Why Fight Alone?

The world is full of dangers and perils mundane and mystic. Most characters don't try to brave it alone, especially adventurers heading directly towards those types of situations. Instead most of them form a party, a group of people working towards a shared goal. When starting a game be sure to work with other players and the Narrator to figure out not just how everyone came to know each other, but also how your similarities and differences work together so that the group can achieve the impossible and improbable.

Beyond the First Steps

From fighting on the frontlines to raiding royal repositories, the activities of your character and their party members gains them experience points. As these accumulate a character will eventually gain a level when they've acquired a certain number of experience points as seen on Table: Character Advancement.

At tier 0 (levels 1st–2nd) your characters are novices. They are taking their very first steps towards destiny, perhaps traveling further from their homes than ever before. The obstacles and foes they face are only slightly more perilous than what commoners contend with, albeit more frequent.

When your character gains a level their class offers additional features, and at certain levels their proficiency bonus increases. Leveling up will eventually provide the opportunity to increase your ability scores; however no ability score can surpass 20.

As part of the process, each level provides your character with an additional Hit Die. You may either roll this die or take the average result of the die (rounded up), add your Constitution modifier, and increase your hit point maximum by that amount.

The World and You

The challenges your characters face and the adventures they take can be classified into five main tiers of play. Tiers of play help give you an idea of what to expect involving the scale of the challenges you face and how the world generally reacts to you.

At tier 0 (levels 1st–2nd) your characters are entirely new to adventuring, just beginning to learn how dangerous the world around them can really be.

At tier 1 (levels 3rd–4th) your characters are local heroes. They are coming into their own as adventurers and learning the basic elements of their classes. Threats are small in scale and scope.

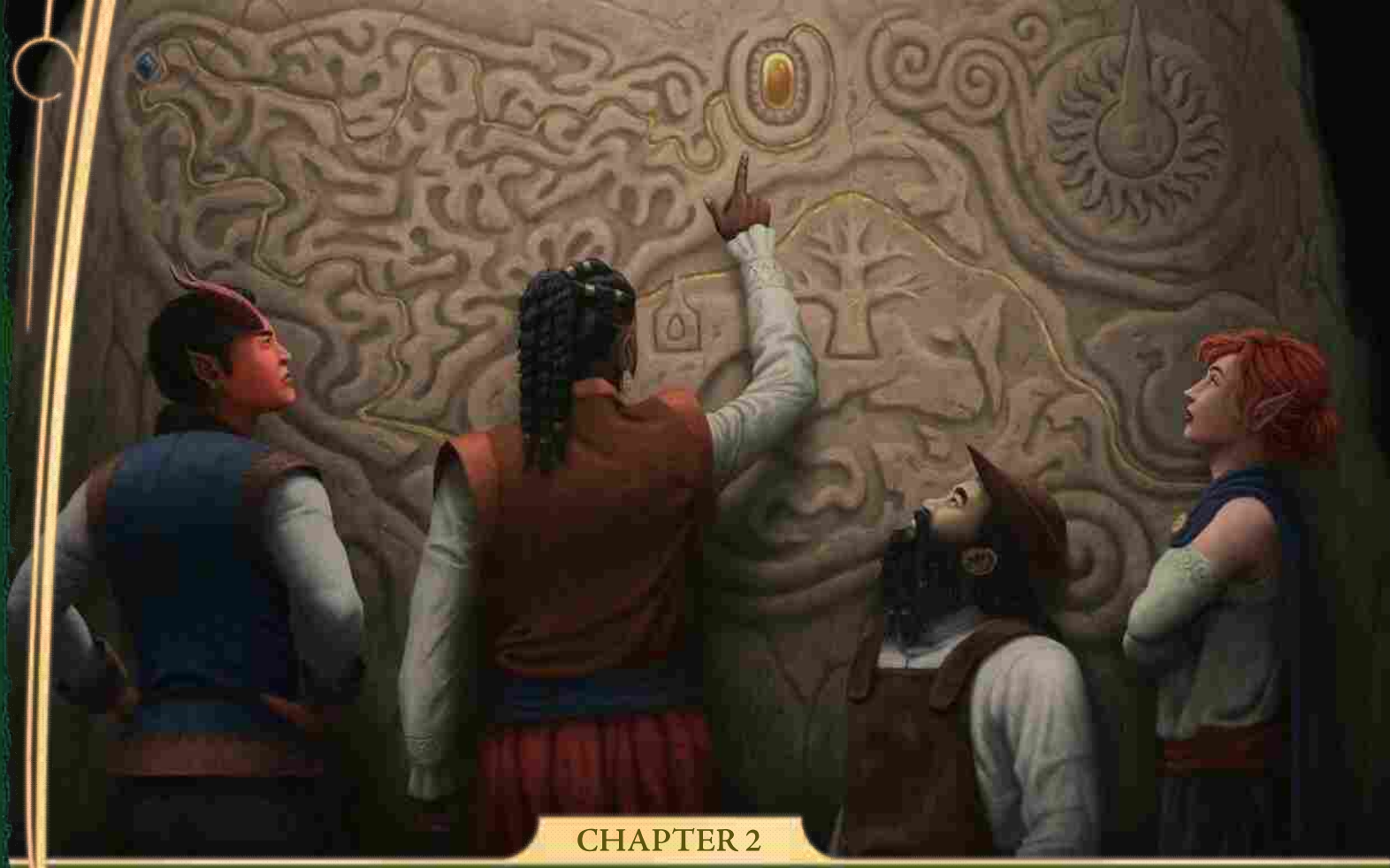
At tier 2 (levels 5th–10th) your characters are regional heroes. They are accessing new levels of martial or magical power and can use skills, features, and magic that attract attention and acclaim.

At tier 3 (levels 11th–16th) your characters are masters of their craft, well beyond the abilities of other people and even other adventurers. Spells can bend the definition of what's possible while martial characters taking to the battlefield can and have turned the tides of massive battles.

At tier 4 (levels 17th–20th) your characters have reached a point where the challenges they face are of world-changing size and proportion. At this tier, your character's actions have the potential to fundamentally alter the lives and wellbeing of those that rely on (or fear) them.

TABLE: CHARACTER ADVANCEMENT

EXPERIENCE	LEVEL	PROFICIENCY BONUS
0	1st	+2
300	2nd	+2
900	3rd	+2
2,700	4th	+2
6,500	5th	+3
14,000	6th	+3
23,000	7th	+3
34,000	8th	+3
48,000	9th	+4
64,000	10th	+4
85,000	11th	+4
100,000	12th	+4
120,000	13th	+5
140,000	14th	+5
165,000	15th	+5
195,000	16th	+5
225,000	17th	+6
265,000	18th	+6
305,000	19th	+6
355,000	20th	+6



CHAPTER 2

Origins

What makes your character who they are? What have they experienced? When building your character, their upbringing—and by extension the culture they were raised in—can have as much of an impact as their heritage. By splitting your adventurer's origin into four parts—Heritage, Culture, Background, and Destiny—there is ample opportunity to create wildly diverse characters with skill sets that reflect their lives in the most accurate way possible.

Building Your Origin Story

The prevalence of each heritage and culture can vary between various settings and different campaigns. Only you know what story you are trying to tell with your character, and only you know the best way to build that character's origin. Anything is possible in a magical world and all of the heritages, cultures, and backgrounds presented in this chapter—as well as those you might build yourself—are viable options for an adventurer of any class. However, to ensure your character fits your specific game and setting, you should always have a discussion with your Narrator about the character options available to you prior to character creation.

Your heritage solely influences your character's physical appearance and traits, while your culture influences those traits that would be learned or developed over time. Your background reflects the

path you have chosen to take, or a path you have been pulled into, independent of your heritage or culture. This grants you things like proficiencies with skills, languages, and tools, and bonuses to certain ability scores to represent the areas of your life that have seen intentional improvement. Finally, your destiny describes your character's goals and motivations. The following sections are designed to walk you through the four-part origin story, and to help you build your ideal adventurer.

Heritage

The first step in the origin creation process is deciding on a heritage such as a dwarf, elf, or halfling. Each of the eight heritages listed in this chapter include unique, biologically inherited traits as well as details about their physical appearances. While this may seem like the most important step, keep in mind that nurture plays as much of a role in development as nature; while you may be used to seeing fantasy media portraying pastoral, friendly halflings, the culture and background you choose can provide the stepping stones needed to create a competitive and secretive halfling wizard. While it may affect how the world perceives them, an adventurer should never be limited by their heritage.

When building your character's origin, you can choose only one heritage to gain traits from. The Mixed Heritages sidebar should be consulted for characters with multiple heritages.

The following sections appear in the descriptions for most heritages.

Age

This section details the average age at which a character of this heritage is considered to have reached adulthood, as well as their typical life span. Your character can be of any age, which could also be an opportunity to explain away significantly low or high ability scores.

Size

All creatures are assigned a size, ranging from Tiny to Gargantuan. Medium and Small are the most common sizes for adventurers.

Speed

While other factors may influence how fast you are, each heritage has a base Speed. This determines how far you can move on your turn during combat and while traveling.

Heritage Gift

In addition to the traits granted to all characters of the same heritage, some include multiple gifts for you to choose from to further diversify your character. When multiple options are presented, you may choose only one heritage gift.

Paragon Gift

Later in their adventuring career, each heritage grants a paragon feature. This could be a completely new feature, or something that improves or offers a new way to use a trait already granted by the heritage.

Any Culture

You can choose any culture for your character, even if it is not listed alongside your character's heritage. A dwarf can grow up in a wood elf culture, and a tiefling can hail from a cosmopolitan city.

In addition to the cultures generally associated with each heritage, there are also several general cultures you can choose from.

Mixed Heritage

With your Narrator's approval, you can choose a heritage gift from a heritage other than the one you originally chose; this allows for the easy creation of adventurers with parents of two different heritages, or use of bases other than human for heritages such as tieflings. For more flavor, you and your Narrator may even decide that this affects things such as physical appearance, life span, or size in a way that is unique to your character.

Culture

The second step in the origin creation process is choosing your character's culture. This is the culture they were raised in, or that of their parents, and does not need to be related to their heritage; a character's culture can be used to represent their past as a refugee, adoption into a new family, or being raised outside of their heritage for any other reason. The culture you choose provides your character with a number of proficiencies and traits that they would have learned through living amongst that culture, or that members of that culture are often trained in.

For each heritage option presented, there are a handful of suggested cultural options. When building your character's origin, you can choose only one culture to gain traits from. Each culture listed in this chapter includes a description of what sort of life a character from that culture would experience—this description can range from the morals and traditions instilled in them to how they found themself a part of that culture to begin with. The following sections appear in the description for most cultures.

Cultural Traits

Each culture contains a range of traits. You gain all of the traits associated with your chosen culture, unless the text says otherwise.

Languages

This section details the languages that a character can read, speak, write, and sign, provided there is no disability or condition that prevents them from doing so. When given a choice of language, consider choosing one from the Languages sidebar that further brings your character to life—this decision could be impacted by their family, previous occupations, or even a special interest.

Signing. You must have at least one hand free to communicate by sign, and the creature you are communicating with must be able to see you. When attempting to make subtle signs, to remain unnoticed you must succeed on a Sleight of Hand check against the passive Perception scores of observers.

Background

The next step in creating your character's origin story is choosing their background. A character's background tells a story about the life they have chosen to lead, separate from the culture they were raised in. This step can be used to tell nearly any story; how your character became an adventurer, why they claim a culture other than the one associated with their heritage, or how they began their journey towards finding their place in the world.

While picking a background does not have to complete your character's story, it provides a sturdy base for developing that story. A character's background typically reflects the individual training they have sought out or been given, rather than the common heritage and culture which they shared with their first community. One of the most important questions you can ask when choosing your background is how does this relate to your character's current adventuring status? Did they leave a job they loved to adventure out of a sense of duty, or were they forced out of their home? Did they spend their inheritance on adventuring gear in search of excitement, or did they save their meager wages until they could embark on a journey bigger than any they've taken yet? After being dealt their cards in life, how did they make the most of it—or did they set off in search of a new hand?

The backgrounds in this chapter provide mechanical benefits, such as ability score increases and proficiencies, as well as more roleplay-oriented benefits. As with the other origin sections, you gain the benefits of only one background. The following sections appear in the descriptions for most backgrounds.

Languages

The narrator may include additional languages based on the game's setting, but the following languages are a default part of *Level Up*: Abyssal, Aquan, Auran, Celestial, Common, Deep Speech, Draconic, Dwarvish, Elvish, Giant, Gnoll, Gnomish, Goblin, Halfling, Ignan, Infernal, Orc, Primordial, Sylvan, Terran, Undercommon.

Chart: Character Origins

TABLE: ORIGINS

HERITAGES	CULTURES		BACKGROUNDS	DESTINIES
Who were your parents?	Where did you grow up?		What was your occupation?	What is your personal story?
Dragonborn	Caravanner	Deep Dwarf	Acolyte	Chaos
Dwarf	Circusfolk	Deep Gnome	Artisan	Coming of Age
Elf	Collegiate	Eladrin	Charlatan	Devotion
Gnome	Cosmopolitan	Forest Gnome	Criminal	Dominion
Halfling	Dragonbound	Forgotten Folx	Cultist	Excellence
Human	Dragoncult	High Elf	Entertainer	Knowledge
Orc	Forsaken	Hill Dwarf	Exile	Metamorphosis
Planetouched	Godbound	Kithbáin Halfling	Farmer	Revenge
Mixed Heritage	Imperial	Mountain Dwarf	Folk Hero	Underdog
	Itinerant	Mustbairn Halfling	Gambler	Wealth
	Lone Wanderer	Shadow Elf	Guard	
	Nomad	Stoic Orc	Guildmember	
	Settler	Stout Halfling	Hermit	
	Steamforged	Tinker Gnome	Marauder	
	Stoneworthy	Tunnel Halfling	Noble	
	Tyrannized	Wood Elf	Outlander	
	Villager		Sage	
	Warhordling		Sailor	
	Wildling		Soldier	
			Trader	
			Urchin	

Ability Score Increase

Each background increases one of a character's ability scores by 1 and allows you to increase a second ability score of your choice. This reflects the abilities utilized or valued the most by that background.

Proficiencies

Most backgrounds grant proficiency with two skills, which are explained more in Chapter 6: Ability Scores.

Additionally, many backgrounds grant proficiency with an appropriate tool set (or multiple sets). These tools and proficiencies are explained more in Chapter 4: Equipment.

If your character would gain the same proficiency from multiple areas, such as a heritage or cultural trait or class feature, they may instead choose a new proficiency of the same type (skill or tool).

Languages

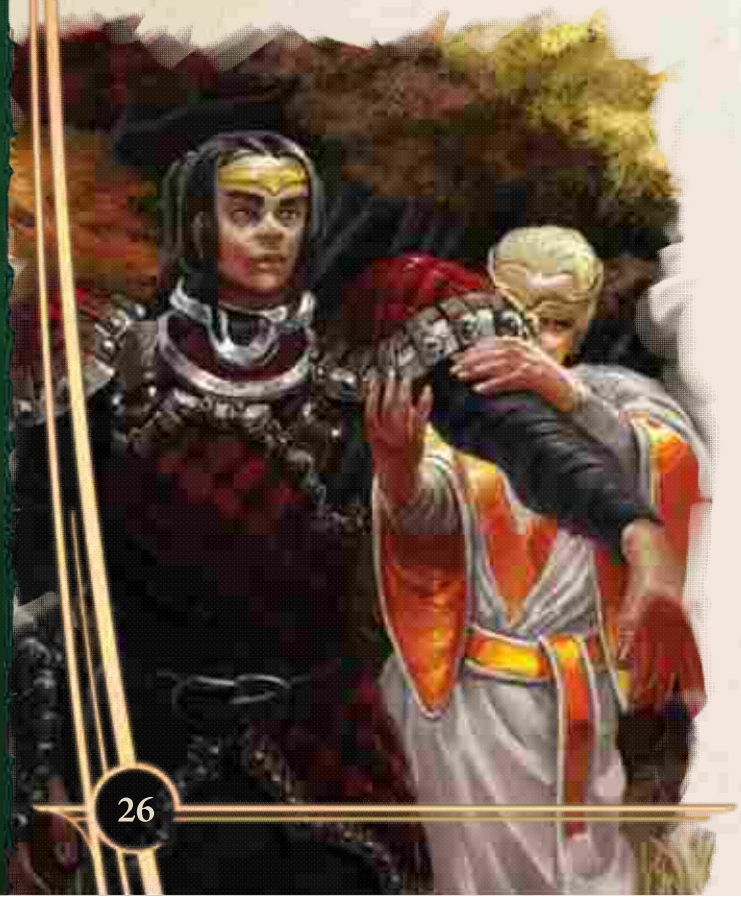
Like cultures, your background can also allow you to learn additional languages. Provided there is no disability or condition that prevents them from doing so, characters are considered to be able to speak, read, write, and sign the languages granted by their background.

Connections
Each background provides examples of one acquaintance, ally, or enemy that has had an effect on your character's life. This could be a childhood friend, a sparring partner, or even a business competitor. Make sure to include your Narrator when choosing your connection; you never know when they'll show back up.

Equipment
Suggested equipment sets are included with each background, along with an associated gold cost.

Memento
Each background includes options for a *memento*. This is a sentimental item reflective of your background and the occurrences that have built you into who you are, typically worth less than 30 gold.

Background Feature
Every background comes with a feature that helps determine how your character interacts with the world and people around them. While they rarely provide a set mechanical benefit, they can provide you with a reliable way to find information, shelter, or even financial support.



Destiny
The final part of your character's origin is their destiny. Your destiny represents your character's overall personal story arc. It provides your character with motivation, roleplaying hooks, and special features, including a bonus feature when your character eventually fulfills their destiny.

Source of Inspiration
Your source of inspiration describes certain acts which grant you bonuses in play.

Inspiration Feature
When you gain a bonus from your source of inspiration, you can use it to fuel a special feature.

Fulfillment
Each destiny tells you what you must do to fulfill that destiny, and what special feature you gain as a consequence of doing so.

Step 1: Heritage
Presented in this section are eight heritages from which to choose when building your character. Your character's physical appearance is determined by their heritage, as well as physical aspects like size and Speed. All traits gained from your heritage are considered to be biological in nature.

While these traits are primarily mechanical, your heritage can still play a large part in shaping your adventurer's story. When choosing your heritage, ask first who your character's parents are. Do they still have a relationship with them, or did something happen? If so, what? If your character was adopted and raised in a culture other than their parents', you can think about how that has affected them. If your character still has a relationship with their family, think about how that has affected their decision to adventure. Are they doing it out of necessity, to help support their family? Are they adventuring to escape overbearing parents?

Dragonborn

The dragonborn were created by ancient dragons as servants, soldiers, and perhaps even as cherished children. Dragonborn are humanoid creatures instilled with the power and adorned with the scales of their draconic progenitors. Countless ancient wyrms have sired dragonborn clans, and no two are alike. The dragonborn banner flies over the ferocity of the chromatic dragonborn, the noble cunning of the metallic dragonborn, the mystery of the gem dragonborn, and even the ancient wisdom of the essence dragonborn.

Scales, tails, horns, fangs, claws, wings, and any feature found within dragonkind may emerge randomly for a generation, only to fall back into remission for the next. Despite this, some draconic features remain constant. Whether it be the color of the scales or the shape of the horns, some trace of a dragonborn's original draconic ancestry always shows through.



Dragonborn Traits

Characters with the dragonborn heritage share a variety of traits in common with one another.

Age. Young dragonborn are largely independent within hours of hatching. They develop quickly, reaching the equivalent development of an adolescent human by the age of 3, and then fully maturing into adults by the age of 15. Their maximum life span is about 80 years.

Size. Dragonborn have imposing statures. Most stand well over 6 feet tall and weigh between 250 and 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Dragon Breath. Drawing upon great reservoirs of draconic power, you can unleash magical destruction upon your foes. You can use your dragon breath as an action.

Choose the type of damage dealt by your breath weapon from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Additionally, choose between a 30-foot line that is 5 feet wide or a 15-foot cone for the area that your breath weapon affects. Each creature

Draconic Ancestry

There are many types of dragon in the multiverse.

Chromatic dragons **include red, green, blue, white, and black wyrms. These dragons are typically evil in nature.**

Metallic dragons **include brass, bronze, copper, gold, and silver. Metallic dragons are generally known for their goodness.**

Less common are *essence* dragons, such as the celestial, chaos, earth, river, sea, shadow, spirit, and underworld dragons (and the dragon turtle).

The *gem dragons* shimmer with amethyst, crystal, emerald, or sapphire.

You should decide on your draconic ancestry, whether it be one of these options or a combination.

in the breath's area makes a Dexterity saving throw. If your breath weapon deals psychic damage, a Wisdom saving throw is made instead of Dexterity; if cold, necrotic, poison, radiant, or thunder, a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

A creature takes 2d6 damage on a failed saving throw, or half damage on a success. The damage increases to 3d6 at 4th level, 4d6 at 9th level, 5d6 at 14th level, and 6d6 at 19th level.

After you use your dragon breath, you can't use it again until you finish a short or long rest.

Dragonborn Gifts

Dragonborn are diverse and highly varied even within a single draconic progenitor's bloodline. In addition to the traits found in your dragonborn heritage, select one of the following dragonborn gifts.

Draconic Armor

Some dragonborn grow tougher scales and sharper claws. These dragonborn tend to have short tails, wide faces, and broad shoulders, all of which are usually ridged with hardened scales or tipped with spikes. You have the following traits:

Claws. You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d4 + your Strength modifier.

Resistance. You have resistance to the damage type dealt by your Dragon Breath.

Scales. You have tough interlocked draconic scales. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

Draconic Fins

Some dragonborn seem naturally adapted to aquatic environments with sleek, hydrodynamic, and often reflective scales. These dragonborn tend to have webbed hands and feet, and long serpentine tails. They also tend to grow soft fin-like scales along their legs and forearms. You have the following traits:

Swimmer. You have a swimming speed of 30 feet and you can hold your breath for up to 15 minutes at a time.

Deep Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. In addition, your eyes are perfectly adapted for spotting movement at depth, and the radius of your darkvision increases to 120 feet while underwater.

Hard to Hit. You either have a tough shell or your quick movements and reflective scales make you difficult to strike. While you aren't wearing armor, your AC equals 12 + your Dexterity modifier. You can use a shield and still gain this benefit.

Draconic Wings

Some dragonborn are born with draconic wings. They tend to have slender frames and smooth scale patterns, along with a long rudder-like tail to help them fly with their stocky wings. They're far too heavy and lack the strength to really soar like true dragons, but their wings still allow them to lift off and fly a considerable distance before tiring.



Flight. You have a fly speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor. Whenever you spend 3 full consecutive rounds airborne without landing, you gain a level of fatigue. Any fatigue gained in this way is removed upon finishing a short or long rest.

Draconic Paragon

With enough time and training any dragonborn can unlock their draconic potential. When you reach 10th level, your dragonborn gift dramatically improves.

In addition, you gain resistance to the damage type dealt by your Dragon Breath. If you already have resistance to that type of damage, you gain immunity to it instead.

Impenetrable Draconic Armor

Your claws and scales harden to the deadly consistency of a true dragon. Your claws deal slashing damage equal to 1d8 + your Strength modifier, and your AC increases by 1.

Mighty Draconic Wings

Your fly speed increases to 40 feet and you can fly while wearing medium or heavy armor. When you would suffer fatigue from using your fly speed, you make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a success, you do not suffer fatigue from flying that round.

Sleek Draconic Fins

Your swim speed increases to 45 feet, you can breathe underwater, and your darkvision increases to 120 feet (or 240 feet while underwater).

Additionally, while underwater you gain an expertise die on saving throws and weapon attack rolls.

Dragonborn Culture

There are many circumstances in which a great wyrm might choose to sire a clutch of dragonborn, and the resulting dragonborn clans are as varied as their progenitors. Ultimately though, the life and society of each dragonborn clan is inexorably linked to the dragon that created it.

Chromatic dragons usually see dragonborn as soldiers, cannon fodder to be created and spent for power and territory. Such militarized dragonborn clans tend to see their progenitor as a mighty general and inspiring leader who will guide them to glorious victory, often against dragonborn created by rival dragons. Such dragonborn clans are usually brutal, fearless, and blindly obedient to their progenitor.

Essence dragons fly wingless over distant shores, their serpentine pennant-like bodies snapping back and forth magically as they soar. Their spirits are intertwined with the magic of the land and are usually tied to a specific sea, river, or mountain, or to a separate plane entirely. Essence dragons see their dragonborn as trusted guardians and custodians, charging them with the safety and protection of the place from which they draw their power. Such dragonborn clans are often highly attuned to nature, and guard their progenitor's home at all costs.

Gem dragons are rarely seen by surface dwellers and the same is true about their dragonborn. These wyrms live deep within the earth, sometimes for isolation and escape but often pursuing their own esoteric games and schemes millennia in the making. They see their dragonborn as agents, spies, and confidants. Their dragonborn are afforded an unusual level of respect, as they're often the only creatures a gem dragon trusts enough to include wholly into its schemes. Such dragonborn clans are tight-knit but widely dispersed, often spending years in isolation only to reconvene when the time is right.

Metallic dragons tend to see their dragonborn as children, regardless of their age. To the outside observer, they often seem like the dragon's servants, and functionally they often are, but the relationship is more parental than feudal—for some, a more intolerable condition since their unquestioning service is rewarded with condescension and infantilization. Despite all this, such dragonborn clans are typically academic, studious, and often a voice of calm and reason when conflicts arise.

Suggested Cultures

While you can choose any culture for your dragonborn character, the dragonbound and dragoncult cultures are linked closely with this heritage.

Dwarf

Many dwarf legends say that dwarves were not born, they were forged: the Forge God created them from earth and iron, hammering their spirit into mortal flesh and setting them forth onto the world. Unto each of his creations he set a mark, a divine gift, making them creators in turn. Whether or not that is true, it is certainly true that dwarves possess an innate ability to build and create which reaches beyond their cultural upbringing.

Dwarves can carve themselves a niche almost anywhere—their keen sight and their endurance allow them to create and thrive where others dare not tread. Caves become halls, mountains become castles. As their hammers fall, as their kettles boil, unspeakable beauties are unleashed upon their world.

Although they are often strong and muscular, dwarves are not tall. Their broad, compact frames make them hardy and stout. They can be twice as heavy as a human a few feet taller. Their skin ranges from fair and pale to dark and brown, even gray, with a healthy bronze color being especially common. Under the correct light, dwarven eyes seem like polished black, brown, blue, or green gemstones. Dwarven hair is most often black, but red, brown, and blonde are not uncommon colors. Their beards grow full and long—sometimes it's hard to say where a dwarf's hair ends and beard begins.



Dwarf Traits

Characters with the dwarf heritage share a variety of traits.

Age. Dwarves age as fast as humans, but most cultures only consider them adults at 50. They have extremely long lives; some dwarves live to be over 400 years old and their average life span is 350 years.

Size. Dwarves are short and stout. They stand around 4 or 5 feet tall and average 150 pounds of weight. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your Speed is not reduced by wearing heavy armor or wielding tower shields.

Darkvision. You have superior vision in dark and dim conditions. 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.

Creator's Blessing. You were born with the gift of creation. You gain proficiency with one set of artisan's tools (either brewer's supplies or mason's tools) or smith's tools. During a long rest, you can use these tools for crafting instead of sleeping and still receive the full benefits of the long rest.

Tough. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Dwarf Gifts

The Forge God bestows all kinds of divine gifts upon his children. In addition to the traits found in your dwarven heritage, select one of the following dwarven gifts.

Dwarven Stability

You gain an expertise die on saving throws against effects that would knock you prone, and on saving throws made to resist being shoved.

Dwarven Toughness

As a bonus action, you gain a number of temporary hit points equal to 1d10 plus your level. These temporary hit points last for 1 minute. You can't use this trait again until after you finish a long rest.

You gain an expertise die on saving throws against poison, and you have resistance against poison damage.

Dwarven Paragon

As a dwarf accumulates deeds and glory, the Forge God bestows upon them even greater gifts. When you reach 10th level, you gain one of the following paragon gifts.

Fury of the Earth

As an action, you can strike the ground with a melee weapon you're proficient with. The ground in a 30-foot radius around you becomes difficult terrain. Each creature on the ground in the area makes a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier) or is knocked prone. A creature concentrating on a spell makes a Constitution saving throw or its concentration is broken. You can't use this feature again until after you finish a long rest.

Unbreakable

When you succeed on a death saving throw, you can expend one Hit Die to regain 1 hit point as if your check result was a natural 20. You can't use this feature again until after you finish a short or long rest.

Dwarf Culture

No other people can craft as well as dwarves do—or at least that's what most dwarves believe. Considering how frequently envious invaders attack their communities, there must be some truth to that. In response to these raids some dwarves make their homes in inhospitable places where thieves are unable to follow. The struggle of survival in such environments shapes dwarven culture to this day. Some dwarves hide deep in the mountains, avoiding contact with the outside world. Others travel from place to place, never putting down roots. Most, however, fight. Dwarven warriors are as feared as their well-crafted weapons are admired.

Another important factor in dwarven culture is their relationship with the Forge God. For some cultures the creator god is all-important and the priesthood attains immense power. However, dwarves do not reflect their love for the creator by building innumerable cathedrals and churches. For most dwarves labor itself is holy and crafting is a kind of prayer. There is no better offering to the Forge God than a sharp sword, a sturdy shield, or a foaming cup of beer. More cosmopolitan communities might embrace different gods, but it's very rare that a dwarven community doesn't at least pay lip service to the god of the forge.

Dwarven communities frequently establish trading relations and friendly rivalries with each other. It is not uncommon for a clan of mountain dwarves to send their young to spend a few decades with hill dwarves or for devoted dwarves to visit other dwarven communities to spread the Forge God's gospel. Sometimes this cultural exchange causes loosely-connected communities to become full-fledged empires, bursting with creativity, commerce, and innovation. Just as commonly though these empires fall victim to greedy monsters and bitter feuds. There are as many dwarven songs about lost kingdoms as there are human songs about broken hearts.

Dwarves can be found in the most unexpected places in the world. If there is enough room to swing a hammer, you can bet some dwarf has already considered living there. Though dwarves are slow to trust, they respect talent and innovation. It is not rare for them to offer training for particularly skilled smiths or brewers they meet in their travels, regardless of their heritage. However your character was raised, they were moulded and influenced by the dwarven culture around them.

Suggested Cultures

While you can choose any culture for your dwarf character, the following cultures are linked closely with this heritage: deep dwarf, forsaken, godbound, hill dwarf, mountain dwarf.

Elf

Elves are a people with supernatural grace and beauty. They have a slight build and stand at a height somewhere between humans and dwarves. Their skin tones include all the browns and pinks of human skin tones, and some elves exhibit skin with bright colors like blue, green, and purple. Most elves have long faces and sharp features, including high cheekbones, but they are famous for their pointed, leaf-shaped ears, which can grow in a variety of lengths—some up to 6 inches. Elvish eyes can be of almost any color, and their pupils can be round, vertical, or not visible at all.

The origin of elves is highly debated but one thing is for certain: they are not entirely of this world. Elves are sometimes called the "firstborn" of the gods, with some reckoning them to be the lowest order of angels. Others say elves were once faerie spirits who saw the mortal world and wanted to take part, or that humans and elves share a common ancestor and that the elvish ancestor traveled to the The Dreaming (also called Alfheim, the Plane of Faerie, or the Feywild) where they became suffused with its magic. In some worlds, elves arrive from a distant land; in other worlds, they arrive from a distant star. In all these cases what is undisputed is the profound legacy of these long-lived peoples.

Elves do not merely survive in the world—they are among its ancient masters. Elvish culture predates that of other cultures, except perhaps those of dragons and giants. How elves respond to their near immortality is one of the most defining aspects of an elf's personality.

Elf Traits

Characters with the elf heritage share a variety of traits in common with one another.

Age. Elf children mature at the same rate as human children, but elvish cultures do not consider them to be fully mentally developed (nor matured) until they acquire a century of life experience. Elves today can live to be 700 or older, and legends speak of elves who simply never die.



Size. Elves have a slender and graceful build. Some stand as tall as average humans, although most are a head or so shorter. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Having your ancestral origins in the twilight realms, you have superior vision in dark and dim conditions. 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.

Fey Ancestry. You gain an expertise die on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining conscious (the Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that became reflexive through years of practice. When you take a long rest, you spend 4 hours in your trance state (instead of sleeping for 6 hours). During the trance you suffer no penalty to passive

Perception. A long rest remains 8 hours for you as normal, and the remainder of the time must be filled only with light activity.

Elf Gifts

Elves are known for their uncanny perceptiveness, which according to some can even extend to the power to read minds and see the future—although such powers are very rare. In addition to the traits found in your elf heritage, select one of the following gifts.

Mystic Rapport

Some elves are so attuned to the arcane that they can see magical energy with their eyes, sense the presence of nearby elves, and communicate mentally.

Elves with the gift of Mystic Rapport have the following traits:

Arcane Sensitivity. You gain proficiency in Arcana.

Arcane Empathy. Your sensitivity to the flow of magic lets you speak to the hearts of others. You have a limited ability to communicate telepathically with those within 30 feet of you. Though this grants the target no ability to respond telepathically, they can understand you as long as you share a language with them.

Prescient Vision

Some elves don't live in the present moment, their spirits shifting back and forth in the currents of time. Although mainly used for contemplation, this mystical experience is also useful for predicting what may yet come to pass—though like sand in the waves, the future is always churning.

Elves with the gift of Prescient Vision have the following trait:

Glance the Future. Your eyes can see a few moments into the future, and your mind apprehends the divergent possibilities. Once between rests you can use a bonus action to roll a d20 and record the result. Before the end of your next short or long rest, when a creature you can see within 60 feet makes an ability check, attack roll, or saving throw, you can use your reaction to replace their roll with your recorded result. When the creature is also rolling an expertise die, only the d20 roll is replaced. When the creature is rolling more than one d20, such as when it has advantage or when a halfling is using their Lucky trait, the replacement applies to the creature's final roll.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Preternatural Awareness

The conventional senses of elves are thought to be more finely tuned than those of other mortals. Some scholars debate whether it is merely a matter of sensitivity, or if the elvish trance meditation heightens their awareness in a way other mortals simply are unable to rival.

Elves with the gift of Preternatural Awareness have the following traits:

Keen Senses. You gain proficiency in Perception.

Prophetic Instincts. Your ability to detect danger is nearly supernatural. You gain a bonus to initiative rolls equal to your Wisdom modifier, and you can't be surprised while conscious (including during your Trance).



Elven Paragon

When you reach 10th level, you are an exemplar of elfkind, and you gain one paragon gift from the following list.

Elfsight

Nature cannot block the legendary accuracy of your people. Your attack rolls ignore half cover, and an area being lightly obscured does not impose disadvantage on your ability checks. You do not have disadvantage from making ranged attacks at long range.

Inexorable Darkvision

There is no range limit for your darkvision.

Spiritual Awareness

You are able to cast *detect thoughts* a number of times equal to your proficiency bonus between each long rest. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Elf Culture

Humans are likely to make superficial claims about elves (*"everything they do is beautiful and magical."*) Although the claim is simplistic, it is true that elves value beauty and mystery. Elvish goods are renowned for their ingenious design and painstaking craftsmanship. Besides their elegant beauty, elvish specialty crafts are lightweight, easy to use, and often subtly enchanted. Being people who live multiple centuries, elves often seek comfort in the reliability of nature's cycle, finding nostalgia and hope in the emergence and reemergence of familiar plants and beasts. The one constant in the world is change, and yet it moves ever onward in the shape of a wheel—this and many other mysteries captivate the hearts of elves, provoking a distinctive artistic genius. Even elvish despots and cynics find it difficult to remove themselves from these entrenched values.

Whatever an elf does, they commit decades to mastering that art. Whereas a human mage must learn all they can about the arcane in short years, elves have the luxury and cultural mandate to interrogate every detail of their discipline. For elvish priests no doctrine or ritual goes unquestioned, and an elvish soldier learns multiple theories of warfare and can recount their historical evolution in detail.

Although centuries of wisdom often produces kindness, an unending experience of suffering can likewise produce bitter cruelty. Since ancient times human myths about elves often portray them as magically inflicting disease or lurking in the dark to commit mischief against an unsuspecting victim. These accounts are often merely tall tales but the notions are nonetheless plausible. Some of the most vicious tyrants in the multiverse are elves who believe they are better than other beings, or those whose hatred is blood-red enough to stain history forever. Even so, elves contemplate the "long view" when planning their perfect victory. Human generals might authorize poisoning wells, salting the earth, or ravaging the land with an arcane menace—but only the most ruthless and crazed elves would deploy tactics whose harm would curse future generations.

Elves make their homes all across the world and the multiverse. Living in the shadow of their ancient empires, elves can't help but reflect on their culture as living through its twilight years. Although it is hard to call a culture "flourishing" when it is slowly withdrawing from existence, elves nonetheless enjoy many stable communities built on millenia of intricate traditions.

Suggested Cultures

While you can choose any culture for your elf character, the following cultures are linked closely with this heritage: eladrin, high elf, shadow elf, wood elf.

Gnome

While gnomes might seem meek, their skill with illusion magic is unrivaled. Each and every gnome, no matter how small, has some sort of innate magic. As such, it is not uncommon for gnomes to grow into skilled mages or tinkerers regardless of their connection to gnomish culture.

In appearance gnomes are nearly as varied as humans though they all share a few identifying traits: pointed ears, eyes that seem to glitter regardless of color, and unruly hair. Their skin is most commonly an earthy brown or reddish tan, though it can be any color which falls in the range of the human skin tone spectrum. Unusual hair and eye colors are not uncommon in gnomes, with any color being a possibility; whether this is what nature intended or a result of their affinity for illusion magic, one may never know.



Similarly there is little consensus on how it is the first gnomes came to be. Their magical aptitude and pointed ears lead some to believe that elves are the closest ancestral kin of gnomes, but they share many innate talents similar to dwarves, and their stature is more like those of halflings than anyone else. This uncertainty of their origins does not bother gnomes in the slightest of course, and they tend to enjoy hearing the many varied myths and legends shared about their people. Some of the most treasured gnome historians and poets have devoted their entire lives to studying such tales, and despite their centuries of scholarship none yet have managed to finish a comprehensive archive.

Gnomes have impressive life spans rivaling that of elves, but they mature at a much faster pace. Gnomes begin graying and sporting wrinkles by 100. However, they often live multiple centuries, so you can never judge a gnome by their appearance; even the oldest gnomes maintain a level of spryness and vitality that is unheard of among the other heritages.

Gnome Traits

Characters with gnome heritage share the following traits:

Age. Gnomes mature at about the same rate as humans, and are expected to settle down into adult life by the age of 40. They can live anywhere from 350 to nearly 500 years.

Size. Gnomes range from 3 to 4 feet tall, and weigh around 40 pounds on average. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Gnomes have adapted to see easily in darkened conditions. 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.

Gnome Cunning. You gain an expertise die on Intelligence, Wisdom, and Charisma saving throws against magic.

Gnomish Magic. You know the *minor illusion* cantrip. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Gnome Gifts

Gnomes are often overlooked, due in part to living under the veil of their illusion magic. Diverse gnome populations live in almost any territory imaginable—even in cities. Choose one of the following heritage gifts.

Gnomish Agility

Adept at avoiding the attacks of the "Big Folk", you gain +1 to your Armor Class against creatures of a size category larger than your own.

Into Mist

As a bonus action, or as a reaction immediately after taking damage, you can turn invisible. The invisibility lasts until the end of your next turn, and it ends early if you attack, deal damage, cast a spell, or force a creature to make a saving throw. Once you use this feature, you must finish a short or long rest before doing so again.



Gnomish Paragon

When you reach 10th level, you are an exemplar of gnomekind, and you gain the following paragon gift.

Cunning Reflexes

Choose one of the following saving throws: Strength, Dexterity, or Constitution. You gain an expertise die when using the chosen saving throw to resist magic.

Gnome Culture

Gnomish culture is often accompanied by a constant hum of activity and merriment. These gnomes are known for having eccentric senses of humor, an inquisitive streak, and a knack for creative and technological ventures. While they are often overlooked, their cultures can have major impacts on the areas they inhabit—trees along common roads nearby feature signs advertising bright, exciting parties, and town criers in settlements within walking distance spread word of the annual Artisan's Fair or the next social occasion of note. Over the course of centuries, gnomish cultures enrich the communities around them.

Gnomes can thrive in bustling cities or in fey forests—though their location will likely influence the culture exhibited. Rarely will you find an isolated community of gnomes that rejects outside influence, as they are often eager to learn about and experience other cultures. While illusion magic is something most all gnomes are gifted with, it isn't because they wish to hide themselves away from the rest of the world; they simply want to present themselves to the world when they are good and ready to do so. In gnomish culture it is expected that "getting ready" can entail multiple hours of preening and preparation, with the end result often looking as disheveled as the beginning.

Suggested Cultures

While you can choose any culture for your gnome character, the following cultures are linked closely with this heritage: deep gnome, forest gnome, forgotten folx, tinker gnome.

Halfling

All the exuberance and joy of life in a package half the size. While the term "halfling" may seem somewhat, well, belittling, the term is still apt. In almost all respects a halfling resembles a human at half scale, measuring only about 3 feet tall. Underfoot and out of mind, to halflings the world is filled with giants, and it's often best not to draw undue attention.

Despite their stature halflings tend to be on the stout and full-bodied side, weighing more than might be expected. They usually have tan or pale ruddy skin but might have anywhere from pale tones to dark browns, and they have a propensity for long and curly brown or auburn hair. Male halflings often grow thick bushy sideburns but other facial hair is usually relegated to the occasional scruffy whiskers.

Their non-threatening stature and generally pleasant demeanor has served them well throughout the generations, and while an individual may have a grudge with one halfling or another, the halflings as a people have stayed well away from most wars and conflicts. Halflings are lucky that way—and it often feels like luck is integral to who they are. Somehow when the chips are down and everything has gone wrong, it's always the little halfling that walks away without a scratch.

Halfling Traits

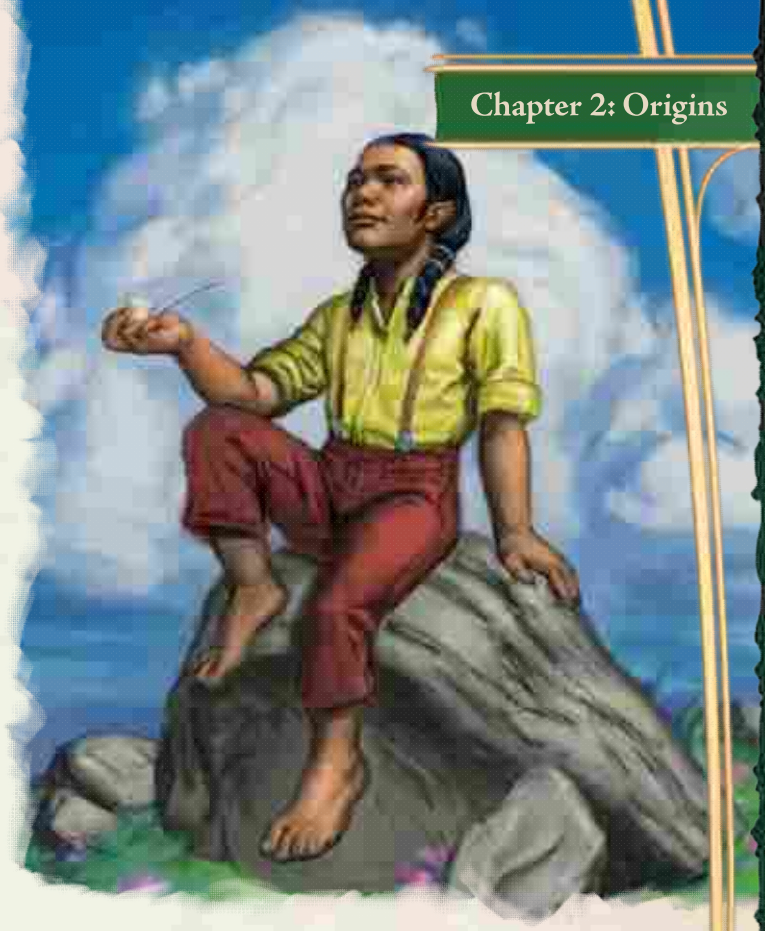
Characters with the halfling heritage share a variety of traits in common with one another.

Age. Halflings mature into adults around the age of 20 and usually live for about 150 years, with some venerable halflings living up into their 180s or 190s.

Size. Halflings average about 3 feet tall and weigh only around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Fearless. You are immune to the effects of the frightened condition, whether caused by magic or by natural phenomena. You might still feel fear, but you are able to ignore it; alternatively you might be unable to even experience that emotion, and are unable to understand it in others.



Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on the d20 for an ability check, attack roll, or saving throw, you can reroll the die and must use the new roll.

Halfling Gifts

Halflings are widespread and the halflings from one borough may bear little resemblance to those from the other end of the world. There are a few prominent trends in halflings though. In addition to the traits found in your halfling heritage, select one of the following halfling gifts.

Burrowing Claws

If their creation myth is to be believed, halflings have a primordial form still represented by a trait sometimes seen today. You are significantly more hirsute than most halflings, and prone to patches of scruffy hair along your forearms and back. Your irises are often quite wide and deeply black, and your rocklike fingernails tend to grow with flattened edges. In halfling communities, these traits often come with insulting nicknames like "shovel-claws" or "scruffs". You have the following traits:

Burrow. You have a burrowing speed of 10 feet. You can use your burrowing speed to move through nonmagical sand, loose earth, loamy soil, mud, or snow, but not solid rock. You do not naturally leave any sort of tunnel behind but you can attempt to create a 5-foot by 5-foot wide tunnel in earth, soil, or snow by spending extra time and effort shoring it up and adding support. This reduces your burrowing speed to 5 feet every 15 minutes.

Claws. Your nails grow into strong shovel-like claws. The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d4 + your Strength modifier.

Tuft Feet

You have thick patches of bushy hair that grow atop your proportionally large feet. You don't need to wear shoes, or any sort of foot covering, as your big hairy feet are usually calloused and tough enough to tread on most anything. You have the following traits:

Big Feet. You gain an expertise die on checks and saving throws made to resist being knocked prone.

Thick Soles. You are immune to damage from sharp terrain hazards (such as caltrops, broken glass, or the *spike growth* spell) and ignore difficult terrain caused by them. Additionally, other kinds of difficult terrain reduces your movement speed by 5 feet instead of halving it.

Twilight-Touched

You are blanched of both emotion and color with wide, alarmingly pure white eyes, and skin that is either starkly pallid or disquietingly sallow. There's no hair at all atop your head or you have only a few bedraggled locks of hair. You form stronger communal bonds than other halflings, and can speak without the need for words. You have the following traits:

Darkvision. You can see in dim light within 30 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.

Telepathy. You can speak telepathically to any creature within 30 feet of you that you can see. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

Halfling Paragon

When you reach 10th level, you are an exemplar of halflingkind, and you gain the following paragon gift.

Increased Luck

When you use your Lucky trait, you may reroll results of 2 or 3.

Halfling Culture

The "Poem of Kin" is the oldest document recounting the halfling creation myth, and the origins for many other peoples for that matter. Even from the text's own accounts the halfling creator, the Shaper, is deceased, which may partly explain why almost all of them have a strong sense of community. Halflings believe that they must look out for each other, and that a great gift was imparted to them—a gift that must be passed forward.

Wherever halflings live they form neighborhoods, and to a halfling a neighbor is practically a family member. Families may squabble sometimes but a deeply-ingrained trait of halfling culture is that a halfling is expected to take on the problems of a sibling as if they were their own.

Halfling communities tend to be insular and are often cut off from the rest of the world. While quick to help someone on their doorstep, halflings in some regions can often be indifferent to far-off plights, unaware or unconcerned with danger or injustice just a few townships over. However, halflings historically have little tolerance for bullies of any size.

Halflings do not build empires, but their safe and hospitable communities dot landscapes across the world, and the world is better for them. Most halflings are cheerful, friendly, and genuinely caring and kind in a fashion rare in a tumultuous world.

Suggested Cultures

While you can choose any culture for your halfling character, the following cultures are linked closely with this heritage: kithbáin halfling, mustbairn halfling, stout halfling, tunnel halfling.

Human

Human beings are remarkable creatures who, despite their short life span and limited inherent supernatural abilities, produce the noblest heroes and the most vile villains. Human build (and body hair) is somewhere between that of elves and dwarves, yet humans stand taller than either. Their skin and hair color can be dark as jet or light as alabaster. Human hair can also be bright red and pale yellow—other hair colors may be the result of dye, magic, or a distant non-human ancestor like an elf, dragon, or giant.

The origin of human beings is contentious. Many human cultures believe that their god created humanity. The question of which story and which god is the most true is a source of endless strife.

When looking at how short-lived, nonmagical, and vulnerable humans are, one may be hard-pressed to say what exactly makes humans so successful. Some creatures even look down on humans as vermin. The human instinct to survive by the most expedient means available does not help this stereotype—although it helps one to see how such unremarkable creatures persist in mysterious and unforgiving worlds.



Human Traits

Characters with human heritage share a variety of traits in common.

Age. Humans reach basic maturity around age 18, although many continue to grow in body and mind through their twenties. Only the most exceptional human elders live past 100 years.

Size. Most adult humans are in the 5 to 6 foot range, although taller and shorter statures do occur. Your size is Medium (with your Narrator's permission, your size can instead be Small.)

Speed. Your base walking speed is 30 feet.

Fast Learner. With their shorter life spans, humans can acquire knowledge at a higher rate than more long-lived heritages (although not all acquire the wisdom to use it). You gain proficiency in one additional skill of your choice. In addition, you require half as much time as normal to train yourself in the use of a suit of armor, tool, or weapon during downtime.

Intrepid. Your survival instinct is remarkably strong. When you make an ability check, attack roll, or saving throw, you can choose to gain an expertise die on that roll. Once you use this trait, you cannot use it again until you finish a short or long rest.

Human Gifts

Humanity's most overlooked trait is their physical and spiritual endurance. How a human exhibits this hereditary resilience varies on their personal disposition. In addition to the traits found in your human heritage, select one of the following gifts.

Diehard Survivor

Foes of humanity may see them as ants, but humans are equally difficult to eliminate. The ancestors of human beings learned to survive through the harshest conditions, including drought, winter, and famine. Humans, in their stubbornness, can even pull themselves back from the brink of death to fulfill their dreams. You have the following traits:

Feast and Famine. You can tighten your belt during hard times. You can go a number of days equal to your Constitution modifier without suffering any fatigue from lack of Supply. Afterwards you require twice as much Supply for as many days as you went without.

Radical Perseverance. Through your sheer stubbornness and will to live, you sometimes manage to wriggle out of death's grasp. You only die after failing 4 death saving throws instead of 3.

Ingenious Focus

Not all human minds work the same—some have a nearly miraculous level of focus. People with this intellectual mode often bring a surprising level of insight and passion to almost any topic they engage. In spite of their brilliance, they typically have difficulty with more general awareness. You have the following traits:

Inexorable Concentration. When you fail a Constitution saving throw to maintain concentration, you can immediately reroll it, taking the new result. You may use this trait a number of times equal to your Intelligence modifier (minimum 1), and regain all expended uses after a long rest.

Resident Expert. You have a reputation for painstaking detail on certain tasks and subjects. Choose two tools with which you are proficient, or a skill with which you are proficient from Animal Handling, Arcana, Culture, Engineering, History, Medicine, Nature, or Religion. When you make a check with that tool or skill and the d20 shows a natural result of less than 10, you can count the d20 result as being 10.

Spirited Traveler

The power of movement is one of humanity's evolutionary advantages. An ancient human hunting strategy for killing fast game is persistence hunting—following prey relentlessly, shifting between walking and running endlessly until a beast became too exhausted to defend itself. Many humans maintain their health through running, and foot races are a universal favorite game. In a word, humans gifted at running will go far. You have the following traits:

Desperate Dash. When you take the Dash action, your movement this turn does not provoke opportunity attacks. During this movement, you gain an expertise die on Acrobatics checks made to avoid hazards and Dexterity saving throws. Once you use this trait, you cannot use it again until you finish a short rest.

Marathon Runner. The first time between each long rest you would gain a level of fatigue, you do not gain that level of fatigue. You still suffer a level of fatigue from finishing a long rest without any Supply.

Sojourner's Fortitude. You gain an expertise die on saving throws made to resist fatigue for marching longer than 8 hours.





Human Paragon

When you reach 10th level, you are an exemplar of humankind, and you gain one paragon gift from the following list.

Determined

When you are bloodied and make an attack roll or saving throw, you can use this feature to treat the result of the d20 roll as a natural 20. Once you use this feature, you cannot use it again until you finish a short or long rest.

Wind at Your Back

Your Speed increases by 10 feet. You ignore difficult terrain when you Dash. When you make a melee weapon attack against a creature, until the end of your turn you do not provoke opportunity attacks from it.

Voracious Learner

You gain an expertise die in each of three different skill or tool proficiencies.

Human Culture

With life spans considerably shorter than elves and dwarves, the pace of human culture is rapid. Even in cultures which value stability, one hundred years is long enough for human society to change radically, and a millennium enough to lose entire human civilizations to the ravages of time. Some human cultures are more innovative or fast-paced than others, although the hunger for progress is not a value shared by all human societies.

Due to the high birth rate of humans compared to other heritages they often find themselves exploring and settling new lands. Humans are adaptable and can grow into almost every living situation imaginable, and while they tend to populate the land rapidly, they're rarely alone. Human cultures can span entire continents, and their cities house countless people of every shape, size, and heritage. However your character was raised, they were moulded and influenced by the human culture around them.

Suggested Cultures

While you can choose any culture for your human character, the following cultures are linked closely with this heritage: cosmopolitan, imperial, settler, villager.

Orc

Orcs are passionate and fearless above all else. When their passion is allowed to flourish, an orc can easily become widely renowned for their skills in the arts or whatever area catches their interest.

All orcs share similar physical features, such as skin that comes in shades of gray or green, large boarish tusks, dark hair, large muscular figures, and pointed ears.

Due to the frequent conflicts of some tribes, orcs are considered to have particularly short life spans, though this isn't entirely true. Outside of combat-oriented tribes, an orc can live quite a while—though not quite as long as humans, this is a far cry from the life span of decades many assume they have.

Orc Traits

Characters with orc heritage share the following traits:

Age. Orcs mature faster than humans, reaching adulthood around age 14. They age noticeably faster, usually only living to be 60–75 years old.

Size. Orcs are rarely under 6 feet tall, and weigh somewhere over 200 pounds. Your size is Medium.

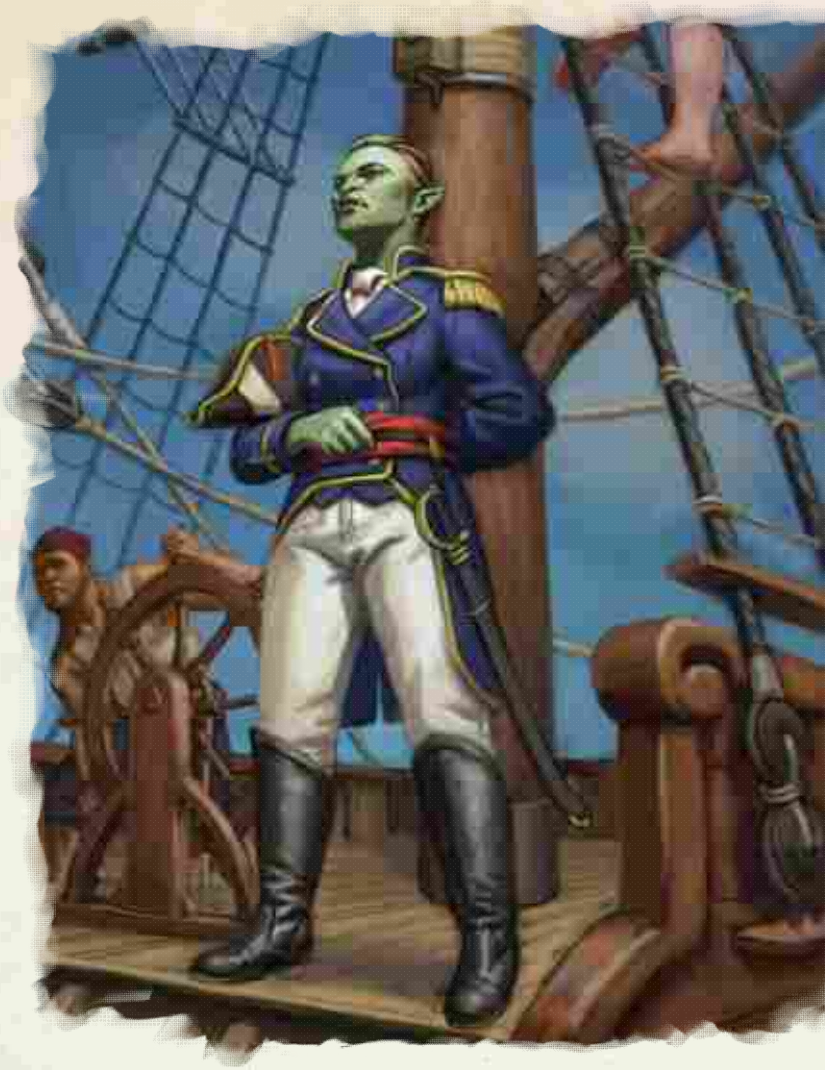
Speed. Your base walking speed is 30 feet.

Darkvision. Your orcish blood grants you superior vision in dark or dim conditions. 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.

Heavy Lifter. When determining your carrying capacity and the weight that you can push, drag, or lift, your size is considered to be Large.

Mighty Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice an additional time and add it to the extra damage of the critical hit.

A creature can only be considered a maximum of one size larger or smaller when determining how much Supply and weight it can carry.



Orcish Gifts

While most orcs are all lumped into the same category, there are actually multiple orcish heritages that hail from different regions and environs. Those whose ancestors are from barren deserts have adapted in different ways from those who historically dwelled in the forests or plains. Additionally, those few tribes that revel in battle have grown to have different traits than those that value family or their ancestors above all else. In addition to the traits granted by your orcish heritage, choose one of the following heritage gifts.

Acclimatized

Your family hails from an area known for its extreme conditions, such as the arctic, desert, or even a particularly treacherous swamp. Even if you have not spent much time there, the ability of your family to adapt to their living conditions has been passed down to you. Orcs with this gift can vary

wildly in appearance due to the area which they are from; those from the desert may have taken on a paler, dusky skin tone in order to survive the heat, while those from the arctic may have a coating of fine hairs and darker skin tones in order to retain heat.

Just Like Home. Choose one type of terrain, reflecting the area from which your family hails: arctic, desert, mountain, or swamp. You ignore all naturally created difficult terrain of that type. Additionally, you gain an expertise die on Survival checks made within this terrain type, and gain a type of damage resistance related to your chosen terrain: arctic—cold, desert—fire, mountain—lightning, swamp—poison.

Ancestral Blessing

Orcs with this gift are believed to have been blessed by their ancestors. Every family has their own beliefs for why this occurs; it could be to honor the good deeds of their parents, the success of their clan in battle or the arts, or even to take pity on a child in a desperate situation. Orcs with this heritage often seem to have a sort of divine aura that sets them apart. You have the following traits:

Divine Protection. You have resistance to radiant damage.

Touch of Divinity. You know the *resistance* cantrip. In addition, you can cast the *shield* spell once per long rest.

Magic Adept

The true origin of the magic adepts—the odanti—has been lost to time, but the elders tell tales of fey-touched ancestors and the tribe's proclivity for magic.

You are born with magic coursing through your veins, and are able to utilize it in a number of ways. You learn one cantrip of your choice from the wizard spell list. At 3rd level, choose one 1st- or 2nd-level spell from the wizard spell list. You can cast the chosen spell without any material components once per long rest. A 1st-level spell chosen this way can be cast at 2nd-level using this trait, if the spell allows. Your spellcasting ability for this trait is the same as the ability score used in the spellcasting class in which you have the highest level, or Charisma if you have no levels in a spellcasting class.

Orc Paragon

Starting at 10th level, you become a paragon of orcishness. You gain the following feature.

Relentless Resilience

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you have used this trait, you cannot do so again until you finish a long rest.



Additionally, the many struggles of your ancestors has given you a thick skin, and the ability to shrug off less powerful blows. Your Armor Class increases by 1.

Orc Culture

The simple name "orc" often has the prejudice of thousands of years of conflict bearing down upon it. Many orcs are shackled to a simplistic portrayal of war and blood, and are used to hearing the title "orc" spat with the same venom as the titles of "demon" or "invader." Orcs often either live with these accusations, or distance themselves from anyone that would spout them.

Orcs are not inherently evil but tend to follow their impulses and instincts—which often gets them into trouble. They are passionate and tend to pity the comparatively demure, tame emotions of their neighbors. An orc in love burns with unbridled passion, a terrified orc experiences the primordial horror of the end of days, and an enraged orc can see a minor slight as an insult and challenge to their very being. Any and all of these emotions can get them into trouble, but it's the rage that's most remembered.



Easily rallied to a cause, many tyrants over the millenia have roused orcs into fearsome war hordes. Once a rallying cry goes out it can keep building momentum and growing in number until dozens of orcish tribes work themselves into a frenzy. A war horde is less of an army and more of a solid wall of passionate orcish anger. When the object of their rage has been obliterated and their instigator reaps the rewards, most simply lay their weapons down and return home.

Sadly, war hordes are the first and last impression in many minds of what encompasses an orc tribe. Those who venture to orcish homelands are often surprised at the artistic havens they find instead of war camps. Orcish hunters and gatherers provide enough surplus food to support ample leisure time, and most orcs spend the majority of their time pursuing their passions. Orc territory is often filled with countless friendly brawls, gorgeous tapestries and carvings, and orcish chants and throat songs that recount the history of generations.

Depending on what passion has won the day, life within an orc tribe can be carefree or filled with violence. While orcish tribe members are usually orc or half-orcs themselves, most tribes welcome all comers. Whether the tribe spends its time singing chants or demolishing armies, it's not uncommon to see other humanoids covered in orcish brands right alongside them. However your character was raised, they were moulded and influenced by the orcish tribe around them.

Suggested Cultures

While you can choose any culture for your orc character, the following cultures are linked closely with this heritage: caravanner, stoic orc, wildling.

Planetouched

Planetouched characters are mortal beings whose bloodlines include immortal ancestry. This might be the direct result of those with mortal heritage mating with fiends or angels, or it can be the consequence of a long buried secret—some people have archdevils lurking in their family trees, while others have been blessed by those they have helped.

Regardless of their cause however, most planetouched share a few physical traits with the source of their supernatural bloodline.

Planetouched Traits

Characters with planetouched heritage share the following traits.

Age. Planetouched typically mature at the same rate as humans but have slightly longer life spans. Planetouched born to non-planetouched parents' life spans tend to mirror that of their parents' heritage.

Size. Planetouched are usually of similar build and size to humans, though those born to non-human parents more closely resemble the heritage of their parents. Your size is Medium, but can be Small with approval from your Narrator.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your supernatural ancestors, your vision is not impeded by darkened conditions. 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.

Immortal Blessing. Your connection with the source of your bloodline allows you to cheat death. When you would ordinarily be reduced to 0 hit points, you are instead reduced to 1 hit point. You cannot use this trait again until you have finished a long rest.



Planetouched Gifts

Planetouched can vary wildly from each other depending on their bloodline. In addition to the traits granted by your planetouched heritage, select one of the following heritage gifts to determine the nature of your ancestor.

Aasimar

This heritage of planetouched is created through some sort of divine intervention, or when a bloodline contains celestial blood. These planetouched often have a color scheme that is brighter than those of other heritages, with lots of golds and warm hues being found among them. Their divine blood also twists their features into something frighteningly angelic, resulting in horns that resemble halos or headdresses, and occasionally even planetouched with extra sets of eyes. You have the following traits:



Celestial Legacy. You know the *guidance* cantrip. In addition, you can use an action to touch a willing creature and restore a number of hit points equal to your level. Once you use this trait, you must finish a long rest before doing so again.

Divine Protection. You have resistance to radiant damage.

Language. You have an innate ability to recognize Celestial, and are able to speak, read, write, and sign it.

Tiefling

The most common reason for planetouched born to nonmagical parents is having an archdevil somewhere in the family tree. Tieflings can be spotted by the horns growing from their skulls and they often have skin colored like their fiendish ancestors, some also smelling faintly of sulfur or brimstone. You have the following traits:

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the *produce flame* cantrip. Once you reach 3rd level, you can cast *arcane riposte* (fire damage only) once per long rest. At 5th level, you can cast *heat metal* without material components once per long rest. Charisma is your spellcasting ability for these spells.

Paragon Gift

When you reach 10th level, you are an exemplar of the planetouched, and you gain one of the following features.

Ancestral Resistance

Your bloodline makes you immune to a single damage type.

Aasimar: You gain immunity to radiant damage.

Tiefling: You gain immunity to fire damage.

Hellish Assault

All fire damage you deal ignores resistance. If a creature is immune to fire damage, it instead takes half damage.

Radiant Assault

All radiant damage you deal ignores resistance. If a creature is immune to radiant damage, it instead takes half damage.

Planetouched Culture

Planetouched are a rare heritage and many of their kind find themselves in a culture with very few people quite like them. This is particularly the case for planetouched with infernal bloodlines. Still, planetouched have organized to form cultures of their own—in fact on some worlds there are entire human cultures that became planetouched en masse.

As the origins of planetouched are diverse so too are their lifestyles. Planetouched are much more likely than any other heritage to adopt another culture, since planetouched are often diaspora communities. Integration and assimilation into another culture is not always easy for planetouched, and they typically opt to form enclaves so they can define themselves on their own terms.

Suggested Cultures

While you can choose any culture for your planetouched character, the following cultures are linked closely with this heritage: circusfolk, forsaken, lone wanderer, steamforged.

Step 2: Culture

The culture you are raised in is as important to your development as the family you are born into. While your chosen culture usually describes how your character grew up, the culture you choose could also represent the environment in which they spent a number of their formative years.

In this section, a wide range of cultures is provided for you to choose from when building your character. The culture you choose grants traits that have been learned, trained, or otherwise developed over time.

Each heritage from the previous section has multiple common culture options. For example, shadow elves lead very different lives from high elves, who live different lives from their wood elf counterparts.

You can choose any culture, even one usually associated with another heritage. When choosing a culture that is dramatically different from your heritage, you should always ask why, in order to further develop your character's origin story.

You can choose only one culture during this step.

Caravanner

Sometimes societies are overturned by war and conflict, and there isn't always a homeland to return to once the war is over. Refugees with nowhere to go often go nowhere together, forming great roaming caravans. They travel along the migratory routes of wild animal herds, or from city to city as travelling merchants, or to cities unafraid of a few hundred or a few thousand travelers suddenly arriving on their doorsteps.

With no land to call their own the caravans make the roads their home. Wagons and carts are loaded up with everything that made their homeland theirs, songs herald their arrival, and colorful pennants wave behind them as they go. It can be an appealing lifestyle, and quite often runaways escape on caravans. Caravan life can be harsh, but it is still a life of adventure on the open road.

Characters raised in the caravanner culture share a variety of traits in common with one another.

Caravanner. Long hauls require steady handling of a wagon and a good rapport with the pack animals. You are proficient in Animal Handling and with land vehicles.

Long Hauler. Sometimes riding in a caravan means enduring long hours and harsh weather. You have proficiency in Survival. In addition, you have advantage on checks made to avoid fatigue from a forced march.

Mobile Living. You can create a ramshackle version of a cart or wagon with 30 minutes of work if you have access to raw or reclaimed materials. Ramshackle vehicles created in this way function identically to their normal counterparts, except their gold piece value is always 0, they have half as many hit points as their normal counterparts, and they break and become useless if they are hit by any attack roll with a result of natural 20.

Cultures & Worlds

Not every culture is a good fit for every campaign setting. The Narrator is the final arbiter of whether a culture is present in their world. In some worlds there may be no great civilizations so there are no adventurers with the imperial culture, and in others dragons may not exist so there are no dragonbound.

Similar But Different

Some cultures are commonly associated with certain heritages. There are forest gnome and wood elf communities which may share a geographical root, but are manifestly different in social structure, custom, or tradition. Similarly, deep dwarf and deep gnome communities are very different.

A human who grew up in a forest might come from a wildling village, or have been brought up in a wood elf tree-town or a secretive forest gnome enclave. Dwarves can be adopted by elvish communities, and gnomes can live their entire lives in grand cosmopolitan cities.

While heritages have suggested cultures, this should not be viewed as a rule or limitation, but merely as an indication that particular combinations are common.

Trampling Charge. Caravanners have learned to bowl down obstacles in their way. When you or a mount you're riding uses the Dash action or a vehicle you're driving uses the Ahead Full action, you can move through spaces occupied by creatures with a size category smaller than you, or your mount, or the vehicle. Creatures moved through in this way make a Dexterity saving throw (DC equal to 8 + your Dexterity modifier + your proficiency bonus). On a failed save, creatures are knocked prone and take an amount of bludgeoning damage equal to your level. Creatures cannot be damaged twice from the same trampling charge. Once you use this trait, you cannot do so again until you finish a short or long rest.

Languages. You can speak, read, write, and sign Common and one other language.



Circusfolk

Circusfolk value wit, surprise, and daring which they display in both their lifestyle and their folktales. While some communities are found in villages and insular neighborhoods, they are most famous for their traveling carnivals. These troupes often began as just a handful of entrepreneuring entertainers but blossomed into big top circuses with caravans complete with support staff, spouses, and new family members. Orphans, runaways, and misfits of all heritages find a new family among circusfolk.

The circusfolk oral tradition is exceedingly rich and best known for its trickster characters. These mythological trickster-heroes are numerous and diverse—some never fail, others undermine their successes through their own folly. They all turn the world upside down. A circusfolk storyteller's excellence is judged not by their perfect recall but by their improvisation and engagement with the audience. All this reveals the unspoken message of circusfolk stories: anything can change.

Characters raised in the circusfolk culture share a variety of traits in common with one another.

Rapid Escape. You can use the Disengage action as a bonus action.

Slapstick. You are proficient with improvised weapons, and improvised weapons you use can deal 1d6 damage rather than the damage they normally deal. You can use Dexterity instead of Strength for the attack and damage rolls of your improvised weapons.

Trickster's Veil. You can cast *disguise self* once per long rest. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

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

Collegiate

Sometimes a village, farm, or city becomes a hub of new ideas and innovations in knowledge and technology. Other times, great institutes of learning arise, universities and colleges where one can spend their entire life in study. Those from these learned communities are renowned for their ability to apply their intellect to their field of expertise.

Characters raised in the collegiate culture share a variety of traits in common with one another.

Philosophic Mind. Your rationale shields your psyche occasionally. Once between long rests, at the start of your turn you can suppress the effects of an enchantment spell you are under for 1 round as your logic overrides it.

Practiced Artisan. You are proficient with calligrapher's supplies and two other artisan's tools.

Studied Discipline. You have extensive knowledge in certain fields. For all skill proficiencies gained through this trait, you always choose which ability score to use for these rolls (Intelligence, Wisdom, or Charisma). Choose one of the following:

Architecture: You gain proficiency in Engineering. You can use a bonus action to intuitively identify the weight-bearing wall or pillars of a structure, dealing double damage against it with your next weapon attack. Alternatively, you can double the hit points a structure regains from the next action you or an ally take to repair it.

Engineering: You gain proficiency in Engineering, and you gain an expertise die on checks made to fix or take apart mechanical mechanisms. You also gain an expertise die on checks and saving throws made against environmental damage from structural changes and collapse.

Fine Arts: You gain proficiency in Performance. In addition, choose one artisan's tool you are proficient with. You gain an expertise die on checks made using that tool.

Magic: You gain proficiency in Arcana. In addition, at 3rd level, you can cast *detect magic* once per long rest. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Mathematics: You gain proficiency in Engineering. In addition, once between rests, you can spend a full uninterrupted minute observing an environment, at the end of which you can use the Ricochet combat maneuver (page 468) without spending exertion.

Medicine: You gain proficiency in Medicine. You gain an expertise die when identifying disease and poison, or doing small field surgeries and triage.

Sciences: Pick two skills from Arcana, History, Nature, and Religion. You gain proficiency with the two skills.

Languages. You can speak, read, write, and sign Common and three additional languages.

In the *Burning Skies* setting, the Lyceum Arcane Academy has become a seed of resistance in a magical war among many nations. On a remote swampy peninsula, the coastal town of Seaquen had always been a destination for aspiring mages with lesser talents or poorer families, the sorts who wouldn't be drafted into the ranks of the Ragesia Empire's inquisitors, who couldn't afford the tuition of Gabal's School of War, and who lacked the prestige to garner private apprenticeships with a respected wizard.

Indeed, Headmaster Simeon Gohanach always maintained a humble, easygoing approach to spellcraft. His students engaged in spelldueling with playful ingenuity rather than cutthroat zeal, and each term he would invite professors of obscure magical traditions, chosen more for their novelty than practicality. The only particularly serious department was the school of planar studies, led by dwarven abjurer Kiernan Stekart, tasked with keeping sealed a long-dead pyromancer's tomb said to be buried somewhere on the peninsula.

However, ever since the rumors began of Ragesia rounding up mages, spellcasters from across the continent have trickled and then surged into Seaquen, a safe haven that is about as far away from this scourge as possible. The Lyceum is now flooded with students who want to prepare for war, and while Simeon's attention is focused on keeping refugees from a half-dozen cultures from falling to infighting, Kiernan is calmly planning a syllabus for a new department of war.

Cosmopolitan

Cosmopolitans grew up in one of the world's largest, most diverse cities. People of every heritage and way of life brush shoulders, speaking any tongue that can be imagined. Any faith can find a place of worship—even if it is in a home and not a proper temple. The main roads are active all through the night, and there are shadowy alleys where any good might be procured no matter the hour.

Folks tend to have polarized opinions on the city—you either love it or hate it. For some people the big city is a cesspool of corruption and debauchery, but for others the cosmopolitan lifestyle represents what could be: a peaceful global society. The ideal of creating a culture where everyone can fit in fills some folks with hope.

Characters raised in the cosmopolitan culture share a variety of traits in common with one another.

Discreetly Armed. Even while armed, you know how to be discreet and nonthreatening. You gain an expertise die on checks made to persuade others to let you remain armed or to conceal weapons or items about your person.

Fashion Sense. You know how to read people through their clothes and bearing. After you spend at least 1 minute observing a creature within 60 feet, you can use an action to make either an Insight or History check against a DC equal to the creature's passive Deception check score. On a success, you learn the following information about that creature:

- Whether the creature has a lower Charisma score than yourself.
- The creature's culture and national origin (if any).
- The creature's social standing in the local majority culture.

Skill Versatility. In the big city, you never know what skills you'll need to get by. You gain proficiency in Culture and one other skill of your choice.

Urban Denizen. You know your way around big cities, and know how to find people in urban locations. You can make an Investigation check to learn the location of (or at the Narrator's discretion gain a helpful clue to the trail of) a person by discreetly asking around in the right places. The difficulty of the check is DC 15 if the individual is not hiding, or DC 20 if they are trying to conceal their location.

Well-Connected. You gain an extra connection, selected from a background of your choice. This person is of a different heritage or national origin than yourself.

Languages. You can speak, read, write, and sign in Common and two additional languages.

Deep Dwarf

Deep dwarves make their homes underground, far from most other creatures and from the sun. Their communities are the most isolated of all dwarven cultures. Some of them refuse trade even with other dwarves. Those that do trade, however, quickly realize that some goods they grow underground cannot live on the surface, and vice versa. Deep dwarf beer is unique, prized across all other dwarven cultures and many other peoples.

Living so isolated and surrounded by dangerous monsters makes these people extremely cautious and calls for specialized training. While hammers and axes are similar to tools dwarves use, they are not much use in the cramped environments deep dwarves navigate.

Mountain dwarves are adapted to underground living but the deep dwarves even more so, with the ability to see clearly in the darkest depths. They are a pessimistic culture, distrustful and often cruel, with a society that emphasizes adversarial relationships even amongst kin. Most deep dwarf adventurers are exiles, cast out for breaking a cynical code of behavior.

Characters raised in the deep dwarf culture share a variety of traits in common with one another.

Superior Darkvision. You grew so used to being underground that you can see in the dark farther than other dwarves. The range of your darkvision increases to 120 feet. If you didn't have darkvision already, you gain darkvision to a range of 60 feet.

Deep Magic. You know the *resistance* cantrip. Once you reach 3rd level, you can cast *jump* once per long rest. At 5th level, you can cast *enlarge/ reduce* once per long rest. You don't need material components for these spells, but

you can't cast them while you're in direct sunlight (although sunlight has no effect on them once cast). Intelligence is your spellcasting ability for these spells.

Deep Suspicion. Your lack of trust protects you from some magic. You have advantage on saving throws against illusions and to resist being charmed or paralyzed.

Underground Combat Training. You are proficient with hand crossbows, short swords, and war picks.

Languages. You can speak, read, write, and sign Common, Dwarvish, and Undercommon.

Deep Gnome

Thriving in the darkest, most remote depths, deep gnomes excel when working in darkened or stealth conditions. In general deep gnomes tend to be thin and muscular, and typically bald. They have adapted to underground environments and are at home in the darkness, easily blending in against rocks and stonework. This cultural predilection for stealth manifests itself in magical abilities, including the power to blind others, change appearance, and even conceal themselves from divination magic.

With precious stones common in their communities, deep gnomes place great value on gems and many turn their hand to jewelcraft. Other than to trade for their wares, their society does not welcome outsiders. As such, most find deep gnomes to be unfriendly and humorless; within their own kind however, they show kindness and compassion. Hardworking, deep gnome settlements tend to revolve around mining and forging. Most of these towns and villages are carved out of great underground caverns, and many deep gnomes never leave them—several have grown to the size of cities.

Characters raised in the deep gnome culture share a variety of traits in common with one another.

Superior Darkvision. The range of your darkvision increases to 120 feet. If you didn't have darkvision already, you gain darkvision to a range of 60 feet.

Dark Gnome Magic. You can cast *disguise self* once per long rest. Once you reach 3rd level, you can cast *blindness/deafness* (blindness only) once per long rest. At 5th level, you can cast *nondetection* once per long rest. You don't need material components for these spells, and when casting them your spellcasting ability is Intelligence, Wisdom, or Charisma (whichever is highest).

Subterranean Camouflage. You gain an expertise die on Stealth checks made to hide in rocky terrain.

Languages. You can speak, read, write, and sign Common, Gnomish, and Undercommon.

Dragonbound

Dragonbound clans live under the direct rule of a dragon; in the case of dragonborn characters, that dragon will usually be their progenitor dragon. Whether that dragon is malevolent or benign, the clan exists to serve it. Living under a kind and wise dragon can be a safe and joyful upbringing, though one of strict control. Life under a cruel dragon can be fraught with the uncertainty of survival, scrounging off what a dragonic overlord deems a servant worthy of. Dragonbound living can often be comfortable or even enjoyable, but it is not living for oneself. Whether their chains are literal or metaphorical, dragonbound live at their master's whims. Thankfully those whims often involve directives and missions that range far and wide, endeavors that expose dragonbound to countless viewpoints and quite often plant the seeds of sedition.

Characters raised in the dragonbound culture share a variety of traits in common with one another.

Draconic Diplomacy. You've been well trained in the sometimes difficult art of draconic etiquette and protocols. You gain an expertise die on Charisma checks made to influence dragon creatures.

Dragonbound Teachings. You know one cantrip of your choice from the cleric or wizard spell lists. Your spellcasting ability for this cantrip is Intelligence or Wisdom (whichever is highest).

Progenitor's Boon. Members of dragonbound clans overseen by their progenitors usually enjoy the benefits of their progenitor's boon. Choose one of the following:

Chromatic Dragon's Boon: Chromatic dragons raise their warriors to shock and terrify their enemies. You can cast *fear* without the need for material components

once per long rest. Until you reach 5th level, the area of this casting of the spell is limited to a 15-foot cone. Your spellcasting ability for this spell is Charisma.

Essence Dragon's Boon: Essence Dragons ensure that their guardians can easily commune with the land and the spirits within. You know the *druidcraft* cantrip. In addition, your diplomatic understanding extends towards the creatures of the land and the spirits within it. You gain an expertise die on Charisma checks made to influence beast and celestial creatures.

Gem Dragon's Boon: Gem dragons ensure their agents' missions go undetected by bestowing upon them subterfuge magic. You know the *message* cantrip. Once you reach 3rd level, you can cast *illusory script* once per long rest. At 5th level, you can cast *invisibility* once per long rest. You don't need material components for these spells, and when casting them your spellcasting ability is Intelligence or Charisma (whichever is highest).

Metallic Dragon's Boon: Metallic dragons let their pupils study vast repositories of knowledge. Choose a skill from among Arcana, History, Medicine, Nature, or Religion. You have proficiency in the chosen skill and you gain an expertise die on ability checks you make using it.

Languages. You can speak, read, write, and sign Common and Draconic.

Dragoncult

Dragon cults exist in most major cities, hidden deep within forgotten cellars or ancient crumbling ruins, plotting their draconic overlord's return to power. The life of a dragon cultist is often filled with hushed conversations in darkened rooms, acquisitions of "sacrifices", and the ever present tantalizing promise of a taste of their dragon god's power. Dragon cultists often live entirely mundane lives by day, only to shuffle down some darkened stair to their "true lives" down below.

Characters raised in the dragon cultist culture share a variety of traits in common with one another.



Draconic Umbra. Dragon cultists are often blessed with power from the object of their devotion so that they may spread their dragon's word or further its plans. As a bonus action, you can cause draconic power to course around you in a draconic umbra. This draconic umbra lasts for 1 minute or until you use a bonus action to end it. Once you have used this trait, you cannot use it again until after you finish a long rest. Choose one of the following effects:

Damaging Umbra: Common amongst the chromatic dragons, this umbra burns with draconic power. Once on each of your turns while this umbra is active, you can deal extra damage of the type dealt by your Dragon Breath to one target when you deal damage to it with an attack or a spell. The extra damage equals half your level (minimum 1). If you are not dragonborn, choose the damage type dealt by your umbra from those available in the Dragon Breath trait (page 27).

Ethereal Umbra: Common amongst the essence dragons, this umbra shimmers with draconic will. While this umbra is active you can move through nonmagical solid objects and occupied spaces as if they were difficult terrain. Opportunity attacks made against you while this umbra is active have disadvantage. You cannot move further than 5 feet into walls or other solid objects in this way. If you would end your turn in an occupied space, you are shunted into the nearest unoccupied space and take 1d6 force damage.

Spiritual Umbra: Common amongst the gem dragons, this umbra shifts with draconic cunning. While this umbra is active you gain an expertise die on Stealth checks, and once on each of your turns you may alter your appearance (as the *disguise self* spell). When your umbra ends, so do any illusions conjured by it.

Protective Umbra: Common amongst the metallic dragons, this umbra sparks with draconic ingenuity. While this umbra is active you gain resistance to the damage type dealt by your Dragon Breath (if you already had resistance to that damage type, you gain immunity instead), and you gain an expertise die on Wisdom or Intelligence checks. If you are not dragonborn, choose the damage type for your umbra from those available in the Dragon Breath trait (page 27).

Secrets of the Wyrm. Draconic cults require diverse skill sets and the utmost secrecy. Choose two skills from among Arcana, Deception, Persuasion, Religion, or Stealth. You have proficiency in the chosen skills.

Languages. You can speak, read, write, and sign Common and Draconic.

Eladrin

These elvish people are the most accustomed to life in the Dreaming (what some call the Feywild). It is sometimes said that eladrin are the most ancient lineage of elves with the closest blood link to other faeries, or that the elves expanded into The Dreaming and were there transformed. Settlements of eladrin empires (and the ruins thereof) can be found scattered all across the Faerie Realm, and some appear in the Material Plane where the boundary between worlds is thin.

Life in eladrin cities and villages is lively, even spectacular. Fey creatures of all stripes can find a place in the eladrin capitals, from quickling couriers to fortune-telling hags lurking in dark alleys. Even non-fey mortals can be found in eladrin settlements, such as foundlings, wanderers, and those stolen from their cribs as babies and replaced by changelings. In keeping with the kaleidoscopic politics of the Faerie Courts, eladrin settlements have feasts and celebrations many times a week, for ancient holidays, obscure political observances, and seemingly random birthdays of innumerable villagers and enchanted creatures.

Eladrin and other folk in their midst learn a handful of ways to traverse the gap between the visible world and the invisible world. There are certain "fey gates" in natural sites and ancient ruins which function as doors between the worlds, and with decades of exposure some eladrin learn the unlikely geometry of the Faerie Realm and the boundaries between planes. After years of passing through the fey gates, eladrin folk master the sensing of planar ripples—even the most subtle ones caused by their own heartbeat. From there, hopping between worlds becomes as easy as skipping rope.

Eladrin have a reputation for being arrogant and capricious. Part of that is true: even kindly eladrin usually take pride in their high status, but the best eladrin can be just as benevolent and noble as the most pure-hearted fairy. Still, vindictive faeries and their eladrin envoys are known to repay slights with cruel and unusual curses; wise mortals stay on their guard until an eladrin's motive is clear.

Characters raised in the eladrin culture share a variety of traits in common with one another.

Eladrin Weapon Training. You have proficiency with longswords and rapiers.

Fey Sublimation. Your time in the Faerie Realm has suffused your being with its very energy. In addition to being humanoid, you also have the fey creature type.

Invocation of the Eladrin Lords. Hierarchies among the fey often deploy pact magic and a ripple of that power is available to all eladrin subjects. You know one cantrip from Table: Eladrin Invocations, based on the aspect of nature you wish to manifest or that of your liege. Your spellcasting ability for this cantrip is Intelligence, Wisdom, or Charisma (whichever is highest).

Your selected aspect also imparts minor changes of your choice to your appearance, such as to your eye and hair color, skin tone, or even the color of your clothing. At the end of a long rest, you can change your selected aspect.

Knowledge of the Faerie Courts. You are proficient in one of the following skills: Arcana, Culture, Deception, History, Insight, Persuasion, Survival.

Twilight Step. You have learned how to skip out of the Material Plane, fly through the Plane of Faerie, and land back in your native realm. You can forego your movement on your turn to teleport 30 feet to an unoccupied space you can see. Once you have used this trait, you cannot do so again until you finish a short or long rest.

Languages. You can speak, read, write, and sign in Common, Elvish, and Sylvan.

TABLE: ELADRIN INVOCATIONS

ASPECT	CANTRIP
Autumn	*resistance*
Hiding	*minor illusion*
Respite	*mending*
Rot	*chill touch*
Spring	*druidcraft*
Stars	*dancing lights*
Storm	*shocking grasp*
Summer	*produce flame*
Toxicity	*pestilence*
Winter	*ray of frost*

Some cultures do not place the same emphasis on differentiated genders as other cultures might. Gender differentiation in various languages can be limited, and outsiders can experience culture shock at the gender equality and ambiguity in societies new to them. Most of these cultures draw from the same pool of names regardless of gender with some pronunciations of each name occasionally belying a subtle, often unintentional gendered inflection. People raised in such a culture find it important not to get too upset with minor mispronunciations, and in fact many accommodate foreigners by stating the most appropriate pronouns in the guests' language and asking for their pronouns in return.

Forest Gnome

Forest gnomes live close to nature. They are not often seen, for they dwell in small, hidden villages in deep woodland. Most forest gnomes are shy and feel more comfortable around animals than they do humans, dwarves, and other peoples—indeed, many never leave their village.

Forest gnome villages are comfortable and usually house around a hundred members. These villages are very well-hidden with homes located within trees, and many people walk close by forest gnome communities without realizing it. Such settlements are carefully built so as not to damage the local environment, carved in ways which do as little

harm as possible. These gnomes gather nuts and berries, tend to the forest, and care for the wildlife with which they live in harmony. Forest gnomes live an idyllic lifestyle, and often devote themselves to artistic pursuits and creative crafts.

These diminutive folks enjoy illusions, and incorporate figments into their lives on a daily basis. They enjoy changing their appearance, and use illusion magic to do so frequently.

Characters raised in the forest gnome culture share a variety of traits in common with one another.

Artistic Pursuits. You have proficiency with one type of artisans' tools of your choice.

Natural Illusionist. You can cast *disguise self* once per long rest. Once you reach 3rd level, you can cast *blur* once per long rest. At 5th level, you can cast *major image* once per long rest. You don't need material components for these spells, and when casting them your spellcasting ability is Intelligence or Wisdom (whichever is higher).

Small Beast Speech. You have an innate ability to communicate simple thoughts and ideas with beasts of size Small or smaller.

Languages. You can speak, read, write, and sign Common and Gnomish.

Forgotten Folx

The forgotten folx are even more secretive than the notoriously reclusive forest gnomes. These communities almost always share a strong, familial bond with each other, even those they aren't related to. Entire villages raise children communally, provide for each other, and survive primarily by bartering craft goods. These settlements have a lot of love to give and are more than happy to take in wanderers or adventurers who stumble across their homes. Because of their open and caring nature, it is not uncommon for relationships among forgotten folx to include multiple partners—of all genders and heritages.

Most who leave this culture do so to become merchants and provide their crafts and talents to more people, or out of a desire to see the "real" world. It is common for young adults to be encouraged to go on a sort of sabbatical to experience life outside of the community, bringing back new technologies and goods upon their return.

Characters raised in the forgotten folx culture share a variety of traits in common with one another.

Eyes Everywhere. Thanks to your experience supervising children, you have a knack for keeping track of your companions. As long as an ally is within 60 feet of you, you always know their general location even if you cannot see or otherwise sense them. This effect is blocked by 1 foot of lead or iron and magical effects like the *nondetection* spell.

It Takes a Village. You can use the Help action as a bonus action. Additionally, when you do so, the range at which you can Help an ally increases to 15 feet. Once per long rest when you Help an ally, in addition to granting advantage you may also choose for your ally to gain an expertise die.

Languages. You can speak, read, write, and sign Common, Gnomish, and one other language.



Forsaken

In world-shaking catastrophes where magic, disasters, and monsters ran rampant, there were those that gritted their teeth and adapted to survive rather than flee their homes. Such cataclysms are now stories of a distant past, and descendants of the survivors continue to channel and embrace the unpredictability of the magical energies surrounding their ruined lands.

Despite having lost most everything—sometimes more than once—these people remain optimistic. They are not bound by tradition and are the culture least likely to be obsessed with the glory of past kingdoms.

Forsaken characters are forced to grow up quickly. They often get married after short courtships and form big families—most of them are nonmonogamous. However, they are still relatively suspicious of outsiders. After all, no matter how bright the future might be the bitter sting of grief lasts a lifetime.

Characters raised in the forsaken culture share a variety of traits in common with one another.

Eat Like a Bird. You grew used to eating very little. You can go a number of days equal to half your Constitution modifier without suffering any fatigue from lack of Supply.

Fleet of Foot. Your Speed increases by 5 feet.

Improvised Tools. During a long rest, when you have access to raw materials you can jury-rig an improvised tool kit. If you roll a 1 while making a check using the improvised tools or the next time you take a long rest, they break.

Pack Rat. You can carry your whole house on your back. You count as one size larger when determining your carrying capacity.

Roll With the Punches. After you fail an ability check, you have advantage on your next ability check. You can't use this trait again until you finish a short or long rest.

Languages. You can speak, read, write, and sign Common, and two additional languages.

According to legend, several centuries ago a great human empire dominated the land with its arcane might. The ruling class were tyrants who, in their hubris, trafficked with fiends for even more power to subdue the land. For their sins they met a humiliating end: the kingdom fell and the people became tieflings. Their descendants scattered to the winds, but even now they lurk in the shadows until it is time again to strike.

There is some truth to the myth — at least as far as there once being a tiefling society — and some of their descendants still live today. So-called "forsaken" tieflings are members of collectives, villages, and fiefdoms who recall and celebrate their infernal heritage. Some such communities are even rumored to live in the The Bleak Gate and in the first layer of Hell. A popular hypothesis (by tieflings and detractors alike) is that all tieflings can trace their lineage back to the ancient families of the tiefling empire. Like so many other claims about tieflings, this hypothesis is dubious. Family lines, real or imagined, are frequently named after a mythical fiend overlord who serves as family patron. The family patron also adorns the family's crest. Only the rarest few forsaken tieflings managed to pass down their family name and crest through the generations; most became lost as they took refuge in other lands. Tieflings who return to forsaken communities must either rediscover their lost family name and crest, or make a new one themselves.

Godbound

The godbound were raised among the faithful. Such communities vary from temples and monasteries to massive theocracies that span entire continents, their rulers either divine or the anointed representatives of greater entities.

The nature of your faith community can vary by theology, structure, and goodwill, and the environment might be egalitarian or hierarchical. Most religious peoples strive towards virtue, but even they pose the risk of abuse, and at the heart of certain communities lies a dark secret or conspiracy the likes of which might shatter the faith of any follower.

One's religion of birth need not always be their religious identity. People leave their religious communities for reasons both good and ill—some faiths send trusted envoys on missions, and others are destroyed by stronger forces. Communities also exile or punish members who commit sins, though some are nurturing, caring cultures which emphasize the wellbeing of all.

In the *Zeitgeist* setting the theocratic nation of Crisillyir traces its history back a thousand years to a fisherman named Triegenes who rallied oppressed peoples, overthrew a demonocracy, and then ascended to the heavens as a god. The faith he founded — the Clergy — grew to a vast pantheon, welcoming believers of any god as long as they accepted the ideal that mortals should seek to better themselves, and that people can achieve perfection and divinity.

Crisillyir has long been the heart of the Clergy and a locus of art and culture. Preachers and pilgrims spread the nation's language as a common tongue across the world. The canals of its capital city provide blessings to gondoliers and their passengers, and its grand librarium holds knowledge of every religion in the world. Warriors called godhands transcend their bodies' limits by turning their flesh into a vessel for the collective piety of the entire nation.

But for the past twenty years the faith has been riven by a doctrinal schism. During a crisis called the Great Eclipse, desperate citizens placed their own gods on trial and executed eight, inadvertently releasing countless demons sealed away since the time of Triegenes. News of the trial spread through recently-built telegraph wires, unifying the nation with shared terror.

Now in the trials' aftermath, the surviving hierarchs struggle to keep united two main factions: the Meliskans who believe the eight gods were guilty, and that the religion must turn toward penitence and mercy; and the Ottoplismists who see the eight gods as martyrs, and that the survival on the faith depends on unwavering unity and strength, embracing modern weapons and warfare. Everyday citizens carry on with their prayers, but every night demons tempt brother against brother, and every dawn sees bodies drifting down the canals.

Devoted Dwarves

Devoted dwarves are an extremely religious culture. They follow the Forge God even more closely than other dwarves, and their communities are usually led by synods of priests and clerics. However, the influence of the Forge God religion makes devoted dwarf communities pleasant places to live. Devoted dwarves are welcoming and friendly. They see the act of crafting as communion with their god and take their jobs extremely seriously. As a society, they are open to feedback and work well together.

Devoted dwarves often receive visions from beyond — or so they claim. Local lore might have it that an artisan crafted a masterpiece and was visited by the Forge God, or that a community's first settlers were led by a pioneer's revelation. All dwarves are blessed creations of the Forge God, but these stories and more lead devoted dwarves to believe that they are the most favored.

In their zealotry it is not uncommon for devoted dwarves to declare crusades. Usually this happens when they identify a creature responsible for the destruction of an ancient dwarven outpost or kingdom of old. They try to rally any neighboring dwarf communities to their cause. For better or for worse, these ventures are rarely successful. Even so, the average devoted dwarf would gladly risk their life for a chance to die in battle under the Forge God's banner.

Characters raised in the godbound culture share a variety of traits in common with one another.

Arts of Worship. You are proficient with your choice of either Performance, two musical instruments, or two artisan's tools.

Bonus Connection. You have one additional connection, selected from the Acolyte background.

Detect Faith. You are trained to detect even the most subtle indications of a person's religious perspective. After you speak with a person for at least 1 minute, you can use an action to make either an Insight or Religion check opposed by their Deception check. On a success, you learn the following information about them:

- Whether they have a lower Wisdom score than yourself.
- Whether they are religious; if so, you also learn their faith.
- Whether they have class levels in the cleric or herald class.

Devotion. You gain an expertise die on saving throws made to resist being charmed or frightened.

Religious Education. Your community is steeped in scripture, song, and storytelling. You are proficient in the Religion skill and know one cantrip of your choice from the cleric, druid, or herald spell list. Your spellcasting ability score for this cantrip is Intelligence, Wisdom, or Charisma (whichever is highest).

Siblings in Faith. You have advantage on checks made to socially interact with members of your current or former faith, such as when requesting services or gathering information.

Languages. You can speak, read, write, and sign in Common and one other language.

In the *Burning Skies* setting the nation of Shahalesti sees itself as the pure ideal of elvenkind. Their armies march with gleaming armor and wield straight, flawless blades that shine like the sun. Their mages master pure arcane energies, levitating with invisible force, striking with light rather than wild flame, and eschewing the summoning of crude beasts in favor of calling glorious celestials. Foreigners are kept to a minimum, and the corrupting influence of other elvish cultures has been carved out from their lands like a cancer.

The Shahalesti give unending praise to their leader, Lord Shaaladel, who a century ago realized that aggressive displays of force were the only way to ensure that the growing Ragesian Empire would not see them as prey. The safety that lets the Shahalesti perfect their arts and refine their gracious society was won with bloody purges, and now that the Taranesti and Innenotdar elves are crushed, the Shahalesti have room to breathe and grow. Shaaladel's councilors ensure that fear of these old enemies never fades, so that the populace remains vigilant against outside threats and always remembers that they owe everything to their glorious leader.

But as Ragesia's emperor grows old, the Shahalesti see an opportunity to bring their majestic light to the rest of the world. Other nations might be inferior, but such is the magnanimity of Lord Shaaladel that he shall offer them protection — as long as they offer him loyalty. Those who will not submit will prove themselves impure, in need of being cleansed.

High Elf

From seamless marble towers and brightly lit castles carved into mountainsides to modest cottages made grand with intricate style, high elf culture takes credit (sometimes incorrectly) for the magnificent architecture for which elves are known. Elvish architectural masterworks are remnants of a once vast high elf empire. While many such structures are maintained by high elves and those under their charge, far more lie abandoned, ruined, or claimed by invading forces. High elves live in the twilight of their golden age.

Their past accomplishments bring high elves great pride that can manifest in arrogance, narcissism, and self-righteousness, but it can also become a drive towards intellectual leadership. Some high elves (and many of their followers) would love nothing more than to see themselves restored as world rulers. Others realize the new era calls for subtler forms of influence, and they entrench themselves in non-elf institutions to train outsiders in the ways of wisdom. For the sake of preserving ancient knowledge and guiding civilization, high elves (and those trained in their ways) often serve other groups as advisors, librarians, military officers, and teachers. Individual high elf adventurers often seek to recover or preserve some ancient treasure, and their tyrannical counterparts might usurp foreign institutions or consolidate power for a war of unification.

Characters raised in high elf culture share a variety of traits in common with one another.

Cunning Diplomat. You can always choose to use Intelligence when making a Deception, Insight, Intimidation, or Persuasion check.

High Elf Education. You are proficient in Culture and one additional skill of your choice.

High Elf Weapon Training. You have proficiency with rapiers and longswords.

Magical Versatility. You know a cantrip of your choice, which can be chosen from any spell list. Your spellcasting ability score for this cantrip is Intelligence, Wisdom, or Charisma (whichever is highest).

Languages. You can speak, read, write, and sign in Common, Elvish, and one other language.

Hill Dwarf

Some dwarves never settle in underground kingdoms. They live in surface communities, trading, learning, and creating. Known as hill dwarves, they are gregarious, friendly, and worldly.

No dwarves are more social and artistic than hill dwarves; after all, it's easier to sell your goods if people like you. While they don't consider art to be creation in the same sense as crafting something from a forge, hill dwarves share a deep love for music, poetry, theater, and literature. Many a song or play about the rise and fall of mountain dwarf empires was actually written by troupes of hill dwarves. Their live-and-let-live attitude makes their caravans loud, flashy, and fun.

Hill dwarves frequently engage in fist fights to solve minor issues, and would much rather end the day with a black eye than risk making an enemy out of a friend. They don't harbor grudges and don't expect that others do so against them; curiously, other dwarves sometimes have trouble trusting hill dwarves because of their willingness to forgive and forget.

Characters raised in the hill dwarf culture share a variety of traits in common with one another.

Community Magic. You know the *friends* cantrip. Once you reach 3rd level, you can cast *charm person* once per long rest. At 5th level, you can cast *suggestion* once per long rest. You don't need material components for these spells, and when casting them your spellcasting ability is Charisma.

Friendly. You are proficient in either Deception or Persuasion.

Wagoner. You are either proficient in either Animal Handling or with land vehicles.

Ways of the Land. You are proficient in Survival and gain an expertise die on checks using it.

Languages. You can speak, read, write, and sign Common, Dwarvish, and two additional languages.

Imperial

Great civilizations provide shelter and comfort. As empires and kingdoms grow and the corners of the map are filled in, the dangers and threats beyond the ever-expanding borders can seem more distant and irrelevant. Safety is assured, the next meal is never found wanting, and many living these sheltered existences do so confidently knowing that things will go on as normal, and that the days, weeks, and months will pass uneventfully to blur together into a humdrum life.

Many in the heart of a nation live quite comfortably, and though there are always discrepancies in wealth and power even the near-destitute enjoy comforts and luxuries unheard of in distant colonies. Healing and schooling, relatively safe streets at night, a law and order that generally works for them rather than against them—all are taken for granted as a base living standard.

In the largest empires where one can travel for weeks without seeing a border, much of

Throughout the world are innumerable kingdoms and feudal territories run by nobles and their appointees. You and your family might be subjects of such a kingdom, brought up to pledge absolute loyalty to the crown. Your sovereign commands your loyalty, but do they have your respect and love? Some sovereigns are kind and wise — others are tyrants and despots. Their morality has little to do with their popularity however, and a sovereign well-loved by some may terrorize others.

Feudal subjects are commonly only fair-weather friends to their flag, sycophants who boast about their patriotism but are inwardly cowards. Some patriots wish to see the country succeed — under another ruler. Former loyalists range from those merely disenchanted with the country to those who plot its downfall. Minority populations in the kingdom often live in ethnic enclaves and maintain most of their old culture. Last but not least are true believers —loyalists who would undergo any trial for the sake of king and country.

Draconic Nations

Dragons die. They may claim immortality and endless strength but time and circumstance can wear down even the mightiest creatures. Many are killed by rivals or the efforts of heroes and armies, and some simply retreat to parts unknown, leaving behind leaderless dragonborn clans. These "orphan clans" are viewed with a mixture of derision and pity. With no progenitor to lead them many simply disperse, made exiles and scattering to the winds. Others rally around and adopt their progenitor's goals, though they rarely hold true to those ideals and their interpretation becomes ever more distorted as generations pass.

A few rare orphaned clans build a future for themselves as a new nation, learning concepts like independence and pride as they dream of prosperity and happiness for future generations. These humble nations begin as city-states but some grow into world-class empires. Usually based around where their dragon once roosted, trap-filled caverns are slowly replaced with storerooms and housing, mountaintop lairs growing to jostle with draconic spires and battlements.

Life within draconic nations is similar to life in most populous cities, albeit with more fire breathing and scales. Commerce, agriculture, and especially metalwork flourish, aided by workers' natural resistances and internal bellows. Once a draconic nation is founded it is deluged with draconic exiles and entire orphaned clans seeking refuge, and within a few generations the old customs and ideals of their progenitors fade.

The resulting melting pot contains a multitude of draconic bloodlines, their devotion to progenitors shifted rather than erased. Draconic nationals tend to regard their nation as they once had the dragons that led them. No longer an orphaned clan, but a people with a cause and a clear direction! Draconic nations are often filled with patriots and martyrs, loyal soldiers and earnest politicians who discover they'll need this zeal—well placed or not—to defend themselves from other great dragons seeking to "retake these lost clans" back under a greater wing.

what goes on in the outside world fades into myth. Great winged fire-breathing lizards? Such things would surely be too heavy to fly. Undead horrors? Simple fairy tales told to scare children into behaving.

While humans are some of the most prolific empire builders, countless others hold the titles. There are dwarven holds so deep and vast that generations can live and die without seeing the sun, and elvish kingdoms so isolated from the outside world that even the multitudes of humanity have faded into myth. These pockets of safety and shelter can crop up anywhere there are strong forces and the determination to push danger outward, though those raised within are often woefully underprepared for what lies just outside their walls.

Characters raised in the imperial culture share a variety of traits in common with one another.

Conscript. All subjects of the crown must register for the draft, but many go ahead and serve in the guard. You are proficient with light armor, spears, and light crossbows.

Learned Teachers. Those at the safe center of empires often have privileged access to fine teachers and the opportunity to follow their interests. You know about the past, at least as told by your people. You gain proficiency in History and one other skill of your choice.

Local Healers. Citizens at the heart of a nation often see more healers and clerics in a year than a remote villager sees in a lifetime, and your medical upkeep has made you resilient. Whenever your hit point maximum or one of your ability scores would be reduced, it is reduced by half as much instead (minimum 1).

Languages. You can speak, read, write, and sign Common and one other language.

Itinerant

Some wanderers may not have grown up with a single place to call home. Their culture is a mix of many, allowing them to see things from different angles and perspectives. Always outsiders yet able to blend in with ease, such folks benefit from the wisdom of a wide range of peoples, customs, and places.

Characters raised as itinerants share a variety of traits in common with one another.

Blending In. You are used to blending into a new culture. You gain proficiency with the disguise kit.

Conscientious Socializer. The first time you interact with strangers in an unfamiliar land or region, you gain an expertise die to the first Charisma check you make. This trait does not work on groups if at least one person in a group knows you.

I Know Someone. You gain one additional connection, which you can choose from any background other than your own.

Many Cultures. You gain proficiency in Culture. In addition, choose Intelligence or Wisdom. You gain an expertise die on ability checks using the chosen ability score that are made to understand the social customs of, interact with, or recall knowledge about individuals, objects, or environments associated with any culture or society you have been surrounded by for a month or longer.

Motive and Reason. The reason why you have a home away from home tells a unique life story. Choose one of the following:

Homeland Seeker: Stories of a lost magical homeland are constantly on the minds of your community. Like many others, you have joined the effort to locate this place of legends. You gain proficiency in Arcana and History.

Labor Migrant: You, or your ancestors, came in search of honest work or because your skills were in demand. You are proficient with a set of artisan's tools and one skill of your choice.

Shadow Exile: You left your country under mysterious circumstances. Are you a wanted criminal, a spy, or a self-exile? Only you know your motivation. You are proficient in Deception or Stealth. If you pick Stealth, once between rests you can make a Stealth check to replace a Perception check. If you pick Deception, once between rests you can make a Deception check to replace an Insight check.

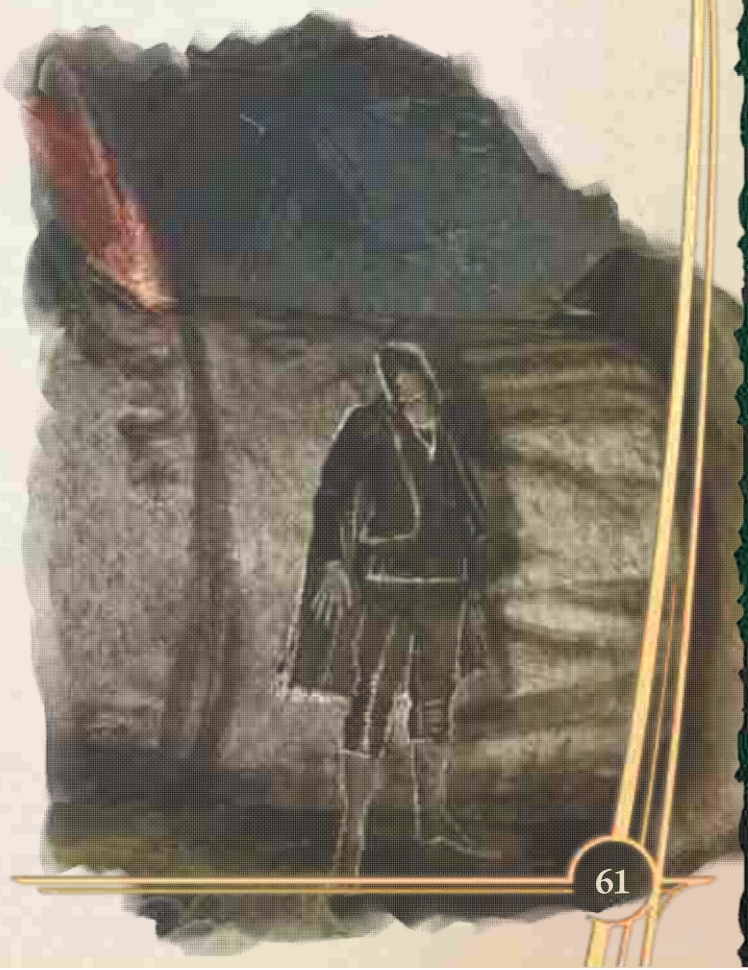
Refugee: By great misfortune, you and many others left your homeland so that you might survive. You are proficient in Survival, and when in an urban environment can roll Survival checks when using Intimidation or Persuasion.

Languages. You can speak, read, write, and sign Common and three additional languages.

Kithbáin Halfling

In a forgotten corner of The Dreaming lies a territory called the Twilight, a silent world perpetually under the dim light of the setting sun. This place is home to the kithbáin, or the twilight-touched, halflings who've lived for generations in half-light, filling up its silence with the voices of ken. There is no sound in the Twilight but one's own thoughts, and after long enough, the thoughts of others.

Kithbáin clachan communities aren't built as separate homes like halfling boroughs—there's no point. There's no notion of secrets or privacy in the Twilight, not when the entire community's inner thoughts are broadcast for all to hear. The kithbáin live in a single communal structure, mentally connected and in constant silent conversation. Life in a clachan can be eerie, but it's also open and honest. Lies, theft, crimes of passion—they're all pointless.



The Shaper was buried, tricked into a deep hollow made their tomb by those trusted most. The Shaper wept, until they felt a touch. A family of stoats at their feet, fearless and consoling. The Shaper asked, "How are living things here? They meant to sever me fully…" The stoats responded in their simple tongue, "Weep not great Shaper, luckless we sought nought but a hollow from the rain. At least you'll not be severed alone." The Shaper reached out and said, "Not luckless little ones, least, never again. You brave kind things who would console me as I wept, you've no claim on my loathsome fate, and my work can live on yet." The weakened Shaper worked, and the stoats were reshaped, given the gifts of ken like those the Shaper had trusted. The Shaper gave a half measure in earnest, as only a half measure remained, and in dying breath thrust their halfling creation up through the hallowed rock to the hills above. And halflings they would remain.

—Passage 12 from *The Proem of Kin*

Clachan gates are unassuming things—a pair of trees twisted to an arch, the wicker door in an old forgotten stone wall, a gap in the unworked natural stone. Stepping through a clachan gate takes you to another world, and locks you out of the place you left behind. Each gate leads to a different isolated pocket of the Twilight ringed by a border of terrible dead woods. Clachan gates are always open from the Material Plane, but only open back towards it at celestial convergences. So when an outsider stumbles through they must choose between braving the woods and The Dreaming beyond or staying for months (or even years) and becoming twilight-touched themself. Those that finally leave their clachan often find the material world harshly bright and empty, severed from the thoughts of their fellows.

Characters raised in the kithbáin halfling culture share a variety of traits in common with one another.

Superior Darkvision. The range of your darkvision increases to 120 feet. If you didn't have darkvision already, you gain darkvision to a range of 60 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Perception checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

The Ken. Once the voices of the ken fill your ears they they never truly leave you. You can cast *telepathic bond* without the need for material components once per long rest.

Without Secrets. Living with the ken amongst a clachan means living exposed and without secrets, intimately aware of the true meaning of every spoken word and privy to those unsaid. You are proficient in Insight, and you gain an expertise die on checks made with it.

Languages. You can speak, read, write, and sign Common, Halfling, and Sylvan.

Lone Wanderer

Even with the myriad of cultures present to choose from, there will always be those who prefer to march to the beat of their own drum. A lone wanderer shirks all connection to the cultures and communities around them in favor of making their own path. No two lone wanderers are alike, even those that might share a heritage—they all have their own personal goals, superstitions, and traditions. Because of this, lone wanderer culture is the most diverse as well as the most disjointed. You will never find communities that share this culture, but occasionally, when forced together, lone wanderers who can manage to get along can form nomadic groups.

Choosing this culture does not mean you forego having any personal connections, however. Lone wanderers can have families, former mentors, or old friends which may have influenced their decision to stake it out on their own, or that may make them regret it.

Characters raised as lone wanderers share a variety of traits in common with one another.

Culture of My Own. You have rejected other cultures in favor of building your own. You gain four skill or tool proficiencies of your choice.

Heirloom. You carry a family or cultural heirloom. Choose one weapon worth 100 gold or less. You begin play with a masterwork version of that weapon.

Languages. You can speak, read, write, and sign Common and two additional languages.

Mountain Dwarf

When most people think of dwarves they think of mountain dwarves. Living in tall mountains or vast hills allows them easier access to useful minerals and superior defenses. The abundance of ore leads many mountain dwarves to become smiths, especially weaponsmiths and armorsmiths. Exporting these goods is frequently the cornerstone of a thriving mountain dwarf economy. Indeed, there are many stout folk that trace their lineage to fallen dwarven kingdoms of old, dreaming of restoring lost glory even if the present is already affluent enough.

Mountain dwarves are very traditional and follow rigid marriage rituals, with some matrimonies arranged two generations in advance, and they are just as detailed and demanding in the keeping of historical records. There is a saying: "*The sky will drop before a mountain dwarf forgets a slight.*" While these grudges can be kept for generations, the same is true for favors. If you help a mountain dwarf, you might not live to see the debt repaid—but your descendants surely will.

Having good weapons and armor is no use if you cannot utilize them. Mountain dwarves are all trained in combat, which allows them to see their work put to use—and to personally understand the importance of quality weapons and sturdy armor. You can trust an armorsmith whose life depends on their work.

Characters raised in the mountain dwarf culture share a variety of traits in common with one another.

Dwarven Weapon Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Armor Training. You have proficiency with light and medium armor.

Heart of the Forge. You have resistance to fire damage. In addition, you gain proficiency in Engineering.

Mountain Born. You're acclimated to high and low altitudes, including elevations above 20,000 feet or depths below 20,000 feet. You're also naturally adapted to cold climates.

Stonecunning. Whenever you make a History check related to the origin of stonework, you are considered proficient in the History skill and gain an expertise die.



Languages. You can speak, read, write, and sign Common, Dwarvish, and one other language.

Mustbairn Halfling

Every denizen of a halfling borough has the odd impulse to drop their trowels and dig into the soil with their bare hands, rip off their stuffy clothes, and shout at the sky. These urges are usually rejected out of hand, but the mustbairns know better.

Halflings in mustbairn clans have rejected any notion of control and embraced their roles as children of the soil: wardens of the earth but not its masters. Oddly, most mustbairn clans were founded more recently than their "civilized" borough counterparts. Many are former boroughers themselves, with tattered scraps of their suits or overalls worked into their clan coverings.

Each mustbairn clan begins with "the whisper," a moment in which one or more halflings claim they hear the earth speaking to them. It whispers that life was not meant to grow in orderly rows: why not let it grow as it will? It whispers that life could be simple again: why not live as you will? Whether it's a madness or a divine call, many boroughs have collapsed in the last few centuries, abandoned and overgrown, lost to the whisper.

While mustbairns may lose the trappings of civilization, they never lose their sense of community. A tribe of mustbairns shares what wisdoms the earth has taught them. Besides simply surviving off the land, most mustbairn tribes feel led to dismantle establishment and derail "progress". It's common for mustbairn tribes to storm sites of industry and devastate them before disappearing back into the wilderness. They particularly seek out and destroy mining operations that cut deeply into the earth. It's not uncommon to see non-halflings alongside them, trying their best to listen to the earth's will.

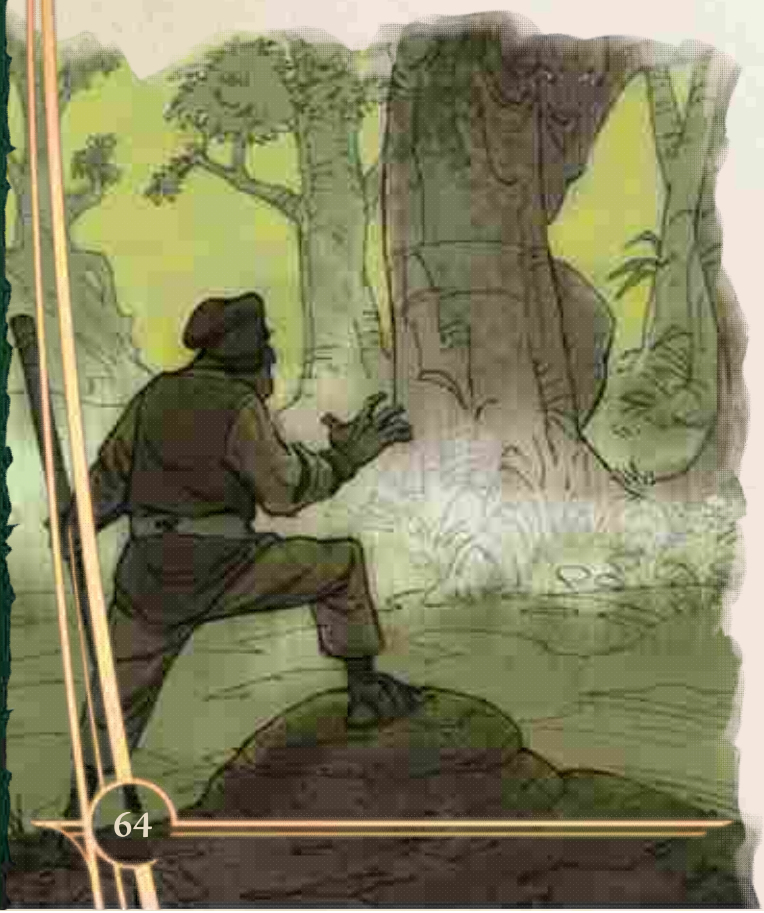
Characters raised in the mustbairn culture share a variety of traits in common with one another.

Child of the Soil. You can feel the heartbeat of the soil through the soles of your feet. You ignore difficult terrain caused by any form of earth or soil, such as mud, or mountainous terrain. In addition, you know the *druidcraft* cantrip.

Earthspeak. You can attempt to divine the earth's wisdom (as the *augury* spell) by submerging your feet or hands into mud or soil. You can't use this trait again until after you finish a long rest.

Wild and Unshackled. Mustbairns have embraced everything that law and order works against, and have learned to live freely amongst nature. You have the Chaotic alignment for the purposes of any spell or ability that would detect or effect Chaotic creatures. In addition, you gain proficiency in two of the following skills: Acrobatics, Animal Handling, Nature, Religion, or Survival.

Languages. You can speak, read, write, and sign Common, Halfling, and Terran.



Nomad

There is no one nomadic culture. Most nomadic groups migrate along plains and steppes, following good weather and pasturage for their herd animals. Some groups walk countless miles alongside their cattle or seek peaceful travel, while others train steeds which are the envy of the world, or expect every adult among them to raid the herds of rivals and defend their own. There are nomads that travel within other communities and those that live outside the borders of settled lands but in either case nomads often find themselves in conflict with farmer folk, who desire the same lands that they use. The words "barbarians," "savages," and "hordes" are common pejoratives used by townsfolk and cityfolk for their itinerant land rivals.

Nomadic groups are often close-knit, behaving much like a large family even when they aren't actually related. They're happy to accept strangers in their midst. The only qualifications are an ability to keep up with the group and an understanding of animals because they are among the most skilled animal handlers in the land. Whenever they can be swayed away from their group, they are often hired as animal trainers, drivers, or elite cavalry.

Characters raised as nomads share a variety of traits in common with one another.

Nature Minded. You are proficient in Animal Handling and Survival, and either Medicine, Nature, or Perception.

On the Road Again. You are proficient with land vehicles and tinker's tools. You can use tinker's tools to repair a land vehicle you have travelled in for at least 1 month, and gain an expertise die on any checks made to do so. Additionally, you gain an expertise die on checks made to control or navigate a land vehicle.

Sense Weather. After observing an outside area for 1 minute, you can predict the weather within the next 24 hours. You cannot foresee magical changes, but you can use an action to make an Insight or Perception check to notice them.

Languages. You can speak, read, write, and sign Common and two additional languages.

Settler

Settlers live at the farthest reaches of their empire, upon shores their nation's tendrils have not quite fully grasped. They live alone or in communities on the frontier, land that not long ago was merely empty space on the map—though those already living there rarely see it that way.

Settlers may claim land they've found to be uninhabited, but it's rare for any region even remotely livable to be truly unclaimed. Armies or disasters may have swept those previous inhabitants away, or they might be right across the hastily crafted walls, wondering what these strange newcomers are up to. It's a life of conflict, either fighting against the elements or rival claims on the same patch of land. But they shoulder their burdens and fight their fights anyway, always working towards a promise of a brighter future. A settler has the chance to carve out a piece of the world to call their own. Often the opportunities are slim back home, and the chance to forge one's own destiny is all it takes.

Ambition often drives settlers towards colonization. Settlers of all shapes and sizes can leave their homeland in search of fortune and independence, to varying degrees of success. Some settlers thrive while whole colonies go quiet and disappear. While this is a life uncertain and fraught with danger, the drive to build a future lures numerous people into the unknown.

Characters raised in the settler culture share a variety of traits in common with one another.

Claim Staker. A tall fence and the grit to defend it is often all it takes to stake a claim out on the frontier. Whenever you begin a long rest, you can choose to spend the first hour of that rest making the area into a fortified position for the duration. While resting in a fortified position, the ground in a 60-foot radius area around you is considered difficult terrain for any creatures other than those you consider allies. In addition, the first time a hidden creature enters the fortified area, it makes a Dexterity saving throw (DC 8 + your Wisdom modifier + your proficiency bonus). On a failed save, the creature inadvertently makes loud noises and is no longer hidden.

Frontier Survival. You are proficient in the Insight and Survival skills.

Strange Forager. You gain an expertise die on any check made to determine if something is poisonous.

Languages. You can speak, read, write, and sign Common, and two additional languages.

Shadow Elf

Whereas most elf cultures focus on light and the immanence of life, the shadow elves—also known as dark elves or drow—contemplate the nature of death and destruction, and they draw inspiration and comfort from the darkness. Although other elf cultures often consider them heretical, shadow elves are creatures of twilight, and it is only natural that some turn towards the day and others towards the night. The traditional shadow elf religion is to worship the elvish moon god, although there are also animistic traditions which venerate creatures



favored by assassins (such as scorpions, snakes, spiders, and even the undead). Shadow elves do not view the darkness as being inherently evil, although they recognize that the most vile monsters do prefer the darkness—for shadow elves, it provides forms of freedom and wisdom which are unavailable in the oppressive light.

Shadow elves tend to live in places which normally strike fear into the hearts of other mortals such as deserts, scorched lands near a volcano, haunted territories, notorious slums, and underground caverns. This is partially intentional because these places are ideal for contemplating destruction, but the "choice" is also often the result of ostracization and banishment by would-be neighbors.

Of all elvish cultures, shadow elves are the most likely to offer their services to other peoples. They and people trained in their ways make some of the most cunning assassins, advisors, mercenaries, and spies—and having such a person in one's entourage is often a mark of pride among the rich and famous.

Characters raised in the shadow elf culture share a variety of traits in common with one another.

Superior Darkvision. The range of your darkvision increases to 120 feet. If you didn't have darkvision already, you gain darkvision to a range of 60 feet.

Shadow Elf Weapon Training. You have proficiency with rapiers and hand crossbows.

Shadow Lore. You know a cantrip: either *dancing lights* or *minor illusion*. Once you reach 3rd level, you can cast *faerie fire* once per long rest. At 5th level, you can cast *darkness* once per long rest. You don't need material components for these spells, and when casting them your spellcasting ability is Intelligence, Wisdom, or Charisma (whichever is highest).

Languages. You can speak, read, write, and sign Common, Elvish, and Undercommon.

Steamforged

In a world where magic abounds and the need for mechanical wizardry is minimal, there are still some brave minds who believe in experimentation, knowledge, and reason. One such people are the so-called steamforged—talented engineers who value science and social progress. Steamforged lands are usually the most technologically advanced in a region, pioneering mechanical devices that range from gas lamps to flintlock pistols and steam trains.

Steamforged societies can today be found all over the world. For some, it is a natural evolution of learning and technology; for others, their culture originates in lands of dead magic. As a people of science they reject superstition and do not feel much personal need for religion or faith. In fact, there is considerable resentment against magic and religion, which they believe provoke prejudice and stymie the love of learning. That's not to say that steamforged can't embrace individual faith, but most prefer to move on from old institutions, and look towards the leaders of scholarship and industry for guidance. They value education as the right of all people regardless of any social rank, and in steamforged cities the government-funded schools are open to everyone—even foreigners. Public education is essential for advancing science, commerce, and democratic governance, all of which steamforged value.

In the *Zeitgeist* setting the innovative nation of Danor was founded on ideals of reason and science. Five centuries ago this region held the capital of a theocracy known as the Clergy until one of that faith's holy wars led to a magical disaster. A curse befell the religion's hierarchs, turning them into tieflings, and magic failed throughout the land. Forsaken by the gods, civilization crumbled, but it was reborn from the ashes with a new fire of industry.

The descendants of those tieflings now lead the upper class of Danor, and spur its innovation in technology. Without magic the nation turned to steam engines and alchemical firearms. Factories produced wealth and prosperity faster than the old ways of the other nations, and over the course of several wars Danor seized islands in the nearby Yerasol Archipelago where it could begin to experiment with arcanotechnology.

Danor's tiefling leadership are seen as refined and few can criticize the prowess of its war academies, the efficiency of its railroads, or the cleverness of its spycraft. Though other nations have begun to catch up and copy its industrial and arctech inventions, this steam-powered nation is seen by many as steering the course of the new age.



Steamforged can expect a polarized response as they travel through other countries. When steamforged abjure faith in the gods it raises suspicion in people unfamiliar with their philosophy. Pious folk worry that nonbelievers anger the gods and spirits. Magic users worry they may catch some antimagic disease from people raised in a dead magic zone. But in all communities, there's at least someone who finds steamforged folk fascinating for their novelty and forward-thinking.

Characters raised in the steamforged culture share a variety of traits in common with one another.

Mind Like a Steel Trap. You have proficiency in either History, Investigation, or Nature, and you gain an expertise die on checks made using the chosen skill.

Tech Savvy. You have proficiency with tinker's tools and Engineering, plus one other artisan's tool of your choice.

War Scholar. Even combat is a scholarly discipline for your people. Choose one of the following:

Student of Martial Arts: When you replace an attack or use an action to Disarm, Grapple, Overrun, Shove, or Tumble, you gain an expertise die.

Student of Martial Science: Choose one 1st degree combat maneuver from any tradition. You can use this combat maneuver once without spending exertion. You can't use it again until you finish a short or long rest.

Languages. You can speak, read, write, and sign in Common and one other language.

Stoic Orc

There are some responsibilities even among orcs that require a cool head and tempered disposition. The most sacred places in orcish lore are called "stoic landings", places where heroes rose or fell, or where gods wept or laughed. These stoic landings demand reverence, rite, tradition, and rituals to be observed and carried out faithfully. As many orcs lack the patience needed, the ancient orcish shamans found a solution: a rite called "the quelling."

Adolescent orcs take up the quelling rite by tattooing sacred symbols at strategic points of their body to block energy and then imbibing a secret herbal concoction known only as "quell." Once the rite is complete the young orc is reborn a "stoic", bereft of passion and utterly focused on the tasks at hand. Stoics are regarded as highly as any priest or shaman, honored for sacrificing the passions and joys of orcish existence to better serve the people.

The quelling ritual is not without risk, as a rare few who undergo it have the opposite reaction. The subject's emotions are increased tenfold, converting them into little more than beasts that are bereft of thought and enslaved by their feelings. These unfortunate souls tend to run off screaming into the wilderness, and cautious stories of the "dire orcs" are told around campfires far and wide.

It is not only orcs who take up the stoic mantle. For the traumatized, the brokenhearted, those beaten and battered by wars and hardships, years of emotionlessness can seem like a lifeline. Gray-robed humans, dwarves, elves, and any number of non-orc stoics stride along the stoic landings keeping the fires lit, untroubled with the lives they had before.

The quelling rite is not perfect and all stoics eventually go through what they call "the reawakening". It can take decades, but the old emotions and passions slowly and often painfully reemerge. Reawoken stoics are blessed reverently but are ultimately sent away. The quelling cannot be repeated, and even if it could, they've done their service and will be welcomed back into their tribes like wounded warriors, left to nurse emotional scars untreated for decades.

Characters raised in the stoic culture share a variety of traits in common with one another.

Clarity of Mind. You have advantage on saving throws made to resist being charmed or frightened.

Stoic Traditions. The stoic landings have much to teach and you had the patience to learn. You gain proficiency in one of the following skills: Arcana, History, Insight, Medicine, Nature, or Religion.

Ritualistic Focus. Many of the stoic rituals you learned have broader arcane applications. You know two 1st-level spells of your choice. These spells must have the ritual tag and you may only cast them as rituals. Wisdom is your spellcasting ability for these spells. In addition, you may cast other spells you learn as rituals if those spells have the ritual tag.

Languages. You can speak, read, write, and sign Common and Orc.

Stoneworthy

Civilizations can thrive without developing metallurgy, either by choice or because they live in stone-age cultures. Those from such societies are known as the stoneworthy. They are often adaptable and tenacious, with skills well-suited for adventuring.

Characters raised in the stoneworthy culture share a variety of traits in common with one another.

Focused Patience. Once between long rests, you can do one of the following:

Concentrate: You gain an expertise die on a Constitution saving throw made to maintain concentration.

Persist: You may reattempt a failed ability check.

Natural Barterer. You are used to handling transactions without currency, and can appraise the relative worth of many items. When bartering, haggling, or negotiating an exchange of goods, you gain an expertise die on Intimidation and Persuasion checks, and you may always choose which ability score to use for these rolls (Intelligence, Wisdom, or Charisma).

Natural Survivalist. You gain proficiency in Survival.

Temporary Expert. You pick up new skills quickly. Each time you gain a level, you may choose to lose proficiency in one skill or tool and gain proficiency in a different skill or tool in its place. You cannot trade a skill proficiency for a tool proficiency, and vice versa.

Versatile Crafter. You may spend 4 hours between long rests crafting one non-metal tool or simple weapon, or five pieces of ammunition, provided you have access to the materials needed and the final cost of the items does not exceed 5 gold.

Languages. You can speak, read, write, and sign Common and one other language.

Stout Halfling

With their warm hearths, verdant greenery, and low ceilings it is little surprise that boroughs (consisting of many individual burrows) are the hearts of halfling communities across the world. Halflings prefer to carve their homes from low hills, shoring up the earth as natural protection against the elements. Yet boroughs are more than a single halfling's home—they're communities of dozens, sometimes hundreds of halflings whose homes dot entire hillsides or rolling hilly plains.

Living in a borough means living close to the soil. It's rare for any stout halfling to go through a day without planting, weeding, tilling, or harvesting something. Not all boroughs start out amongst lush grasses or good loamy soil, but they all end up that way. These boroughers usually create such an abundance of food that they often grow paunchy, earning the term "stout halflings" from their peers. Stout halflings are such fine stewards of the land that most conquering armies simply let boroughs go about their business in exchange for crop taxes. History often marches on around them, and the only change in the borough's day-to-day life is which soldiers collect the turnips.

While world events rarely bother a stout halfling, local events like who won the last preserves contest often do. A borough community is a constant buzz of birthdays, fairs, holidays, and any other excuse to live life to the fullest and then gossip about it

the following morning. Gleeful whispers about who said and did what at yesterday's social occasion can provide even more fun than the event itself.

It's not only halflings that enjoy this way of life either—when outsiders are shown the warm halfling hospitality, oftentimes they don't want to leave. These so-called "tall fellows" dig out homes of their own, albeit with higher ceilings, and are welcomed into the borough community with open arms.

Characters raised in the stout halfling culture share a variety of traits in common with one another.

Borough Cooking. Whenever you begin a short rest, you and up to 6 allies can each consume 1 Supply to partake in your borough cooking, gaining 1d6 temporary hit points.

Home Gardening. You gain proficiency in either Animal Handling or Nature.

Memoirist. You gain proficiency with calligrapher's supplies. In addition, you gain an expertise die on Intelligence checks to recall details about past events you took part in by first checking your journals.

Languages. You can speak, read, write, and sign Common, Halfling, and one other language.



Tinker Gnome

Gnomes are known for their unique brand of creativity which often leads to the advancement of both magic and technology. Non-gnomes that immerse themselves in this culture struggle to reach the level of craftsmanship achieved by their gnomish counterparts, but can learn to match it with enough dedication and hard work. There is rarely rivalry inside of tinker gnome communities and it's not uncommon for tinkers to help even a direct competitor perfect a new product—though there are no promises that they won't steal the plans for themselves afterwards.

Characters raised in the tinker gnome culture share a variety of traits in common with one another.

Cunning Creative. You gain proficiency with tinker's tools, Engineering, and either Arcana or History. You gain an expertise die whenever you use them to make a check related to alchemical, magical, or technological items.

You can spend 1 hour and 10 gold worth of materials to build a variety of useful tools, all detailed below. Each device has an AC of 5 and 1 hit point, and ceases to function after 24 hours or whenever you choose to dismantle it. An hour can be spent repairing a device that has ceased to function. You can have up to three of the following devices active at one time:

Audiophone: When started, this device plays a pre-recorded sound at a moderate volume. The device stops playing when it reaches the end of the recording, or when shut off. You can use your action to record any 1 minute of audio, and can use a bonus action to start and shut off the device.

Clockwork Figure: This figure can be a Tiny animal, monster, or even a humanoid. When placed on the ground, you can use a bonus action to direct the figure to march up to 10 feet in a direction of your choice. You can choose to have the figure make a noise that is appropriate to the creature it represents,

or to have it be silent. If you choose for the figure to be silent, you can instead equip it with a small flame that sheds dim light 5 feet in front of the figure.

Fire Starter: When a bonus action is used to activate this device it creates a small flame that can be used to light a candle, torch, or campfire. Alternatively, you can use a bonus action to shoot a small ball of fire from the device as a ranged weapon attack with a range of 30 feet, dealing 1d6 + 1 fire damage. You are considered proficient with the fire starter. Using the device this way damages it, and it must be repaired over the course of a long rest before it can be used again.

Sensor: This device can be attached to a wall or any smooth, sturdy surface. When placed, it begins monitoring the area around it. Choose one sort of activity to monitor: noise or movement. The device detects these things up to 30 feet around it, including through openings, but cannot sense through total cover. The device relays the information back to you telepathically, and can share either clips of sound (limited to 30 seconds at a time, with a minimum of 10 minutes in between relays) or information on the size and number of creatures moving in the area.

Languages. You can speak, read, write, and sign Common, Gnomish, and one other language.



Tunnel Halfling

Not all conquerors, dark lords, and empires tolerate halfling boroughs within their borders—when their armies come marching the wise halflings have already gone underground. Halflings rarely give up their land and will simply live under it instead. Dwarves may dig deep, but halflings are content to dig wide and stay up where the earth is still alive. Once forced underground however, a halfling warren can stretch for miles.

Halflings almost always build warrens as an act of rebellion. Warrens run on two main commodities: root vegetables, and everything that isn't nailed down. Many farmers tell legends of "spirit farm" ghosts that grow potatoes or turnips out in random pastures and harvest them in the middle of the night. Such tales are surefire tells that halfling warrens are about, with halflings industriously tending the crops from below.

Everything else is filched by the tunnellers, both as a matter of survival and as recompense. Stealing from the conquerors above is seen as a civic duty to those forced to live in warrens and they've turned it into an art form. The surface and all its many goods represent danger, so they build as many secret bolt tunnels and passages as possible. It's said that once a city is fully undercut, a tunnel halfling is never more than 20 feet from a bolt hole. The warrens are so insulated from the laws above that they often become a safe haven for unfortunate souls who'll happily take a low ceiling over a cold alley or a prison cell.

Characters raised in the tunnel halfling culture share a variety of traits in common with one another.

Fleet of Foot. Your base walking speed increases to 35 feet.

Rebellious Tactics. You gain proficiency with one of the following skills: Acrobatics, Deception, Nature, or Stealth.

Slippery. When you are grappled, you can use your reaction to automatically escape that grapple. Once you have used this trait, you cannot do so again until you finish a long rest.

Trained Filcher. You gain proficiency in Sleight of Hand, and you gain an expertise die when picking a pocket or otherwise taking an item without notice.

Languages. You can speak, read, write, and sign Common and Halfling.

Tyrannized

Many people live in fear of a tyrannical ruler and of the militant minions that punish dissent and disobedience. Performative loyalty becomes necessary for survival, until even those who oppose the ruler will sometimes betray their neighbors lest they be dragged away to torture and enslavement. Those who resist the tyrant learn to feign the role of faithful soldier, and the cruel irony is that they often profit from the violent conquests of the regime they loathe.

Characters raised in the tyrannized culture share a variety of traits in common with one another.

All Hail the Tyrant. With true freedom denied them many learn to feign deference, while some resign themselves to collaborating with the tyrant's minions so as not to be suspected of disloyalty. You gain proficiency in either Deception or Intimidation.

Defiant Will. Whether out of fearful devotion to the tyrant or a stalwart resistance, you refuse to be subdued. You gain an expertise die on saving throws made to resist being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Saving Face. You are careful not to show weakness in front of others for fear of losing status. If you miss with an attack roll or fail an ability check, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum +3), possibly changing a failure into a success. Once you use this trait, you can't use it again until you finish a short or long rest.

Scars of the Scourge. The tyrant's minions invariably have some preferred method of torment and you have either learned to survive it or chosen to use the weapon of your oppressors against them. Choose either scars or scourge, and then choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Scars: You have resistance to the chosen damage type.

Scourge: As a bonus action, you can enhance the next attack you make this turn. If that attack hits, it deals extra damage of the chosen type equal to your proficiency bonus. However, the sting of the scourge lessens after the initial strike, so after you deal this extra damage to a creature, this trait cannot deal extra damage to it during the same combat.

Languages. You can speak, read, write, and sign Common and one other language.

In the *Burning Skies* setting the Ragesian Empire is ruled by its aged—some say immortal—half-orc emperor Drakus Coaltongue, who wields the legendary *Torch of the Burning Sky*. For a century Coaltongue used the artifact to teleport entire armies in a column of flames, crushing all nations and city-states that would not bow to him.

The core of Ragesia's power are the descendants of orc warbands who first gathered under Coaltongue's banner, and the mighty human legions that defected from now-absorbed nations when it became clear they could not defeat the power of the torch. There are few paths to political power in the empire that do not flow through the grand armies.

For the past four decades however, the empire has focused on consolidating its gains and crushing dissent, a task aided by the dreaded Supreme Inquisitor Leska. Her minions wear bear skull masks and bind devils in their pursuit of spell-casters who are not loyal to the empire. Anyone with magical talent is wise to hide their power, lest they be seized for agonizing experiments or have their souls offered as payment for infernal pacts.

Yet despite its intimidating mien, the empire is not invincible. The torch can transport armies but not the food to support them, so while Ragesia can crush any foe in battle there are limits to what territory it can hold. The city-state of Gate Pass did fall to Coaltongue's conquest, and a colossal statue of the emperor looms over the central square, but a bloody insurgency and resistance effort ultimately made holding the city not worth the cost. Now on every new year's day the people of the city celebrate giving a black eye to the mightiest empire in the world.

Villager

Far away from the protection of armies and uncomfortably close to the borders beyond which anything might roam, day-to-day life as a villager is routine—but a future is far from guaranteed. Village life can be simple and mundane, filled with the humdrum but insistent needs of farm animals and crops, though there can be far worse than wolves stalking the woods and at any moment, a villager's life can be punctuated by upheaval.

More so than larger towns and cities, a village is a community. With rarely more than a few hundred citizens, for better or worse everybody knows everybody in a village. There can be spiteful rivalries and old grudges, but most regard their entire village as their homestead, to be cared for and protected together. A warm hearth, lifelong friends, and homegrown food are a universal way of life, enjoyed by countless peoples of all shapes and sizes.

Characters raised in the village culture share a variety of traits in common with one another.

Farm Life. You gain proficiency in Animal Handling.

Sharpened Tools. When danger approaches the village and there are no adventurers around, it's often left to the villagers to defend themselves with whatever they have on hand. You are proficient with improvised weapons.

Tall Tales. Life along the crossroads rarely offers an opportunity for proper schooling, but the roads carry with them legends and stories from far and wide. You may always choose to use Wisdom when making History, Nature, or Religion checks. However, the Narrator may decide that the results of a check made in this way are distorted or exaggerated forms of the truth.

Village Watch. You gain an expertise die on Perception checks made while keeping watch during a rest.

Languages. You can speak, read, sign, and write Common and one other language.

Warhordling

Some war hordes obliterate the target of their wrath within the day and life simply returns to normal—but others can last a lifetime. When the offender is an entire nation or a powerful figure like a sovereign or tyrant, the march can seem to go on forever. Warhordling life is driven by one simple goal: the destruction of their foe.

When war hordes last for years, decades, or even centuries, generations of people are raised only knowing war. The elders may recount memories of happier days, but the songs and ballads that recount their history slowly become war chants.

While hatred is often a poor leader, it is not always in the wrong. War hordes that rally against hated tyrants often find themselves accumulating banners from disparate forces, whether small ragtag bands or entire armies.

Characters raised in the warhordling culture share a variety of traits in common with one another.

Aggressive. As a bonus action, you can move up to your Speed towards an enemy that you can see or hear.

Menacing. You gain proficiency in Intimidation.

War Horde Weapon Training. Your time spent in the war horde trained you in the ways of warfare, particularly when you're ill-equipped. You are proficient with two martial weapons of your choice and with light armor. You are also able to cobble together functional if somewhat ramshackle weapons from whatever you have on hand. You can create a ramshackle version of any simple weapon (except crossbows) with 10 minutes of work if you have access to simple materials such as common household items, the rusted scraps found among battlefields, or the bounty of the forest. Ramshackle weapons created in this way function identically to their normal counterparts, except their gold value is always 0 and they break and become useless on a critical fumble.

Wartime Scrounger. Once per long rest, you can spend 4 hours of time to locate Supply for yourself and one other creature while traveling through urban environments, warzones, and battlefields.

Languages. You can speak, read, write, and sign Common and one other language.

Wildling

Remote groups isolated by vast oceans, high mountains, or thick vegetation live at the mercy of nature. They learn to be part of the wilderness' unending cycles, living in small communities which have little or no contact with the so-called "civilized" peoples of the world. Most frequently, wildlings can be found in secluded villages; sometimes, a wildling lives alone, their only company the beasts with which they share the wilderness. With their intimate understanding of and relationship with nature wildlings make excellent adventurers.

Characters raised in the wildling culture share a variety of traits in common with one another.

Enhanced Vision. You gain proficiency in Perception. Choose one of the following.

Nightwalker: You gain an expertise die on Investigation and Perception checks made in moonlight or starlight.

Sunseeing: You gain an expertise die on Investigation and Perception checks made in daylight.

Expert Forager. Once per long rest, you can spend 4 hours of time to locate Supply for yourself and one other creature, or magical reagents worth up to 5 gold.

Internal Clock. By observing the environment when on your home plane, you can estimate the time of year down to within a week of the actual date. When you are outdoors, you know the time of day.

Living Off The Land. Sustaining yourself on nature's grace means you have mastered a unique set of skills. You gain proficiency in Nature, and can always choose to use Wisdom when making a Nature check. Choose one of the following:

Agriculturalist: You gain an expertise die on Persuasion checks made against farmers, horticulturalists, and those who cultivate for a living, and when making an ability check to use a land vehicle.

Beastwarden: When you have a hunting animal such as a falcon or hunting dog assisting you, you gain an expertise die on checks made to hunt or track. In addition, you gain an expertise die on Animal Handling checks.

Land Hunter: You gain an expertise die on Intimidation and Stealth checks. Additionally, you can march up to 12 hours before you need to save against fatigue.

Water Drifter: You gain an expertise die when making an ability check to use a water vehicle. In addition, you gain an expertise die on Athletics checks, and you can hold your breath for up to 15 minutes by using an action to prepare to do so.

Orcish Wildlings

When left to their own, away from warfare and bloodshed, orc tribes often settle into communal gatherings. Fights still break out certainly, passions run hot, but without a central target to instigate a war horde every orc fills their day-to-day life with their own creative pursuits. Each has their own personal passions and orc commune society revolves around allowing those pursuits to flourish.

Orc tribes often appear lawless and mad. A brutal fight may break out and only moments later the combatants are shoulder to shoulder sharing drinks. Dozens of orcish throat songs can often be heard from across the territory, rarely concordant and clashing in tune. Artistic sculptures may be erected only to be dismantled and repurposed the next day. Orc communes are chaos but they are not complete anarchy—orcish chiefs oversee the hysteria with a loose grip and an open hand. Some orc tribes even rally around a shared creative impulse and put together massive artistic works. Many explorers have mistaken the enormous sculptures they find out in the wilderness for remnants of some ancient forgotten civilization when they're actually the fruits of orcish labors made for the enjoyment of the creative act and left for all to see.

It would be easy to expect that orc tribes could only exist in the untouched wilderness, but many socialites are surprised to find thriving orcish communes nestled into the artistic districts of their cities.



Weather Sense. Pick a terrain type. After observing the area for 1 minute, you can predict the weather in this terrain within the next 24 hours. You cannot foresee magical changes, but you can use an action to make an Insight or Perception check to notice them. When you have successfully predicted the weather, you gain an expertise die on saving throws made against its effects.

Languages. You can speak, read, write, and sign Common and one other language.

Wood Elf

In vast, foreboding forests and jungles filled with monsters and magic, the villages of wood elves are a rare and wondrous sight. These unique settlements are known for their harmony with nature—typical dwellings are tree houses with the mightiest branches forming living walkways, walls, and alcoves. The grandest of these wood elf villages have many houses in a single tree and elegant walkways connecting each home.

In lieu of gardening, wood elves treat their home as a vast orchard. They cull and manage animal populations and use controlled fire rituals to tend to the forest, all while honoring the role of death in life.

Wood elf communities are often fairly isolated. They raise their own food, train their own warriors, and produce their own crafts. Plenty of these villages are insular and xenophobic, but many more are hospitable and generous to travelers—with some guests even invited to stay permanently. Their social orientation is communalistic and egalitarian. Although wood elf laws and hierarchy do exist, they prefer to resolve conflicts through consensus. For complex conflicts they use large circle meetings where anyone can speak.

Other important cultural values for wood elves are curiosity and exploration. Isolated though wood elf villages may be, it is not uncommon to see a wood elf troubadour, craftmaker, or sightseer on a quest to learn something new.

Characters raised in the wood elf culture share a variety of traits in common with one another.

Fleet of Foot. Your Speed increases by 5 feet.

Nature's Ally. You can cast *animal friendship* without material components once per long rest. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Nature's Touch. Choose one of the following.

Way with Animals: You gain proficiency in Animal Handling and with land vehicles.

Way with Plants: You gain proficiency in Nature and with herbalism kits.

Treeborne Scout. You gain a climb speed equal to your Speed.

Wood Elf Weapon Training. You are proficient with longbows and shortswords.

Languages. You can speak, read, write, and sign Common and Elvish.

Step 3: Background

What did you do before you took up your adventuring career? Were you a mercenary? A weaver? A street performer? Although you no longer follow your old trade, your background provides you with ability score bonuses, skills, and other benefits that will serve you in your coming adventures.

If your background provides a skill or tool proficiency you already have from another source, you can instead gain a different proficiency of the same type.

Also be sure to inform your Narrator of your connection (the person from your backstory provided by your background). Your past may not be done with you yet!

Acolyte

You were trained as a servant of a particular god or gods. Whether or not you have access to divine magic, you are authorized to perform the rites of your faith, and you are recognized and respected by its faithful.

What gods do you worship? Why did you leave the confines of your temple and take up a life of adventure? Have you turned your back on your faith, or do you seek to advance it?

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Religion, and either Insight or Persuasion.

Languages: One of your choice.

Suggested Equipment (Cost 7 gold): Holy symbol (amulet or reliquary), common clothes, robe, and a prayer book, prayer wheel, or prayer beads.

Feature: Ordination. You are expected to perform the religious ceremonies of your faith, including weddings and funerals. In exchange, members of your faith will provide you and your companions food, lodging, and a moderate lifestyle.

Adventures and Advancement. In small settlements without other resources, your authority may extend to such matters as settling disputes and punishing criminals. You might also be expected to deal with local outbreaks of supernatural dangers such as fiendish possessions, cults, and the unquiet dead.

If you solve several problems brought to you by members of your faith, you may be promoted (or reinstated) within the hierarchy of your order. You gain the free service of up to 4 acolytes, and direct access to your order's leaders.

Connection and Memento. Roll 1d10, choose, or make up your own.

Acolyte Connections

1. A beloved high priest or priestess awaiting your return to the temple once you resolve your crisis of faith.
2. A former priest—exposed by you as a heretic—who swore revenge before fleeing.
3. The wandering herald who rescued you as an orphan and sponsored your entry into your temple.
4. The inquisitor who rooted out your heresy (or framed you) and had you banished from your temple.
5. The fugitive charlatan or cult leader whom you once revered as a holy person.

Making Backgrounds

If you want to design your own background, it should include the following:

- **+1 to two ability scores of your choice.**
- **Proficiency in two skills.**
- **Proficiency in two tools, two languages, or one of each.**
- **One connection: an acquaintance, ally, or enemy from your past.**
- **One memento: an item of sentimental value worth less than 30 gold.**
- **A background feature describing your relationship with the world. Your background feature typically provides a source of information, shelter, or financial support in a certain lifestyle.**

6. Your scandalous friend, a fellow acolyte who fled the temple in search of worldly pleasures.
7. The high priest who discredited your temple and punished the others of your order.
8. The wandering adventurer whose tales of glory enticed you from your temple.
9. The leader of your order, a former adventurer who sends you on quests to battle your god's enemies.
10. The former leader of your order who inexplicably retired to a life of isolation and penance.

Acolyte Mementos

1. The timeworn holy symbol bequeathed to you by your beloved mentor on their deathbed.
2. A precious holy relic secretly passed on to you in a moment of great danger.
3. A prayer book which contains strange and sinister deviations from the accepted liturgy.
4. A half-complete book of prophecies which seems to hint at danger for your faith—if only the other half could be found!
5. A gift from a mentor: a book of complex theology which you don't yet understand.
6. Your only possession when you entered the temple as a child: a signet ring bearing a coat of arms.
7. A strange candle which never burns down.
8. The true name of a devil that you glimpsed while tidying up papers for a sinister visitor.
9. A weapon (which seems to exhibit no magical properties) given to you with great solemnity by your mentor.
10. A much-thumbed and heavily underlined prayer book given to you by the fellow acolyte you admire most.

Artisan

You are skilled enough in a trade to make a comfortable living and to aspire to mastery of your art. Yet here you are, ready to slog through mud and blood and danger.

Why did you become an adventurer? Did you flee a cruel master? Were you bored? Or are you a member in good standing, looking for new materials and new markets?



Ability Score Increases: +1 to Intelligence and one other ability score.

Skill Proficiencies: Persuasion, and either Insight or History.

Tool Proficiencies: One type of artisan's tools or smith's tools.

Suggested Equipment (Cost 3–52 gold): One set of artisan's tools, traveler's clothes.

Feature: Trade Mark. When in a city or town, you have access to a fully-stocked workshop with everything you need to ply your trade. Furthermore, you can expect to earn full price when you sell items you have crafted (though there is no guarantee of a buyer).

Adventures and Advancement. If you participate in the creation of a magic item (a "master work"), you will gain the services of up to 8 commoner apprentices with the appropriate tool proficiency.

Connection and Memento. Roll 1d10, choose, or make up your own.

Artisan Connections

1. The cruel master who worked you nearly to death and now does the same to other apprentices.
2. The kind master who taught you the trade.
3. The powerful figure who refused to pay for your finest work.
4. The jealous rival who made a fortune after stealing your secret technique.
5. The corrupt rival who framed and imprisoned your mentor.
6. The bandit leader who destroyed your mentor's shop and livelihood.
7. The crime boss who bankrupted your mentor.
8. The shady alchemist who always needs dangerous ingredients to advance the state of your art.
9. Your apprentice who went missing.
10. The patron who supports your work.

Artisan Mementos

1. *Jeweler:* A 10,000 gold commission for a ruby ring (now all you need is a ruby worth 5,000 gold).
2. *Smith:* Your blacksmith's hammer (treat as a light hammer).
3. *Cook:* A well-seasoned skillet (treat as a mace).
4. *Alchemist:* A formula with exotic ingredients that will produce...something.
5. *Leatherworker:* An exotic monster hide which could be turned into striking-looking leather armor.
6. *Mason:* Your trusty sledgehammer (treat as a warhammer).
7. *Potter:* Your secret technique for vivid colors which is sure to disrupt Big Pottery.
8. *Weaver:* A set of fine clothes (your own work).
9. *Woodcarver:* A longbow, shortbow, or crossbow (your own work).
10. *Calligrapher:* Strange notes you copied from a rambling manifesto. Do they mean something?

Charlatan

People call you a con artist, but you're really an entertainer. You make people happy—the separation of fools and villains from their money is purely a pleasant side effect.

What is your most common con? Selling fake magic items? Speaking to ghosts? Posing as a long-lost relative? Or do you let dishonest people think they're cheating you?

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Deception, and either Culture, Insight, or Sleight of Hand.

Tool Proficiencies: Disguise kit, forgery kit.

Suggested Equipment (Cost 41 gold): Common clothes, disguise kit, forgery kit.

Feature: Many Identities. You have a bundle of forged papers of all kinds—property deeds, identification papers, love letters, arrest warrants, and letters of recommendation—all requiring only a few signatures and flourishes to meet the current need. When you encounter a new document or letter, you can add a forged and modified copy to your bundle. If your bundle is lost, you can recreate it with a forgery kit and a day's work.

Adventures and Advancement. If you pull off a long-standing impersonation or false identity with exceptional success, you may eventually legally become that person. If you're impersonating a real person, they might be considered the impostor. You gain any property and servants associated with your identity.

Connection and Memento. Roll 1d10, choose, or make up your own.

Charlatan Connections

1. A relentless pursuer: an inspector who you once made a fool of.
2. A relentless pursuer: a mark you once cheated.
3. A relentless pursuer: a former partner just out of jail who blames you for everything.
4. A former partner now gone straight who couldn't possibly be coaxed out of retirement.

5. A respected priest or tavernkeeper who tips you off about rich potential marks.
6. The elusive former partner who ratted you out and sent you to jail.
7. A famous noble or politician who through sheer luck happens to bear a striking resemblance to you.
8. The crook who taught you everything and just can't stay out of trouble.
9. A gullible noble who knows you by one of your former aliases, and who always seems to pop up at inconvenient times.
10. A prominent noble who knows you only under your assumed name and who trusts you as their spiritual advisor, tutor, long-lost relative, or the like.

Charlatan Mementos

1. A die that always comes up 6.
2. A dozen brightly-colored "potions".
3. A magical staff that emits a harmless shower of sparks when vigorously thumped.
4. A set of fine clothes suitable for nobility.
5. A genuine document allowing its holder one free release from prison for a non-capital crime.
6. A genuine deed to a valuable property that is, unfortunately, quite haunted.
7. An ornate harlequin mask.
8. Counterfeit gold coins or costume jewelry apparently worth 100 gold (DC 15 Investigation check to notice they're fake).
9. A sword that appears more magical than it really is (its blade is enchanted with *continual flame* and it is a mundane weapon).
10. A nonmagical crystal ball.

Criminal

As a career criminal you were acquainted with murderers, thieves, and those who hunt them. Your new career as an adventurer is, relatively speaking, an honest trade.

Were you a pickpocket? An assassin? A back-alley mugger? Are you still?

Ability Score Increases: +1 to Dexterity and one other ability score.

Skill Proficiencies: Stealth, and either Deception or Intimidation.

Tool Proficiencies: Gaming set, thieves' tools.

Suggested Equipment (Cost 26 gold): Common clothes, dark cloak, thieves' tools.

Feature: Thieves' Cant. You know thieves' cant: a set of slang, hand signals, and code terms used by professional criminals. A creature that knows thieves' cant can hide a short message within a seemingly innocent statement. A listener who knows thieves' cant understands the message.

Thieves' cant also includes a set of secret written symbols which can convey simple concepts associated with crime such as danger, secret exits, sellers of stolen goods, and whether a location is the territory of a specific gang.

Adventures and Advancement. If you pull off several successful jobs or heists, you may be promoted (or reinstated) as a leader in your gang. You may gain the free service of up to 8 **bandits** at any time.

Connection and Memento. Roll 1d10, choose, or make up your own.

Criminal Connections

1. The master criminal who inducted you into your first gang.
2. The cleric or herald who convinced you to use your skills for good (and who may be legally responsible for your continued good behavior).
3. Your sibling or other relative—who also happens to be a representative of the law.
4. The gang of rascals and pickpockets who once called you their leader.
5. The bounty hunter who has sworn to bring you to justice.
6. Your former partner who made off with all the loot after a big score.
7. The masked courier who occasionally gives you jobs.
8. The crime boss to whom you have sworn loyalty (or to whom you owe an enormous debt).
9. The master thief who once stole something precious from you.
10. The corrupt noble who ruined your once-wealthy family.

Criminal Mementos

1. A golden key to which you haven't discovered the lock.
2. A brand that was burned into your shoulder as punishment for a crime.
3. A scar for which you have sworn revenge.
4. The distinctive mask that gives you your nickname (for instance, the Black Mask or the Red Fox).
5. A gold coin which reappears in your possession a week after you've gotten rid of it.
6. The stolen symbol of a sinister organization; not even your fence will take it off your hands.
7. Documents that incriminate a dangerous noble or politician.
8. The floor plan of a palace.
9. The calling cards you leave after (or before) you strike.
10. A manuscript written by your mentor: *Secret Exits of the World's Most Secure Prisons.*

Cultist

You were a member of a sinister cult. You performed ancient rites found in forbidden tomes, seeking to empower a fiend, a false god, or a terrible being from a strange and distant realm.

Why did you leave the cult? Did you come to recognize the emptiness of its promises of power? Did you witness horrors that shook your faith? Or do you still nurture its dark edicts in your heart?

Ability Score Increases: +1 to Intelligence and one other ability score.

Skill Proficiencies: Religion, and either Arcana or Deception.

Languages: One of your choice.

Suggested Equipment (Cost 7 gold): Holy symbol (amulet or reliquary), common clothes, robes, 5 torches.

Feature: Forbidden Lore. When you fail an Arcana or Religion check, you know what being or book holds the knowledge you seek—finding the book or paying the being's price is another matter.

Adventures and Advancement. Members of your former order may be hunting you for reenlistment, punishment, or both.

Additionally, your cult still seeks to open a portal, effect an apotheosis, or otherwise cause catastrophe. Eventually you may have to face the leader of your cult and perhaps even the being you once worshiped.

Connection and Memento. Roll 1d10, choose, or make up your own.

Cultist Connections

1. The cult leader whom you left for dead.
2. The cleric or herald who showed you the error of your ways.
3. The voice which still speaks to you in dreams.
4. The charismatic cultist whose honeyed words and promises first tempted you.
5. The friend or loved one still in the cult.
6. Your former best friend who now hunts you for your desertion of the cult.
7. The relentless inquisitor who hunts you for your past heresy.
8. The demon which you and your compatriots accidentally unleashed.
9. The self-proclaimed deity who barely escaped from their angry disciples after their magic tricks and fakeries were revealed.
10. The masked cult leader whose identity you never learned, but whose cruel voice you would recognize anywhere.



Cultist Mementos

1. The sinister tattoo which occasionally speaks to you.
2. The cursed holy symbol which appears in your possession each morning no matter how you try to rid yourself of it.
3. The scar on your palm which aches with pain when you disobey the will of your former master.
4. The curved dagger that carries a secret enchantment able only to destroy the being you once worshiped.
5. The amulet which is said to grant command of a powerful construct.
6. A forbidden tome which your cult would kill to retrieve.
7. An incriminating letter to your cult leader from their master (a noted noble or politician).
8. A compass which points to some distant location or object.
9. A talisman which is said to open a gateway to the realm of a forgotten god.
10. The birthmark which distinguishes you as the chosen vessel of a reborn god.



Entertainer

You're a performer who knows how to dazzle a crowd, an artist but also a professional—you never forget to pass the hat after a show.

Are you a lute-strumming singer? An actor? A poet or author? A tumbler or juggler? Are you a rising talent, or a star with an established following?

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Performance, and either Acrobatics, Culture, or Persuasion.

Tool Proficiencies: Gaming set, musical instrument.

Suggested Equipment (Cost 40 gold): Lute or other musical instrument, costume.

Feature: Pay the Piper. In any settlement in which you haven't made yourself unpopular, your performances can earn enough money to support yourself and your companions: the bigger the settlement, the higher your standard of living, up to a moderate lifestyle in a city.

Adventures and Advancement. Some of your admirers will pay you to plead a cause or smear an enemy. If you succeed at several such quests, your fame will grow. You will be welcome at royal courts, which will support you at a rich lifestyle.

Connection and Memento. Roll 1d10, choose, or make up your own.

Entertainer Connections

1. Your rival, an equally talented performer.
2. The cruel ringleader of the sinister circus where you learned your trade.
3. A noble who wants vengeance for the song you wrote about him.
4. The actor who says that there's always room in their troupe for you and your companions.
5. The noble who owes you a favor for penning the love poems that won their spouse.
6. Your former partner, a slumming noble with a good ear and bad judgment.
7. The rival who became successful and famous by taking credit for your best work.
8. The highly-placed courtier who is always trying to further your career.
9. A jilted lover who wants revenge.
10. The many tavernkeepers and tailors to whom you owe surprisingly large sums.

Entertainer Mementos

1. Your unfinished masterpiece—if you can find inspiration to overcome your writer's block.
2. Fine clothing suitable for a noble and some reasonably convincing costume jewelry.
3. A love letter from a rich admirer.
4. A broken instrument of masterwork quality—if repaired, what music you could make on it!
5. A stack of slim poetry volumes you just can't sell.
6. Jingling jester's motley.
7. A disguise kit.
8. Water-squirting wands, knotted scarves, trick handcuffs, and other tools of a bizarre new entertainment trend: a nonmagical magic show.
9. A stage dagger.
10. A letter of recommendation from your mentor to a noble or royal court.

Exile

Your homeland is barred to you and you wander strange lands. You will never be mistaken for a local but you find ready acceptance among other adventurers, many of which are as rootless as you are.

Are you a banished noble? A refugee from war or from an undead uprising? A dissident or a criminal on the run? Or a stranded traveler from an unreachable distant land?

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Survival, and either History or Performance.

Languages: Two of your choice.

Suggested Equipment (Cost 7 gold): Traveler's clothes, 10 days rations.

Feature: Fellow Traveler. You gain an expertise die on Persuasion checks against others who are away from their land of birth.

Adventures and Advancement. You may occasionally meet others from your native land. Some may be friends, and some dire enemies; few will be indifferent to you. After a few such encounters, you may become the leader of a faction of exiles. Your followers include up to three NPCs of Challenge Rating 1/2 or less, such as **scouts**.

Connection and Memento. Roll 1d10, choose, or make up your own.

To those dragonborn who live under a dragon's rule, the threat of exile can strike more terror than the threat of execution. Dragonborn exiles often wander alone for months or years in the harsh landscapes usually favored by their godlike patrons, and most never again find the community and companionship of their own kind. Despite all this, many dragonborn exiles find themselves unaccountably happy, forging friendships with strange, scaleless folk and savoring the unfamiliar freedom that their new lives can offer.

Exile Connections

1. The companions who shared your exile.
2. The kindly local who taught you Common.
3. The shopkeeper or innkeeper who took you in and gave you work.
4. The hunters from your native land who pursue you.
5. The distant ruler who banished you until you redeem yourself.
6. The community of fellow exiles who have banded together in a city neighborhood.
7. The acting or carnival troupe which took you in.
8. The suspicious authorities who were convinced you were a spy.
9. Your first friend after your exile: a grizzled adventurer who traveled with you.
10. A well-connected and unscrupulous celebrity who hails from your homeland.

Exile Mementos

1. A musical instrument which was common in your homeland.
2. A memorized collection of poems or sagas.
3. A locket containing a picture of your betrothed from whom you are separated.
4. Trade, state, or culinary secrets from your native land.
5. A piece of jewelry given to you by someone you will never see again.

6. An inaccurate, ancient map of the land you now live in.
7. Your incomplete travel journals.
8. A letter from a relative directing you to someone who might be able to help you.
9. A precious cultural artifact you must protect.
10. An arrow meant for the heart of your betrayer.

Farmer

You were raised a farmer, an occupation where the money is short and the work days are long. You've become an adventurer, a career where the money is plentiful but your days—if you're not careful—may be all too short.

Why did you beat your plowshare into a sword? Do you seek adventure, excitement, or revenge? Do you leave behind a thriving farmstead or a smoking ruin?

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Nature, and either Animal Handling or Survival.

Tool Proficiencies: Land vehicles.

Suggested Equipment (Cost 17 gold): Common clothes, shovel, mule with saddlebags, 5 Supply (rations).

Feature: Bit and Bridle. You know how to stow and transport food. You and one animal under your care can each carry additional Supply equal to your proficiency bonus.

Adventures and Advancement. You left the farm for a reason but you still have an eye for land. If you acquire farming property, estates, or domains, you can earn twice as much as you otherwise would from their harvests, or be supported by your lands at a lifestyle one level higher than you otherwise would be.

Connection and Memento. Roll 1d10, choose, or make up your own.

Farmer Connections

1. The landowner who foreclosed on your family land.
2. The thugs who burned your village.
3. The parents who wait for your return.
4. The strange witch to whom your family owes a debt.
5. The retired adventurer who trained you.
6. The druid who—according to the villagers—laid a drought curse on your land.
7. The village bully who threatened to kill you if you ever returned.
8. The evil wizard who will stop at nothing to take your family heirloom.
9. Your elder sibling who left searching for adventure before you did.
10. The dragon whose foul reek has spoiled your countryside.

Farmer Mementos

1. A strange item you dug up in a field: a key, a lump of unmeltable metal, a glass dagger.
2. The bag of beans your mother warned you not to plant.
3. The shovel, pickaxe, pitchfork, or other tool you used for labor. For you it's a one-handed simple melee weapon that deals 1d6 bludgeoning, piercing, or slashing damage.
4. A debt you must pay.
5. A **mastiff**.
6. Your trusty fishing pole.
7. A corncob pipe.
8. A dried flower from your family garden.
9. Half of a locket given to you by a missing sweetheart.
10. A family weapon said to have magic powers, though it exhibits none at the moment.



Folk Hero

You were born to a commoner family, but some event earned you fame. You're admired locally, and tales of your deeds have reached the far corners of the world.

Did you win your fame by battling an oppressive tyrant? Saving your village from a monster? Or by something more prosaic like winning a wrestling bout or a pie-eating contest?

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Survival, and either Animal Handling or Nature.

Tool Proficiencies: One type of artisan's tools, one vehicle.

Suggested Equipment (Cost 2–31 gold): Any artisan's tools except alchemist's supplies, common clothes.

Feature: Local Fame. Unless you conceal your identity, you're universally recognized and admired near the site of your exploits. You and your companions are treated to a moderate lifestyle in any settlement within 100 miles of your Prestige Center.

Adventures and Advancement. Common folk come to you with all sorts of problems. If you fought an oppressive regime, they bring you tales of injustice. If you fought a monster, they seek you out with monster problems. If you solve many such predicaments, you become universally famous, gaining the benefits of your Local Fame feature in every settled land.

Connection and Memento. Roll 1d10, choose, or make up your own.

Folk Hero Connections

1. The bard whose song made you legendary and who wants a sequel.
2. Your friend, a traveling merchant whose caravan spreads your fame.
3. A deadly enemy: the heir of the oppressive noble you killed.
4. A deadly enemy: the mother of the monster you killed.
5. A deadly enemy: the leader of the bandits you defeated.
6. A deadly enemy: the tyrant you robbed.
7. A kid who wants to follow your footsteps into danger.
8. The jealous rival who wants to best your monster-slaying prowess, daring deeds, prize pie recipe, or whatever else made your famous.
9. A secret admirer: the heir or heiress of the oppressive noble you defeated.
10. The retired adventurer who trained you and is now in a bit of trouble.

Folk Hero Mementos

1. The mask you used to conceal your identity while fighting oppression (you are only recognized as a folk hero while wearing the mask).
2. A necklace bearing a horn, tooth, or claw from the monster you defeated.
3. A ring given to you by the dead relative whose death you avenged.
4. The weapon you wrestled from the leader of the raid on your village.
5. The trophy, wrestling belt, silver pie plate, or other prize marking you as the county champion.
6. The famous scar you earned in your struggle against your foe.
7. The signature weapon which provides you with your nickname.
8. The injury or physical difference by which your admirers and foes recognize you.
9. The signal whistle or instrument which you used to summon allies and spook enemies.
10. Copies of the ballads and poems written in your honor.

Gambler

You haven't met your match at dice or cards. A career of high stakes and daring escapades has taught you when to play close to the chest and when to risk it all—but you haven't yet learned when to walk away.

Are you a brilliant student of the game, a charming master of the bluff and counterbluff, or a cheater with fast hands? What turned you to a life of adventure: a string of bad luck, or an insatiable thirst for risk?

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Deception, and either Insight or Sleight of Hand.

Tool Proficiencies: Gaming set (dice set, playing cards set).

Suggested Equipment (Cost 16 gold): Fine clothes, dice set, playing card set.

Feature: Lady Luck. Each week you may attempt a "lucky throw" to support yourself by gambling. Roll a d6 to determine the lifestyle you can afford with your week's winnings (1–2: poor, 3–5: moderate, 6: rich).

Adventures and Advancement. Once you've had more than your fair share of lucky throws, you attract the attention of richer opponents. You add +1 to all your lucky throws. Additionally, you and your friends may be invited to exclusive games with more at stake than money.

Connection and Memento. Roll 1d10, choose, or make up your own.



Gambler Connections

1. The mentor you have now surpassed.
2. The duelist who will never forgive you for fleecing them.
3. The legendary gambler you aspire to beat.
4. The friendly rival who always keeps you on your toes.
5. The noble who publicly accused you of cheating.
6. An ink-stained academic who wants you to test a risky theory about how to beat the house.
7. The gang leader who would rather kill you than pay up.
8. The kid who strives to emulate you.
9. The cardsharp rival who cheats to win.
10. The rival who won something from you that you want back.

Gambler Mementos

1. Gambling debts owed to you by someone who's gone missing.
2. Your lucky coin that you've always won back after gambling it away.
3. The deeds to a monster-infested copper mine, a castle on another plane of existence, and several other valueless properties.
4. A pawn shop ticket for a valuable item—if you can gather enough money to redeem it.
5. The hard-to-sell heirloom that someone really wants back.
6. Loaded dice or marked cards. They grant advantage on gambling checks when used, but can be discovered when carefully examined by someone with the appropriate tool proficiency (dice or playing cards).
7. An invitation to an annual high-stakes game to which you can't even afford the ante.
8. A two-faced coin.
9. A torn half of a card—a long-lost relative is said to hold the other half.
10. An ugly trinket that its former owner claimed had hidden magical powers.

Guard

Whether you worked as a sentry, constable, member of the city watch, or even a knightly order, rich folk used to pay you to protect them. These days you're looking after yourself.

Did you stand watch in a throne room or lookout tower? Walk a beat on city streets? Travel with a caravan? Why did you turn in your badge and sword?

Ability Score Increases: +1 to Strength and one other ability score.

Skill Proficiencies: Intimidation, and either Athletics or Investigation.

Languages: One of your choice.

Suggested Equipment (Cost 26 gold): Common clothes, halberd, uniform.

Feature: Natural Authority. Commoners and civilians sometimes assume you are part of a local constabulary force and defer to you.

Adventures and Advancement. When you visit the city or countryside you once patrolled you're sure to get embroiled in the same politics that drove you out. Should you stick around righting wrongs, you might accidentally find yourself in a position of responsibility.

Connection and Memento. Roll 1d10, choose, or make up your own.

Guard Connections

1. The corrupt guard captain who framed you.
2. The by-the-book guard captain who found you in violation of a regulation.
3. The mighty guard captain who taught you all you know.
4. The informant who tipped you off about criminal activity.
5. The noble or merchant you protected.
6. The comrade or superior officer you admired.
7. The villain who kidnapped the person you were charged to protect.
8. Your betrayer, the one person you didn't think to mistrust.
9. The noble or merchant who had everyone in their pocket.
10. The diviner wizard who could usually provide you with the missing piece of a puzzle.

Guard Mementos

1. Your badge of office, a symbol of an ideal few could live up to.
2. Your badge of office, a symbol of a corrupt system you could no longer stomach.
3. The arrow-damaged prayer book or playing card deck that saved your life.
4. The whiskey flask that stood you in good stead on many cold patrols.
5. Notes about a series of disappearances you would have liked to put a stop to.
6. A broken sword, torn insignia, or other symbol of your disgrace and banishment.
7. A tattoo or insignia marking you as part of an organization of which you are the last member.
8. The fellow guard's last words which you will never forget.
9. A letter you were asked to deliver.
10. A bloodstained duty roster.

Guildmember

It never hurts to be part of a team, and when you're part of a guild opportunities knock at your door.

Are you a member of a trade or artisan's guild? Or an order of mages or monster hunters? Or have you found entry into a secretive guild of thieves or assassins?

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Two of your choice.

Tool Proficiencies: Either one type of artisan's tools, musical instrument, or vehicle.

Suggested Equipment (Cost 3–52 gold): A set of artisan's tools or musical instrument, traveler's clothes, guild badge.

Feature: Guild Business. While in a city or town, you can maintain a moderate lifestyle by plying your trade. Furthermore, the guild occasionally informs you of jobs that need doing. Completing such a job might require performing a downtime activity, or it might require a full adventure. The guild provides a modest reward if you're successful.

Adventures and Advancement. Once you have completed several quests or endeavors advancing guild business, you may be promoted



to guild officer. You gain access to more lucrative contracts. In addition, the guild supports you at a moderate lifestyle without you having to work.

Connection and Memento. Roll 1d10, choose, or make up your own.

Guildmember Connections

1. Your guild master who occasionally has secret missions for groups which can keep their mouths shut.
2. Members of a rival guild who might or might not stoop to violence.
3. The master who, recognizing your talent, risked all to teach you dangerous guild secrets.
4. The agent of a rival guild who is trying to steal secrets.
5. The jealous teacher who took credit for your work and got you expelled from the guild.
6. The guild quartermaster who stocks goods of dubious legality.
7. The friendly guild officer who always saves you the most interesting assignments.
8. The rivals who always compete for the same guild jobs.
9. The noble who owes you big.
10. Your guild master's ambitious second-in-command who is recruiting allies for a coup.

Guildmember Mementos

1–2. *Artisans Guild or Entertainers Guild:* An incomplete masterpiece which your mentor never finished.

3. *Explorers Guild:* A roll of incomplete maps each with a reward for completion.
4. *Laborers Guild:* A badge entitling you to a free round of drinks at most inns and taverns.
5. *Adventurers Guild:* A request from a circus to obtain live exotic animals.
6. *Bounty Hunters Guild:* A set of manacles and a bounty on a fugitive who has already eluded you once.
7. *Mages Guild:* The name of a wizard who has created a rare version of a spell that the guild covets.
8. *Monster Hunters Guild:* A bounty, with no time limit, on a monster far beyond your capability.
9. *Archaeologists Guild:* A map marking the entrance of a distant dungeon.
10. *Thieves Guild:* Blueprints of a bank, casino, mint, or other rich locale.

Hermit

You lived for years alone in a remote shrine, cave, monastery, or elsewhere away from the world. Among your daily tasks you had lots of time for introspection.

Why were you alone? Were you performing penance? In exile or hiding? Tending a shrine or holy spot? Grieving?

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Religion, and either Medicine or Survival.

Tool Proficiencies: Herbalism kit.

Suggested Equipment (Cost 13 gold): Healer's satchel, herbalism kit, common clothes, 7 days rations, and a prayer book, prayer wheel, or prayer beads.

Feature: Inner Voice. You occasionally hear a voice—perhaps your conscience, perhaps a higher power—which you have come to trust. It told you to go into seclusion, and then it advised you when to rejoin the world. You think it is leading you to your destiny (consult with your Narrator about this feature.)

Adventures and Advancement. Your inner voice may occasionally prompt you to accept certain adventure opportunities or to avoid certain actions. You are free to obey or disobey this voice. Eventually however it may lead you to a special revelation, adventure, or treasure.

Connection and Memento. Roll 1d10, choose, or make up your own.

Hermit Connections

1. The high priest who banished you to the wilderness until you repent your heresy.
2. The inquisitor who hunts you even through the most solitary wildlands.
3. The supernatural patron whose temptations and gifts you seek to reject.
4. The inner voice you only hear in solitude.
5. The mentor who trained you in silent contemplation—until they mysteriously turned their back on their own teachings.
6. The villain who destroyed the shreds of your original, worldly life.
7. The noble relatives who seek to return you to the life you rejected.
8. The religious superior whose blasphemies scandalized you into fleeing your religious order.
9. The angel who delivered you a prophecy.
10. The mysterious person you glimpsed several times from a distance—unless it was a hallucination.

Hermit Mementos

1. The (possibly unhinged) manifesto, encyclopedia, or theoretical work that you spent so much time on.
2. The faded set of fine clothes you preserved for so many years.
3. The signet ring bearing the family crest that you were ashamed of for years and years.
4. The book of forbidden secrets that led you to your isolated refuge.
5. The beetle, mouse, or other small creature which was your only companion for so long.
6. The seemingly nonmagical item that your inner voice says is important.
7. The magic-defying clay tablets you spent years translating.
8. The holy relic you were duty bound to protect.
9. The meteor metal you found in a crater the day you first heard your inner voice.
10. Your ridiculous-looking sun hat.

Marauder

You were a member of an outlaw band. You might have been part of a troop of cutthroat bandits, or a resistance movement battling a tyrant, or a pirate fleet. You lived outside of settled lands, and your name was a terror to rich travelers.

How did you join your outlaw band? Why did you leave it—or did you?

Ability Score Increases: +1 to Dexterity and one other ability score.

Skill Proficiencies: Survival, and either Intimidation or Stealth.

Tool Proficiencies: One type of artisan's tools or vehicle.

Suggested Equipment (Cost 4 gold): Traveler's clothes, signal whistle, tent (one person).

Feature: Secret Ways. When you navigate while traveling, pursuers have disadvantage on checks made to track your group. Additionally, you can travel stealthily at a normal pace.

Adventures and Advancement. Allies and informants occasionally give you tips about the whereabouts of poorly-guarded loot. After a few such scores, you may gain the free service of up to 8 **bandits**.

Connection and Memento. Roll 1d10, choose, or make up your own.

Marauder Connections

1. Your nemesis: a naval captain or captain of the guard who thwarted you on several occasions.
2. Your mentor: a charismatic pirate captain.
3. The stylish highway robber who taught you the trade.
4. The local noble who pursues you obsessively.
5. The three outlaws who hold the other three pieces of your treasure map.
6. The marauder chief who betrayed you and the rest of the gang in exchange for freedom.
7. The child you became an outlaw to protect.
8. The cleric who converted you to a life of law and faith.
9. The scholarly old bandit whose inventions gave you an edge against the pursuing authorities.
10. Your best friend—who is serving a life sentence for your shared crime.

Marauder Mementos

1. The eerie mask by which your victims know you.
2. The one item that you wish you hadn't stolen.
3. A signet ring marking you as heir to a seized estate.
4. A locket containing a picture of the one who betrayed you.
5. A broken compass.
6. A love token from the young heir to a fortune.
7. Half of a torn officer's insignia.
8. The hunter's horn which members of your band use to call allies.
9. A wanted poster bearing your face.
10. Your unfinished thesis from your previous life as an honest scholar.

Noble

You come from a family with hereditary power. Since you're taking up a life of adventuring, it's quite likely that you're a second child or more distant heir with no vast inheritance to look forward to. You've got to make your own way in the world with only your years of training from armsmasters and private tutors, your many rich relatives and friends, and your not inconsiderable personal wealth.

How rich and powerful is your noble family? Will the titled head of the family help you out of trouble? What is your family's coat of arms or heraldic symbol?

Ability Score Increases: +1 to Strength and one other ability score.

Skill Proficiencies: Culture, History, and either Animal Handling or Persuasion.

Tool Proficiencies: One gaming set.

Languages: One of your choice.

Suggested Equipment (Cost 16 gold): clothes, signet ring, writ detailing your family tree.

Feature: High Society. You know of—or personally know—most of the noble families for hundreds of miles. In most settled areas you (and possibly your companions, if well-behaved) can find a noble host who will feed you, shelter you, and offer you a rich lifestyle.

Adventures and Advancement. Your family may ask you for one or two little favors: convince this relative to marry a family-approved spouse, slay that family foe in a duel, serve under a liege lord in a battle. If you advance your family's fortunes, you may earn a knighthood along with the free service of a retinue of servants and up to 8 **guards**.

Connection and Memento. Roll 1d10, choose, or make up your own.

Noble Connections

1. Your perfect elder sibling to whom you never seem to measure up.
2. The treacherous noble who slaughtered or scattered your family and is now living in your ancestral home.



3. Your family servant, a retired adventurer who taught you more about battle than any fancy dueling master.
4. The foppish friend you carouse with.
5. The common-born sweetheart that your family forbid you from seeing again.
6. The fugitive head of your family whose rebellion caused your family's lands to be seized and titles to be redistributed.
7. Your foe, the heir of a rival house, with whom you have dueled twice.
8. The crime boss to whom your family is in massive debt.
9. The scion of an allied family to whom you were betrothed from birth.
10. The eccentric knight for whom you trained as a squire or page.

Noble Mementos

1. A shield or tabard bearing your coat of arms.
2. A keepsake or love letter from a high-born sweetheart.
3. An heirloom weapon—though it's not magical, it has a name and was used for mighty deeds.
4. A letter of recommendation to a royal court.
5. Perfumed handkerchiefs suitable for blocking the smell of commoners.
6. An extremely fashionable and excessively large hat.
7. A visible scar earned in battle or in a duel.
8. A set of common clothes and a secret commoner identity.
9. IOUs of dubious value that were earned in games of chance against other nobles.
10. A letter from a friend begging for help.

Outlander

You lived far from the farms and fields of civilization. You know the beauties and the dangers of the wilderness.

Were you part of a nomadic tribe? A hunter or guide? A lone wanderer or explorer? A guardian of civilization against monsters, or of the old ways against civilization?

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Survival, and either Athletics or Intimidation.

Tool Proficiencies: Herbalism kit.

Languages: One of your choice.

Suggested Equipment (Cost 11 gold): Traveler's clothes, waterskin, healer's satchel, 7 days rations.

Feature: Trader. If you're in or near the wilderness and have a trading relationship with a tribe, settlement, or other nearby group, you can maintain a moderate lifestyle for yourself and your companions by trading the products of your hunting and gathering.

Adventures and Advancement. During your travels, wilderness dwellers may come to you for help battling monsters and other dangers. If you succeed in several such adventures, you may earn the freely given aid of up to 8 **warriors**.

Connection and Memento. Roll 1d10, choose, or make up your own.

Outlander Connections

1. A tribal chief who owes a favor.
2. The chief of a band of marauders who has a grudge against you.
3. A hag to whom you owe a favor.
4. An alchemist or wizard who frequently gives you requests for rare herbs or trophies.

5. A unicorn you've glimpsed but never been able to approach.
6. Another outlander: your former best friend who is now a bitter rival.
7. A wise oracle who knows most of what happens in the wilderness and will reveal it for a price.
8. A zany prospector who knows the wild lands almost as well as you.
9. A circus or arena owner who will pay for live animals not yet in their menagerie.
10. A highly civilized poet or painter who has paid you to guide them to wild and inspiring locales.

Outlander Mementos

1. A trophy from the hunt of a mighty beast, such as a phase monster-horn helmet.
2. A trophy from a battle against a fierce monster, such as a still-wriggling troll finger.
3. A stone from a holy druidic shrine.
4. Tools appropriate to your home terrain, such as pitons or snowshoes.
5. Hand-crafted leather armor, hide armor, or clothing.
6. The hand axe you made yourself.
7. A gift from a dryad or faun.
8. Trading goods worth 30 gold, such as furs or rare herbs.
9. A tiny whistle given to you by a sprite.
10. An incomplete map.

Sage

You are a seeker of the world's truths and an expert in your chosen field, with esoteric knowledge at your fingertips, or at the farthest, in a book you vaguely remember.

Why have you left the confines of the library to explore the wider world? Do you seek ancient wisdom? Power? The answer to a specific question? Reinstatement in your former institution?

Ability Score Increases: +1 to Intelligence and one other ability score.

Skill Proficiencies: History, and either Arcana, Culture, Engineering, or Religion.

Languages: Two of your choice.

Suggested Equipment (Cost 16 gold): Bottle of ink, ink pen, 50 sheets of parchment, common clothes.

Feature: Library Privileges. As a fellow or friend of several universities you have visiting access to the great libraries, most of which are off-limits to the general public. With enough time spent in a library, you can uncover most of the answers you seek (any question answerable with a DC 20 Arcana, Culture, Engineering, History, Nature, or Religion check).

Adventures and Advancement. When you visit libraries and universities you tend to be asked for help in your role as a comparatively rough-and-tumble adventurer. After fetching a few bits of esoteric knowledge and settling a few academic disputes, you may be granted access to the restricted areas of the library (which contain darker secrets and deeper mysteries, such as those answerable with a DC 25 Arcana, Culture, Engineering, History, Nature, or Religion check).

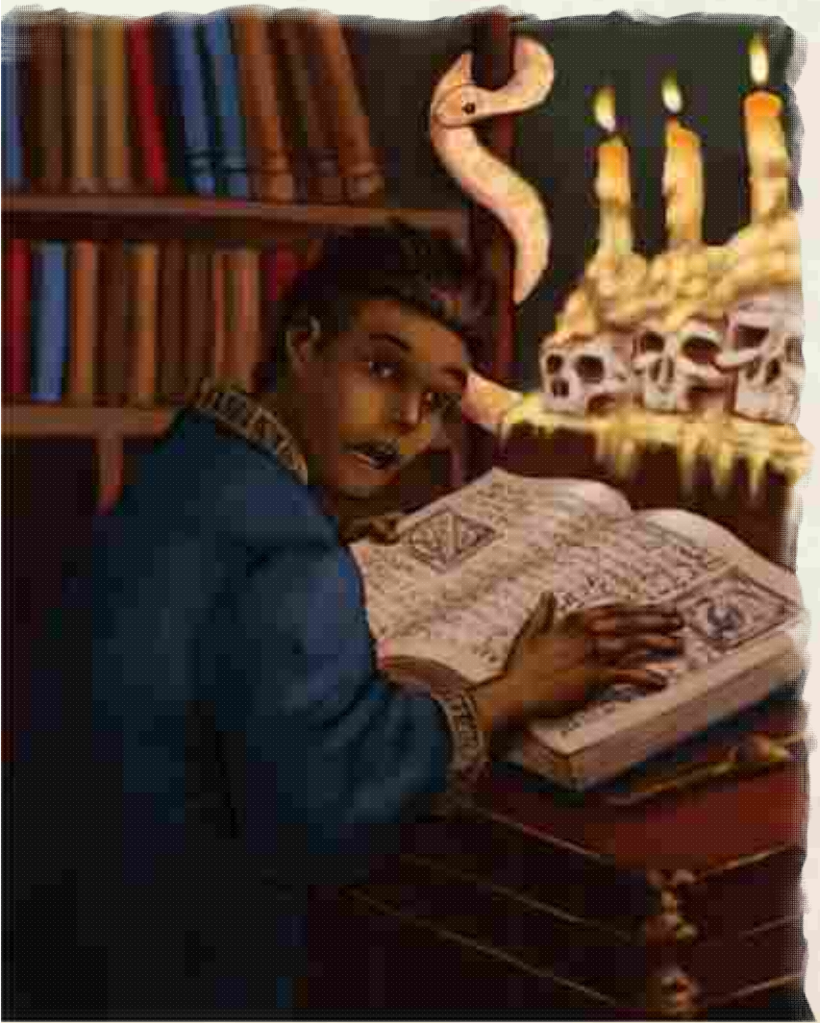
Connection and Memento. Roll 1d10, choose, or make up your own.

Sage Connections

1. Your rival who always seems to be one step ahead of you in the research race.
2. The college dean who banished you for conduct unbefitting a research fellow.
3. A former student of yours who has become a dangerous wizard.
4. The professor who took credit for your research.
5. The rival sage whose cruel nickname for you has made you a laughingstock.
6. The alchemist who will pay for bizarre monster trophies and other ingredients—no questions asked.
7. The peer with a competing cosmological theory that causes endless friendly bickering.
8. The noble who recognized your intelligence at a young age and sponsored your entrance into academia.
9. A talented apprentice who ran away after mastering magical power but not the theoretical foundation to control it.
10. The invading general who burned the library that was once your home.

Sage Mementos

1. A letter from a colleague asking for research help.
2. Your incomplete manuscript.
3. An ancient scroll in a language that no magic can decipher.
4. A copy of your highly unorthodox theoretical work that got you in so much trouble.
5. A list of the forbidden books that may answer your equally forbidden question.
6. A formula for a legendary magic item for which you have no ingredients.
7. An ancient manuscript of a famous literary work believed to have been lost; only you believe that it is genuine.
8. Your mentor's incomplete bestiary, encyclopedia, or other work that you vowed to finish.
9. Your prize possession: a magic quill pen that takes dictation.
10. The name of a book you need for your research that seems to be missing from every library you've visited.



Sailor

You're an experienced mariner with a keen weather eye and a favorite tavern in every port. Hard voyages have toughened you and the sea's power has made you humble.

Were you a deckhand, an officer, or the captain of your vessel? Did you crew a naval cutter, a fishing boat, a merchant's barge, a privateering vessel, or a pirate ship?

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Athletics, and either Acrobatics or Perception.

Tool Proficiencies: Navigator's tools, water vehicles.

Suggested Equipment (Cost 27 gold): Common clothes, navigator's tools, 50 feet of hempen rope.

Feature: Sea Salt. Your nautical jargon and rolling gait mark you unmistakably as a mariner. You can easily enter into shop talk with any sailors that are not hostile to you, learning nautical gossip and ships' comings and goings. You also recognize most large ships by sight and by name, and can make a Culture or History check to recall their most recent captain and allegiance.

Adventures and Advancement. You and your companions will be able to take passage for free on nearly any commercial ship in exchange for occasional ship duties when all hands are called. In addition, after you have a few naval exploits under your belt your fame makes sailors eager to sail under you. You can hire a ship's crew at half the usual price.

Connection and Memento. Roll 1d10, choose, or make up your own.

Sailor Connections

1. Your first captain: a cheerful merchant shipmaster and opportunistic pirate.
2. The cruel naval captain who flogged you out of the service.
3. The scoundrelly shipmate who ran off with the other half of your treasure map.
4. The naval captain who won't rest until you are caught.

5. The mutineers who left you on a deserted island.
6. The fisherman with whom you tried to reel in the King of the Sea.
7. A friendly shipmate who is eager to tell everyone the tale of how you saved their life.
8. Your former shipmate, a bent and aged mariner with an eerie gift for foretelling bad weather and other calamities.
9. Your retired mentor who first taught you the difference between a mainbrace and a marlinspike.
10. The pirate who sunk your ship, leaving you the sole survivor.

Sailor Mementos

1. A dagger with a handle carved from a dragon turtle's tooth.
2. A scroll tube filled with nautical charts.
3. A harpoon (treat as a javelin with its butt end fastened to a rope).
4. A scar with a famous tale behind it.
5. A treasure map.
6. A codebook which lets you decipher a certain faction's signal flags.
7. A necklace bearing a scale, shell, tooth, or other nautical trinket.
8. Several bottles of alcohol.
9. A tale of an eerie encounter with a strange monster, a ghost ship, or other mystery.
10. A half-finished manuscript outlining an untested theory about how to rerig a ship to maximize speed.

Soldier

You're a hard-bitten veteran accustomed to long marches, short supplies, and the sight of blood. A career as an adventurer seems like the logical next step.

Were you a battlefield soldier in a war between nations? A mercenary or town guard? Were you a front-line grunt, an officer, or a specialist such as a medic or a war mage? Did you retire with honor or in disgrace, or do you still serve?

Ability Score Increases: +1 to Strength and one other ability score.

Skill Proficiencies: Athletics, and either Animal Handling or Intimidation.

Tool Proficiencies: One type of gaming set.

Languages: One of your choice.

Suggested Equipment (Cost 5 gold): Uniform, common clothes, 7 days rations.

Feature: Military Bearing. Soldiers recognize their own. Off duty soldiers are usually willing to trade tales and gossip with you. On duty soldiers, while not obeying your orders, are likely to answer your questions and treat you respectfully on the off chance that you're an unfamiliar officer who can get them in trouble.

Adventures and Advancement. You will occasionally run into old comrades, some of whom may need favors. If you perform a few celebrated martial deeds your old military outfit (or a new one) is likely to offer you an officer's rank. You gain the free service of up to 8 **guards**. Your new commanders will occasionally give you objectives: you will be expected to act independently in order to achieve these objectives.

Connection and Memento. Roll 1d10, choose, or make up your own.

Soldier Connections

1. Your old commanding officer who still wants you to rejoin.
2. The commander who callously sent your unit into a slaughter.
3. Your shady war buddy who can get their hands on anything with no questions asked.
4. Your best friend who went missing on the battlefield.
5. The comrade who saved your life at the risk of their own.
6. The ghost who haunts you.
7. The superior officer you punched (for abusing civilians? For insulting your honor? For preventing you from looting?)
8. The scary experimental war construct you accompanied on a dangerous mission.
9. The golden-armored knight with ridiculously good teeth who was always giving inspiring speeches.
10. The enemy officer who captured you.

Soldier Mementos

1. A broken horn, tooth, or other trophy salvaged from a monster's corpse.
2. A trophy won in a battle (a tattered banner, a ceremonial sword, or similar).
3. A gaming set.
4. A letter from your sweetheart.
5. An old wound that twinges in bad weather.
6. A letter you're supposed to deliver to a dead comrade's family.
7. A horrifying memory you can't escape.
8. A horned or plumed helmet.
9. The sword you broke over your knee rather than fight for those bastards another day.
10. A medal for valor.

Trader

You served your apprenticeship among merchants and traders. You've traveled dusty miles and haggled under distant skies.

Why are you living a life of adventure? Are you working off your debt to the company store? Are you escorting a caravan through dangerous wilds? Are you raising capital to start your own business, or trying to restore the fortunes of a ruined trading family? Or are you a smuggler, following secret trade routes unknown to the authorities?

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Persuasion, and either Culture, Deception, or Insight.

Tool Proficiencies: One vehicle.

Languages: One of your choice.

Suggested Equipment (Cost 9 gold): Traveler's clothes, abacus, merchant's scale.

Feature: Supply and Demand. When you buy a trade good and sell it elsewhere to a community in need of that good, you gain a 10% bonus to its sale price for every 100 miles between the buy and sell location (maximum of 50%).

Adventures and Advancement. Because of your commercial contacts you may be offered money to lead or escort trade caravans. You'll receive a fee from each trader that reaches their destination safely.

Connection and Memento. Roll 1d10, choose, or make up your own.

Trader Connections

1. The parent or relative who wants you to carry on the family business.
2. The sibling who inherited the other half of the family business.
3. The trading company to which you are indentured until you pay off a debt.
4. The powerful merchant who will never forgive the business coup you pulled off.
5. The noble whose horse trampled your poor family's vegetable stall, injuring or killing a relative you dearly loved.
6. The parent or elder sibling who squandered your family fortune.
7. The business partner who cheated you.
8. The customs agent who has sworn to catch you red-handed with illicit goods.
9. The crime boss to whom you wouldn't pay protection money.
10. The smuggler who will pay well for certain commodities.



Trader Mementos

1. The first gold piece you earned.
2. Thousands of shares in a failed venture.
3. A letter of introduction to a rich merchant in a distant city.
4. A sample of an improved version of a common tool.
5. Scars from a wound sustained when you tried to collect a debt from a vicious noble.
6. A love letter from the heir of a rival trading family.
7. A signet ring bearing your family crest, which is famous in the mercantile world.
8. A contract binding you to a particular trading company for the next few years.
9. A letter from a friend imploring you to invest in an opportunity that can't miss.
10. A trusted family member's travel journals that mix useful geographical knowledge with tall tales.

Urchin

You grew up on the streets. You know where to hide and when your puppy dog eyes will earn you a hot meal.

Why were you on the streets? Were you a runaway? An orphan? Or just an adventurous kid who stayed out late?

Ability Score Increases: +1 to Dexterity and one other ability score.

Skill Proficiencies: Sleight of Hand, and either Deception or Stealth.

Tool Proficiencies: Disguise kit, thieves' tools.

Suggested Equipment (Cost 26 gold): Common clothes, disguise kit.

Feature: Guttersnipe. When you're in a town or city, you can provide a poor lifestyle for yourself and your companions. Also, you know how to get anywhere in town without being spotted by gangs, gossips, or guard patrols.

Adventures and Advancement. Street kids are among a settlement's most vulnerable people, especially in cities with lycanthropes, vampires, and other supernatural threats. After you help out a few urchins in trouble, word gets out and you'll be able to consult the street network to gather information. If you roll lower than a 15 on an Investigation check to gather information in a city or town, your roll is treated as a 15.

Connection and Memento. Roll 1d10, choose, or make up your own.

Urchin Connections

1. The disreputable thief who taught you thieving skills.
2. The saintly orphanage matron who's so proud of how you've grown.
3. The miserly and cruel orphanage administrator who rounds up urchins and runaways.
4. The drunken thief who shared with you what little they could steal.
5. The fellow urchin who has some power to make "bad stuff" happen to their enemies.
6. The thieves' guild contact who will pay well for small folk to wriggle through a window or chimney to unlock a front door.
7. The philanthropist (or charlatan?) who took you in, dressed you properly, and tried to teach you upper-class manners.
8. The spymaster or detective who sent you on investigation missions.
9. The noble whose horse trampled you or a friend.
10. The rich family you ran away from.

Urchin Mementos

1. A locket containing pictures of your parents.
2. A set of (stolen?) fine clothes.
3. A small trained animal, such as a mouse, parrot, or monkey.
4. A map of the sewers.
5. The key or signet ring that was around your neck when you were discovered as a foundling.
6. A battered one-eyed doll.
7. A portfolio of papers given to you by a fleeing, wounded courier.
8. A gold tooth (not yours, and not in your mouth).
9. The flowers or trinkets that you sell.
10. A dangerous secret overheard while at play.

Step 4: Destiny

A wizard pores over arcane texts to unearth fundamental truths of the universe. A rogue pursues the allure of glittering gold, determined to live wealthy or die trying. A herald undertakes an impossible charge, resolute in defending their king and country from threats of unimaginable scale.

Every hero has something that drives them forward, an inner spark or outward goal that compels them to risk everything for a life of adventure. Choosing a destiny provides important roleplaying cues and features that help shape your character's identity. Why are they an adventurer? What drives them into a life of danger? Is destiny thrust upon them by circumstance, or do they have a burning desire for a future they wish to claim for their own?

Motivation

Each destiny has a table of example motivations that represents the heart of your character's desire to be an adventurer. Feel free to select a motivation, determine one randomly, or create one that you feel matches the destiny.

Inspiration

The Narrator awards *inspiration*, a resource which grants you an edge in important moments, when you roleplay your character according to your destiny. Each destiny has a *source of inspiration* which describes acts of roleplaying that should be rewarded with inspiration (although it remains at the Narrator's discretion). Additionally, the Narrator can award inspiration whenever they feel a character has been particularly clever, engaging, or heartfelt in their roleplaying.

Once you have inspiration, you can save it indefinitely. Whenever you or an ally you can see makes an attack roll, saving throw, or ability check, you may spend your inspiration to grant advantage to that roll.

Alternatively, you can spend inspiration to use the *inspiration feature* unique to your chosen destiny.

Alignment Traits

Some destinies or class features grant an alignment trait: Chaotic, Evil, Good, or Lawful. Alignment represents a common moral disposition, and some items or spells may affect creatures with an alignment differently. You can never have two opposed alignment traits (Chaotic and Lawful, or Evil and Good).



You either have inspiration or you don't; if you already have inspiration and do something worth rewarding inspiration, you do not gain a second use of inspiration.

Fulfilling Your Destiny

Each destiny includes a *fulfillment feature* that you gain when you achieve your destiny, a momentous event usually at the end of a major story arc in the narrative (indicated by the Narrator). Even if your destiny remains outside of your grasp, it is close enough at hand that you automatically gain its fulfillment feature when you reach 16th level.

If you fulfill your destiny early in a campaign, at the Narrator's discretion you may select an additional destiny. You retain your original destiny's features and gain the source of inspiration and inspiration feature of your new destiny. You cannot gain a second fulfillment feature.

Changing Your Destiny

Motives change over time, as do the stories we tell. Whenever you gain a class level, you may choose to change your destiny. You lose any features provided by your current destiny and select a new destiny, gaining its source of inspiration and inspiration features.

Forging Your Own Destiny

You may want to change a preexisting destiny or create an entirely new one to better fit your character or the campaign setting. Adjust or create your own destiny by replacing features found in one destiny with those found in another, so long as your new destiny contains the following:

- **Source of inspiration**
- **Inspiration feature**
- **Method for fulfilling your destiny**
- **Fulfillment feature**

Alternatively, work with the Narrator to create something entirely new! Try to focus on the core motivations of your character. What goal or ideal has pushed them towards adventuring?

Chaos

Those destined for Chaos don't live by the rules binding ordinary folk. They clash with authority and tradition all their lives, either in minor acts of subversion or outright rebellion. Tricksters are rarely mere rulebreakers—their ideology signals change for both the meek and mighty.

Source of Inspiration: Chaos. You sow disorder, play tricks, and subvert tradition. You gain inspiration whenever you successfully subvert law and order, so long as it benefits your allies or moves the story forward.

> *Successfully lie to or humiliate an authority figure, commit a punishable crime, indulge in base pleasures to ill-advised extremes.*

Inspiration Feature: Ingenious Doubletalk. Undaunted by momentary setbacks, you twist conversations in any direction with an inspired turn of phrase and confusing doubletalk that plays off bold lies and impertinent proposals as jokes, obfuscates or redirects accidentally slipped information, or quells outrage with diffusing flattery. Whenever you or a friendly creature you can hear fails a Deception or a Persuasion check, you can use your reaction to spend your inspiration and undo any consequences of that failed check.

Fulfilling Your Destiny

You fulfill your destiny of Chaos when you overturn a world or cosmic order.

> *Greatly destabilize a nation or extremely large organization, subvert or trick a deity-level entity, upset the status quo for a vast number of people.*

Fulfillment Feature: Agent of Chaos. The whims of chaos flow through you and everything you do. Whenever you roll one or more dice to determine the damage of an attack or spell or the random effects of a spell or feature, you may choose to reroll those dice; if you do you must use the new rolls.

In addition, you gain the Chaotic alignment and emit a strong chaotic aura for the purposes of any feature, spell, or trait that detects or affects Chaotic creatures.

TABLE: CHAOS DESTINY

D6	MOTIVATION
1	*Freedom:* Following orders is akin to slavery.
2	*Excitement:* A day of calm is a day wasted.
3	*Exploit:* Life is a game and you plan on cheating.
4	*Fun:* Life is for living and living well.
5	*Liberation:* Everyone should be free to choose their own path.
6	*Misanthropy:* You want to watch the world burn.

Coming of Age

Not all heroes have a clear path ahead of them. Some are still finding their footing and are dreaming big all the same: of adventure, the open road, a chance to prove one's worth, and having a life worth living.

Special Feature: Finding Yourself. Sometimes it takes a journey to find yourself. You may exchange this destiny for another destiny at any time.

Source of Inspiration: Yes to Adventure. You draw inspiration from setting out with adventure in front of you. You gain inspiration whenever you achieve a personal milestone.

> *Join a new guild or organization, travel somewhere new and far from home, accept a new major quest or mission, change worldviews and grow as a person.*

Inspiration Feature: Ready to Learn. You haven't had training in everything but you're determined to give it your all anyway. As a bonus action you may spend your inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

Fulfilling Your Destiny

You fulfill your Coming of Age destiny when you complete the hero's journey.

> *Return to your homeland after defeating an immense threat, become the leader of an organization you were lowly in, learn the truth of life through great hardship.*

Fulfillment Feature: Returned. With the journey complete, you finally know who you are—or rather who you became along the way. When you gain this feature, you immediately choose the fulfillment feature from another destiny. You gain the chosen fulfillment feature, which replaces this one.

TABLE: COMING OF AGE DESTINY

D6	MOTIVATION
1	*Room to Grow:* You've been too cooped up and want to explore.
2	*Prove Yourself:* You want to show what you're really worth.
3	*Curiosity:* Mystery knocks at your door and you're desperate to answer.
4	*Boredom:* You crave adventure and escape from monotony.
5	*Your Role Model:* You're determined to follow in the footsteps of your hero.
6	*Young Love:* Adventuring is sure to impress the object of your affections.

Devotion

Devotion can be a pure or foolish thing. A beloved, a nation, a cause—anything may be the object of your Devotion, but very few are worthy of it. For you the choice is clear: the love at the center of your life is worth dying or killing for, and there is no limit to your service and sacrifice on its behalf.

Source of Inspiration: Its Own Reward. You draw inspiration from seeing your duty through to the end. You gain inspiration whenever you complete a quest, fulfill a difficult promise, or commit an act of self-sacrifice that includes grievous injury to yourself.

> *Complete a quest, keep a promise to your own detriment, keep an innocent safe while seriously endangering yourself, commit an act of genuine self-sacrifice.*

Inspiration Feature: Selfless Aid. Your aid is a lifeline and a steadying source of resolve. Whenever you take the Help action to aid an ally attacking a creature, you may spend your inspiration. If you do, in addition to the normal benefits of the Help

action, that creature has disadvantage on attack rolls against creatures other than you until the start of your next turn.

Fulfilling Your Destiny

You fulfill your destiny of Devotion when you perform an act of selfless devotion.

Die while saving the lives of others, complete a massive undertaking personally entrusted to you, succeed at the cause you devoted your life to.

Fulfillment Feature: Miraculous Revival. Universal forces are often inclined to restore those who die heroically for noble causes, blessing their sacrifice by making them better than they were before. As long as you have not died of old age, 24 hours after you die (or in 24 hours, if your death triggered gaining this feature) you miraculously revive intact with full hit points. You appear after "narrowly surviving" the circumstances that killed you—climbing out of the chasm you fell down, crawling from the rubble of the structure that collapsed over you, waking up from impossibly lethal wounds that prove superficial, or magically transporting from the plane of existence you were caught in.

In addition, the first time you are revived in this way, you gain a +1 bonus on all future attack rolls, ability checks, and saving throws.

TABLE: DEVOTION DESTINY

D6	MOTIVATION
1	*Love:* They come first—above the rest of the world if need be.
2	*Fealty:* You swore an oath to the crown and you'll never break it.
3	*Questing:* You were sent out with a single goal and will not rest until it's complete.
4	*Ideals:* You've taken up the banner for a cause and you're willing to die for it.
5	*A Promise:* Mere words to some but an unbreakable pact to you.
6	*Greater Good:* Your needs are outweighed by the needs of others.

Dominion

An impostor seated on your throne, a land divided by civil strife, a feckless bureaucracy waiting to be gamed. Those with the Dominion destiny look at chaos and see opportunity. Some seek to return to their hand what is rightfully theirs, but others start with nothing and wish to accumulate influence and power however they may. Through shield and steel or cloak and dagger you reach out to claim your rightful seat of power—or a place in its shadows. The Dominion destiny is as varied as politics itself. Consult with the Narrator to come up with ideas for an ambition suitable to the setting and campaign.

Source of Inspiration: Leadership. You draw inspiration from taking charge and directing what needs to be done. You gain inspiration whenever you lead by example or convince a group of NPCs to act against their own interests in order to complete a difficult task.

Settle a vitriolic argument, direct a large number of nonplayer characters to participate in the completion of a task, rally a multitude of people to a cause.

Inspiration Feature: Studied Deliberation. With a level head and measured logic, you objectively determine the best path forward. You may spend your inspiration and a minute's deliberation to determine the results of an upcoming plan of action (as the *augury* spell).



Fulfilling Your Destiny

You fulfill your destiny of Dominion when you gain a dominion of your own.

Become the ruler of a nation, large city, or other sizable population, become a divine figure with numerous followers, reach the top of a massive organization.

Fulfillment Feature: Absolute Power. Either through respect or fear you have become an uncontested ruler, and most simple orders you give are followed without question. You have advantage on checks made to influence your subjects.

In addition, you gain the Lawful alignment, and you emit a strong lawful aura for the purposes of any feature, spell, or trait that detects or affects Lawful creatures.

TABLE: DOMINION DESTINY

D6	MOTIVATION
1	*Reclamation:* A usurper claims what is rightfully yours—and you would have it back.
2	*Justice:* It is your duty to overthrow tyrants and let justice prevail.
3	*Power:* All that matters is that you have the final word.
4	*Reform:* The current order is irredeemable and it must be overturned.
5	*Reprisal:* Those who oppressed you will suffer under your heel.
6	*Control:* The world is messy and you will craft a better one.

Excellence

Some are fated to be the best, the apex, the pinnacle of their craft that all others aspire to. Such perfection demands single-minded determination, unending resolve and focus, and the luck of innate talent. Those destined for Excellence impact the world—often at the cost of countless sacrifices along the way.

Source of Inspiration: Failure. Every failed attempt is a chance for growth and each time you fall you stand up stronger. You gain inspiration whenever the Narrator calls for you to make an ability check, attack roll, or saving throw and the final result of the d20 roll is a natural 1.

Inspiration Feature: Practiced Edge. A perfected technique is often the difference between victory and defeat. After you roll an ability check, attack roll, or saving throw but before you know the outcome, you may spend your inspiration to add a +5 bonus to that roll.

Fulfilling Your Destiny

You fulfill your destiny of Excellence when you perform a crowning achievement in your field.

Create a masterpiece, defeat the master of your martial art, become famous for a glorious act of heroism, or become renowned as the best in your field.

Fulfillment Feature: A Technique Perfected: You have achieved the apex in at least some small area of mortal ability. Choose an ability score, combat tradition, or school of magic.

Ability Score: When you make an ability check using the chosen ability score and can add your proficiency bonus, you gain an expertise die.

Combat Tradition: Attacks you make using combat maneuvers from this tradition gain a +2 bonus to attack and damage rolls.

School of Magic: When you cast a spell from this school of magic, your spell save DC is treated as 2 higher and you gain a +2 bonus on any spell attack roll it requires.

TABLE: EXCELLENCE DESTINY

D6	MOTIVATION
1	*Expression:* Your craft is the ultimate projection of your inner self.
2	*Glory:* The whole world will know your name.
3	*Craftsmanship:* You aim to do the best possible.
4	*Legacy:* You would place your name amongst the legends for generations to come.
5	*Competition:* Your story cannot be separated from the friendly rivalry or bitter feud at the center of your ambition.
6	*Passion:* Your field is your obsession and your life.

Knowledge

You seek the philosopher's stone, universal truths too vast and terrible for mortal minds to comprehend, or untold secrets hidden away from inquiring minds. Scholars and seekers of Knowledge research and pry, chipping away at their own ignorance until they reveal some fundamental truths of reality.

Source of Inspiration: Learning. You draw inspiration from research, understanding, and gaining new insights and data. You gain inspiration whenever you make an arcane, divine, scholastic, or scientific discovery.

> *Closely examine a previously unknown or rare creature or phenomenon, discover something thought to be a myth or impossible, learn new information after at least 8 hours studying from a source of knowledge such as a library, book, or powerful artifact.*

Inspiration Feature: Critical Evaluation. Drawing upon a lifetime of study, you leap to accurate conclusions with only preliminary findings. As a bonus action you may spend your inspiration to quickly evaluate a creature or item you can see and accurately determine one objective attribute of your choice.

When evaluating a creature in this way, you may determine its resistances, immunities, vulnerabilities, what languages it speaks, or its Armor Class.

When evaluating an item in this way, you may determine if it is magical, poisonous, cursed, trapped, or its approximate value.

Fulfilling Your Destiny

You fulfill your destiny of Knowledge when you have a true epiphany.

> *Learn the methods to do something thought impossible, discover a fundamental cosmic truth, learn the truth behind an ultimate secret.*

Fulfillment Feature: Converging Theories. Your understanding has bridged the gaps and you join what once was disparate into a unified scientific and spiritual theory. Your Intelligence, Wisdom, and Charisma scores each increase by 2 and their maximums each become 22.

TABLE: KNOWLEDGE DESTINY

D6	MOTIVATION
1	*Omniscience:* Knowledge is its own reward and you want to know it all.
2	*Meaning:* You long to discover the root or origin of all existence.
3	*Superiority:* Knowledge is power and you'll have the ultimate edge.
4	*A Cure:* Your research will surely bring an end to a terrible affliction.
5	*Enigma:* A puzzle has occupied your every thought and you must find the solution.
6	*Vindication:* You'll show them — you'll show them all that you were right all along!

Metamorphosis

The trappings of daily life stifle you and the shackles of this mortal coil cannot contain you. People whose destiny is Metamorphosis seek to attain a higher mode of being. Some search for enlightenment but others turn their ambitions even higher, daring to pursue eternal life in the form of a vampire, a lich, a demon, or even a god. What will you sacrifice to walk this path?

Source of Inspiration: Unburdening. When you gain this feature, inform your Narrator of the new form you desire (such as enlightenment, vampirism, or godhood). You gain inspiration whenever you make sacrifices to attain new lore, contacts, or items to aid your transformation.

> *Sever earthly attachments such as wealth or comfort, behave appropriately akin to your pursued form, spend inordinate time in your transformation's pursuit.*

Inspiration Feature: Unearthly Diplomacy. Your unearthly aspirations grant you insights into the minds of even utterly alien beings. As an action, you may spend your inspiration to form a connection with a non-humanoid creature you can see that has a CR equal to or less than your level. You communicate freely, even if you do not share a language or

the creature would be normally unable to speak. You have no control over a creature you connect with in this way but you gain an expertise die on checks made to influence it. The knowledge and awareness of a creature is limited by its intellect or perceptions, but most give you information about nearby locations, monsters in the area, and knowledge of whatever it perceived within the past day.

This connection lasts for up to 1 hour or until you use an action to end it.

Fulfilling Your Destiny

You fulfill your destiny of Metamorphosis when you fully change into your desired form. Unlike other destinies, you may choose not to gain your fulfillment feature until after 16th level.

Achieve a level of divinity, become immortal, access primal knowledge, permanently transcend your natural state.

Fulfillment Feature: Forever Changed. You have finally reached the apex and have become something greater than your previous self could imagine. When you gain this feature, consult with the Narrator about the exact nature of your metamorphosis and if your adventurer would still choose to remain adventuring after transformation.

If your character would remain an adventurer, you may choose and become an appropriate creature with a CR equal to or lower than your class level –2 (as per the spell *true polymorph*, except that this transformation is permanent and cannot be dispelled.)

If your character would not remain an adventurer, you may use a portion of your new power however you see fit (as the *wish* spell) before ascending.



TABLE: METAMORPHOSIS DESTINY

D6	MOTIVATION
1	*Apotheosis:* You will develop beyond your limits and become something greater.
2	*Enlightenment:* You chase after a true awareness of the cosmos and your place in it.
3	*Immortality:* Forbidden powers and blasphemies against the gods might offer you the chance to cling to a wretched semblance of everlasting life.
4	*Godhood:* Your ambitions would challenge the law of the gods. If you can't beat them, join them.
5	*Admiration:* There is nothing you would not give to become like an aberration, angel, dragon, elemental, or other creature you adore.
6	*Transformation:* Your body has too many limits. You'll escape this prison and attain a new form, one better suited to your desires.

Revenge

Someone or something has wronged you, and even the gods cannot shield them from your retribution. Your burning desire for Revenge fuels your plans and kindles your destiny. Was your ire sparked by a grave misunderstanding, a callous uncaring cruelty, or a wicked and personal transgression?

Source of Inspiration: Served Cold. You draw inspiration from the wails of those who have wronged you. You gain inspiration whenever you outwit a foe without the use of Deception or Persuasion checks.

Successfully attack a surprised opponent, lead a foe into a prepared trap, trick an enemy into harming themself or greatly benefiting you.

Inspiration Feature: Cloak and Dagger. You know how to avert suspicion when danger closes in. Whenever you or an ally you can see fail a Sleight of Hand or Stealth check, you can use your reaction to spend your inspiration and undo any consequences of that failed check.

Fulfilling Your Destiny

You fulfill your destiny of Revenge when you achieve vengeance.

Kill, imprison, or dethrone whatever entity that you believe wronged you, come to terms with the focus of your wrath meaningfully and sate your desire for vengeance.

Fulfillment Feature: Retaliatory Reputation. It has become apparent that wronging you is decidedly unwise and those without a death wish instinctively fear you. While you are not incapacitated, you can use a bonus action to direct a threatening stare at any hostile creature within 20 feet of you. The creature makes a Wisdom saving throw with a DC equal to your passive Intimidation score. On a failure, the creature is frightened until the end of its next turn. A creature that succeeds on its saving throw is immune to your Retaliatory Reputation for the next 24 hours.

TABLE: REVENGE DESTINY

D6	MOTIVATION
1	*Lost Loved One:* You'll kill the monster that stole them away from you.
2	*Ravaged Home:* Nothing remains but ashes and your burning hatred.
3	*Restoration:* Much was taken from you and you'll see it restored by any means.
4	*Dishonored:* Cast aside and tarnished, you'll see your title shine again.
5	*Oppressed:* It was nothing personal to them—but you'll make it personal.
6	*Family Ties:* You are determined to prune away the rot from your family tree.



Underdog

Some people strive towards their destiny while others are dragged there. Those fated to be Underdogs must battle adversity and survive against long odds, gradually growing into the heroes they never sought to become.

Source of Inspiration: Defiance. You draw inspiration from striking out against oppression, defying long odds, and placing hope in the impossible. You gain inspiration whenever you score a critical hit against a creature larger than you are, roll a natural 20 on a death saving throw, openly defy a powerful being, or succeed after taking a risk with long odds.

Loudly refuse the orders of a tyrant, follow through with a convoluted or risky plan, succeed at something you were extremely likely to fail.

Inspiration Feature: A Nose for Trouble. Get kicked around long enough and you start to know when trouble's brewing. Whenever you or an ally you can see fails an Insight check, you can use your reaction to spend your inspiration and learn any information that would have been gained by a successful Insight check.

Fulfilling Your Destiny

You fulfill your Underdog's destiny when you finally overcome the odds.

Succeed at a nearly unattainable and grand task, complete a supposedly impossible quest, defeat an insurmountable foe, succeed at a dire endeavor where failure was all but guaranteed.

Fulfillment Feature: Expendable and Invulnerable. While being kicked around and batted from adventure to adventure, somehow you always seem to scramble out of the rubble. Whenever you would make a saving throw you may spend your inspiration to automatically succeed instead.

TABLE: UNDERDOG DESTINY

D6	MOTIVATION
1	*Conscripted:* Your choices were fight or die—you opted for life.
2	*Swept Up:* Your life spiraled out of control as you struggled against a plethora of sudden changes.
3	*Lost:* Your safe home is far gone and you're making the best of the here and now.
4	*Put Upon:* Heavy obligations fell on your plate and you're handling it as best you can.
5	*Striving:* Odds of success are slim but you would rather die than give up now.
6	*Survival:* Dangers abound and you're just hoping to see the next sunrise.

Wealth

Glittering gold holds the promise of luxuries and freedom from want, all wrapped with the exhilarating rush of acquisition. Of the countless people who spend their lives in pursuit of Wealth some are just shrewd, clever, or brave enough to achieve their destiny.

Source of Inspiration: Profits. You draw inspiration from spoils both easily gained and hard fought. You gain inspiration whenever you acquire substantial wealth.

Gain currency or property worth at least 100 times your character level in gold, receive a magic item that is uncommon or rarer without purchasing it.

Inspiration Feature: Everyone Has a Price. You can see the glint in people's hungry eyes as they watch money change hands and can perfectly name their price. As a bonus action you may spend your inspiration to accurately determine if a creature you see will take a bribe and what price they'll accept.

Fulfilling Your Destiny

You fulfill your destiny of Wealth when you become obscenely wealthy.

Become the head of a large and successful business, amass at least 100,000 gold, obtain a legendary magic item, acquire a priceless treasure.

Fulfillment Feature: Wise Investments. The fabulously wealthy stay wealthy by creating businesses or investing wisely—then the engine of industry works tirelessly to keep the vaults full. You have a rich lifestyle (see page 347 for rules on lifestyle expenses).

In addition, living lavishly can be reinvigorating. You can lavish yourself and any number of other creatures with luxuries whenever you start a long rest at the cost of 100 gold per creature. Each creature lavished in this way is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. A creature's hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

TABLE: WEALTH DESTINY

D6	MOTIVATION
1	*Safety:* Riches can be a powerful bulwark for generations to come.
2	*Greed:* You simply want more.
3	*Respect:* You'll rise through the ranks and make them all look up to you at any cost.
4	*Luxury:* You crave an easy life spiced with every vice.
5	*Possessions:* Monetary value is not so important as collecting the things you love.
6	*Change:* You demand a revolution that only wealth can enact.



CHAPTER 3

Adventuring Classes

- *A herald in shining armor rides across a battlefield, swinging her sword and calling down holy fire to smite her enemies.*
- *A warlock reaches up and grasps their amulet, murmuring devilish incantations as eldritch power seeps from their fingers to envelop their foes.*
- *A ranger slips soundlessly through the undergrowth, nocking an arrow as his quarry comes into view, his loyal animal companion at his side.*

Being an adventurer is more than just an occupation. Your character has a spark somewhere deep inside their soul that places their feet on the path too dangerous for others to tread. Perhaps it was simply survival at first, or a quest for gold or honor, or maybe they answered a higher calling from a being far more powerful than they. But whatever its origin, it is the crucial element that separates the rogue from the simple pickpocket and the warlord from the common soldier.

Classes define your adventurer's core abilities. When your character starts out, they are beginners in their class, with only a few skills and specializations to their name. As they progress, however, they increase in power: spellcasters learn how to harness more spells, a berserker channels their ever-increasing rage more effectively, and an adept obtains greater discipline over their mind and body. Each level you gain grants you more skills and talents, creating a more proficient and accomplished adventurer.

Distinctly different from your adventurer's background, your class dictates the road your character decides to walk and the tools they have at their disposal in combat, at tense political negotiations, and while trekking through the harsh wilderness. Individuals of the same class can have wildly different origins—whether your character comes from prosperity or poverty, a war-torn country or peace-filled utopia, a loving family or a solitary upbringing has no bearing on their ability to flourish in their chosen class.

Occasionally, those who have committed themselves to a specific calling find themselves drawn to other avenues: a warlock may break with her patron and instead pursue life as a cleric in devotion to a god of healing, or a rogue may find their precision with blades will benefit from the martial training of the fighter. The decision to focus on a class is not always a permanent one, and optional rules for dabbling in another class or switching altogether, called multiclassing, can be found on page 376.

The table below details the thirteen classes explored in this book. They can be found in most worlds of the multiverse.

TABLE: CLASSES

CLASS	DESCRIPTION	STARTING GOLD	HIT DIE	PRIMARY ABILITY	SAVING THROW PROFICIENCIES	ARMOR AND WEAPON PROFICIENCIES
Adept	A living weapon that hones their control over body and mind, and channels their unwavering focus to achieve amazing feats.	30 gold	d8	Dexterity, Wisdom	Strength, Dexterity	Simple weapons, shortswords
Bard	A charismatic performer who uses their music as a conduit to wield powerful magic.	135 gold	d8	Charisma	Dexterity, Charisma	Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords
Berserker	A warrior that harnesses their inner rage to dispense and absorb tremendous amounts of damage on the battlefield.	120 gold	d12	Strength	Strength, Constitution	Light armor, medium armor, shields, simple weapons, martial weapons
Cleric	A holy guardian that channels divine energies to both heal and harm in service to their higher power.	125 gold	d8	Wisdom	Wisdom, and either Intelligence or Charisma	Simple weapons
Druid	A secretive sage who shuns civilization and harnesses natural magic to call forth the elements and even change their own shape.	115 gold	d8	Wisdom	Strength, Wisdom	Light and medium armor (nonmetal), shields (nonmetal), clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, scythes, slings, spears

TABLE: CLASSES (CONTINUED)

CLASS	DESCRIPTION	STARTING GOLD	HIT DIE	PRIMARY ABILITY	SAVING THROW PROFICIENCIES	ARMOR AND WEAPON PROFICIENCIES
Fighter	A master of martial techniques with expertise in a wide variety of weapons and combat maneuvers.	140 gold	d10	Strength or Dexterity	Strength, Constitution	Light armor, medium armor, heavy armor, shields, simple weapons, martial weapons
Herald	An oathbound warrior driven by an inner strength to champion their cause through might and holy magic.	200 gold	d10	Strength, Charisma	Wisdom, Charisma	Light armor, medium armor, heavy armor, shields, simple weapons, martial weapons
Marshal	A natural leader and master of the art of strategic warfare who inspires others to greatness.	200 gold	d10	Charisma	Wisdom, Charisma	Light armor, medium armor, heavy armor, shields, simple weapons, martial weapons
Ranger	A wilderness and exploration expert who has honed their skills of survival and combat to endure even the most unforgiving wilderness in pursuit of their quarry.	150 gold	d10	Dexterity, Wisdom	Strength, Dexterity	Light armor, medium armor, shields, simple weapons, martial weapons
Rogue	A master of stealth and subterfuge, reliant on trickery, keen reflexes, and quick fingers to gain the upper hand.	125 gold	d8	Dexterity	Dexterity, Intelligence	Light armor, simple weapons, hand crossbows, rapiers, sabers, shortswords
Sorcerer	A magic-wielder whose power springs forth from an innate element of their blood or heritage.	100 gold	d6	Charisma	Constitution, Charisma	Daggers, darts, slings, quarterstaffs, light crossbows
Warlock	A spellslinger who obtained arcane powers through an eldritch bargain with an otherworldly entity.	110 gold	d8	Intelligence, Wisdom, or Charisma	Intelligence, Wisdom	Light armor, daggers, darts, slings, quarterstaffs, light crossbows
Wizard	A spellcaster who has mastered the arcane arts through years of practice and diligent study.	100 gold	d6	Intelligence	Intelligence, Wisdom	Daggers, darts, slings, and quarterstaffs

Adept

A drop of sweat trails slowly across the elf's brow as she slowly draws breath. The snake bite still stings and in her mind she sees the poison spreading through her veins. She exhales slowly, in total control of her body in its entirety, and neutralizes the toxin with nothing more than thought and driven focus.

The orc looks back and notices that the alley behind him is a dead end. His assailants, clad in leather and steel, block his exit. He cannot help but smile as he jumps towards the wall, plants both of his bare feet on its surface and somersaults well over their heads.

As the burly man sneers at her, she thinks to herself that he should know better than to spit in a dwarf's drink. The imposing fellow casually rests a hand on his dagger's hilt and with some amusement she realizes this oaf considers her to be unarmed—it takes only a single headbutt to prove him wrong.

Adepts are living weapons and athletes that have trained their bodies and honed their minds to perfection. This process endows them with considerable mental power and an unusual understanding of the self. Every adept has a different reason for striving towards ever greater heights of personal achievement, but all can be incredibly deadly. Be they rough pugilists used to life in the pits, religious dancers whose prayer is battle, or covert assassins from secret societies, adepts all learn amazing supernatural abilities that set them apart from common warriors.

Power of Discipline

Adepts harness mental and physical power through training, an energy they call focus. While this can be fuel for supernatural feats, in essence it is nothing more than the innate potential every living being has. Adepts channel this power within themselves to accomplish the impossible and surpass the limitations of their bodies, allowing them to be as deadly unarmed as a trained warrior is with sharp blades. As they grow more powerful, they learn several new ways of using their focus.

Masters and Students

The art of the adept is old and personal, often taught by one master to a single student, and though the path to perfection is always long, each chooses their own different way to reach it. However they are all united by the generations of adepts that came before them, the ones who discovered these secrets and passed them forward. Adepts are always ready to learn, both when it comes to their own abilities and about the world around them. They are also always ready to teach, for they know their craft will never survive unless more adepts are trained like they were.



Creating an Adept

When creating an adept, ask yourself the following questions. Where did you meet your master? Why did they choose to train you? How was your relationship while you were training? Is your master still alive? Do they have enemies that might know about you? How ingrained are you with the adept community? Are you familiar with other adepts? Have you visited other masters, maybe even trained under them? Do you have any friends or rivals in other schools? Do you have any scars, whether physical or emotional, from engaging in battle with your peers?

Why have you chosen to walk the path to perfection? Have you suffered a crushing defeat due to your lack of martial prowess, or lost a loved one because you were not able to defend them? Did you witness a true master in action and hoped you could be like them? Are you the reincarnation of a legendary martial arts prodigy?

CLASS FEATURES

As an adept, you gain the following class features.

Hit Points

Hit Dice: 1d8 per adept level

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

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

Proficiencies

Armor: None

Weapons: Simple weapons, punching daggers, shortswords, throwing daggers

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Perception, Religion and Stealth

Equipment

You begin the game with 30 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Dungeoneer's Set (Cost 18 gold):** Quarterstaff, 10 darts, dungeoneer's pack
- **Explorer's Set (Cost 25 gold):** Shortsword, 10 darts, explorer's pack

Adroit Defense

At 1st level, you learn special defensive techniques. Choose one of the following options.

Agile Defense

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Brutal Defense

You are proficient with light armor. While you are wearing light armor, you replace your Dexterity modifier with your Strength modifier for AC. If you know the Adept Speed practiced technique or any other that has it as a requirement, you can use them while wearing light armor.

Martial Arts

At 1st level, your trail to perfection gives you mastery of combat styles that use unarmed strikes and adept weapons, which are quarterstaffs, punching daggers, shortswords, and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only adept weapons and you aren't wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and adept weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or adept weapon. This die changes as you gain adept levels, as shown in the Martial Arts column of the Adept table.
- When you use the Attack action with an unarmed strike or an adept weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

TABLE: ADEPT

LEVEL	PROFICIENCY BONUS	MARTIAL ARTS	FEATURES	TECHNIQUES KNOWN	FOCUS FEATURES	BONUS EXERTION	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	1d4	Adroit Defense, Martial Arts	—	—	—	—	—
2nd	+2	1d4	Combat Maneuvers, Exertion Focus, Practiced Techniques	1	—	—	2	1st
3rd	+2	1d4	Adept Archetype, Battlefield Etiquette	1	1	—	2	1st
4th	+2	1d4	Ability Score Improvement	2	2	1	3	2nd
5th	+3	1d6	Extra Attack	2	3	1	3	2nd
6th	+3	1d6	Tradition Feature	3	4	2	4	2nd
7th	+3	1d6	Empty Mind	3	5	3	4	2nd
8th	+3	1d6	Ability Score Improvement	4	6	3	5	3rd
9th	+4	1d6	—	4	7	4	5	3rd
10th	+4	1d6	—	5	8	4	6	3rd
11th	+4	1d8	Tradition Feature	5	9	5	6	3rd
12th	+4	1d8	Ability Score Improvement	6	10	5	6	3rd
13th	+5	1d8	Acquired Knowledge	6	11	6	7	4th
14th	+5	1d8	—	7	12	7	7	4th
15th	+5	1d8	Great Reputation	7	13	7	8	4th
16th	+5	1d10	Ability Score Improvement	8	14	8	8	4th
17th	+6	1d10	Tradition Feature	8	15	8	9	5th
18th	+6	1d10	—	9	16	9	9	5th
19th	+6	1d10	Ability Score Improvement	9	17	9	10	5th
20th	+6	1d10	Grandmaster	10	18	10	10	5th

Combat Maneuvers

Starting at 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Mirror's Glint, Rapid Current, Razor's Edge, Unending Wheel. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Adept table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

As an adept, you gain +1 to your maneuver DC.

Exertion Focus

At 2nd level, your training allows you to harness your mental energy into a supernatural state of focus. Some cultures refer to this energy as axé, prana, pneuma, or ki. Your access to this energy is represented by your exertion pool.

You can spend exertion points to fuel various focus features. You start knowing three such features: Flurry of Blows, Long Step, and Patient Defense. You learn more focus features as you gain levels in this class.

Some of your focus features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Focus save DC = 8 + your proficiency bonus + your Wisdom modifier

Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 exertion to make two unarmed strikes as a bonus action.

Long Step

You can spend 1 exertion to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Patient Defense

You can spend 1 exertion to take the Dodge action as a bonus action on your turn.

Practiced Techniques

You have picked up a number of tricks in your path towards perfection. At 2nd level you gain a practiced technique of your choice. Your practiced techniques are detailed at the end of the class description. The Techniques Known column of the Adept table shows when you learn more practiced techniques. Unless otherwise noted, you can gain each technique only once.

Adept Archetype

When you reach 3rd level, you commit yourself to an adept archetype: a specialization that defines how you train your body to perfection. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Focus Feature

Focus features stem from the mastery of your internal energies. At 3rd level, and again every level after that, choose one option from the list below. Some features have requirements, such as minimum adept level or another focus feature. You must meet those requirements before you choose that focus feature.

Additional Attack

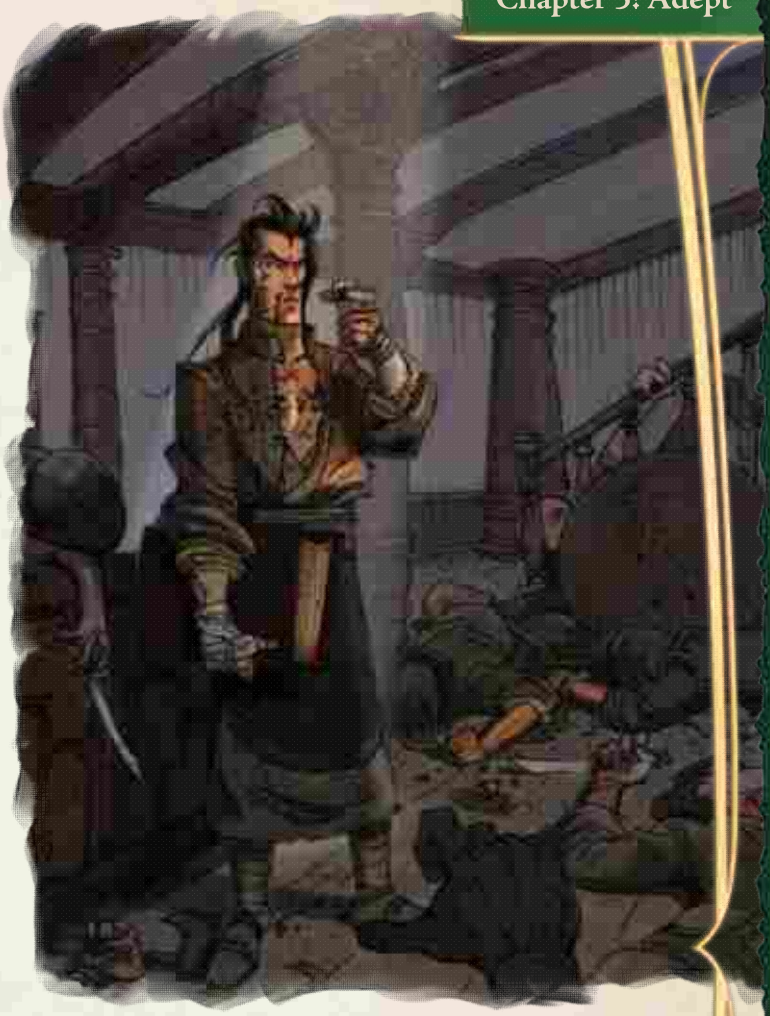
Requirement: 11th level

You can attack three times, instead of twice, when you take the Attack action.

Adept Weaponry

Requirement: 5th level

Choose two weapons or one rare weapon. If you are not proficient with them, you become proficient with them. They count as adept weapons for you.



Battering Shield

Requirement: 11th level

Your weapon attacks blend together so aggressively that your assault acts almost as a shield. When you hit a creature with two or more melee attacks in the same round, you gain a +2 bonus to AC against it until the beginning of your next turn.

Battle Dance

You gain proficiency in the Performance skill. As a bonus action, you can spend 2 exertion to bob and sway, starting a battle dance. Until the end of your turn, your Speed increases by 20 feet and opportunity attacks against you are made with disadvantage. When an opportunity attack misses you, you can use your reaction to retaliate with an unarmed strike.

Battle Meditation

As an action, you can spend 1 hit die to regain 1d4 exertion. You can't use this feature again until you finish a short or long rest.

Beyond Size

Requirement: 11th level

You have learned to use your opponents' size against them. You can use basic maneuvers against creatures of any size. If a creature is larger than you, when it saves against your basic maneuver you can use your reaction to give it disadvantage.

Closed Soul

Requirement: 9th level

When you make a saving throw, you can use your reaction and spend 2 exertion to gain advantage on saving throws against spells and other magical effects until the beginning of your next turn.

Dancing Maneuver

Requirement: 11th level, any dance

When you use a bonus action to activate a combat maneuver, you can spend 2 exertion to start one of your dances as part of the same bonus action.

Deflect Missiles

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your adept level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 exertion to make a ranged weapon attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as an adept weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Deflect Spells

Requirement: Deflect Missiles, 9th level

When you are hit by a ranged spell attack that deals damage, you can use your reaction and spend 2 exertion to deflect the magic. When you do so, the damage you take from the attack is reduced by 2d10 + your Dexterity modifier + your adept level.

If you reduce the damage to 0, you can spend 1 exertion to redirect the spell to another target within 30 feet of you as part of the same reaction. You make this attack with proficiency using your Wisdom modifier.

Distant Death Dance

Requirement: 5th level

As a bonus action, you can inhale air slowly and spend 2 exertion to start the distant death dance. Until the end of your turn, your reach with unarmed strikes increases to 60 feet. You have disadvantage on melee attacks against creatures more than 20 feet away from you.

Dual Stance

Requirement: 11th level, know at least 2 stance combat maneuvers

Your martial stances don't end when you start another stance. You can have two stances active at the same time. If you are knocked unconscious, stunned, or begin a long rest both stances end.

Eye for Detail

Requirement: Proficiency with the Insight skill

You notice patterns others cannot. As an action, you can spend 1 exertion to study a creature you have watched speak for at least 1 minute. You can ask the Narrator one of these questions:

- Is the creature hiding any strong emotions?
- Does the creature have a secret agenda?
- Did the creature lie in the last minute?
- Is the creature hiding their true heritage and/or culture?

The Narrator must give you a truthful answer.

Focused Strikes

Requirement: 5th level

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Forbidden Strike

Requirement: 7th level

When you hit an opponent with at least one attack from a Flurry of Blows, you can spend 1 exertion to deal additional damage equal to your martial arts die.

Hooked Swords Dance

When you are fighting with a shortsword in each hand, you can use a bonus action and spend 2 exertion to hook them together to start a hooked swords dance. Until the end of your next turn, your shortswords gain the reach property. If you hit a target with both swords in the same turn, the target takes an additional 1d10 slashing damage.

Last Dance

Requirement: any dance

When the duration of one of your dances ends, you can spend 2 exertion to make the effect last until the end of your next turn.

In addition, if you know two or more dance focus features you can spend 3 additional exertion to activate two dances using the same bonus action.

Magic Resistance

Requirement: 15th level, Closed Soul

You have advantage on saving throws made against spells and other magical effects.

Maneuver Rush

Requirement: 7th level

When you hit with a maneuver that requires 2 attacks from your Attack action, you can use another maneuver that requires 1 or 2 attacks from your Attack action as part of the same Attack action. You can't use this feature again until you finish a short or long rest.

Mind Over Body
You can use a bonus action and spend 2 exertion to gain temporary hit points equal to your martial arts die plus your adept level.

Mirage Dance
Requirement: 5th level
As a bonus action, you can spend 2 exertion to swiftly start a mirage dance. Until the end of your next turn, you are under the effect of the *mirror image* spell.

Paralyzing Strike
Requirement: 9th level
You can deal paralyzing blows. When you hit another creature with a melee weapon attack, you can spend 2 exertion to attempt a paralyzing strike. The target must succeed on a Constitution saving throw or be paralyzed until the end of your next turn.

Powerful Blow
Requirement: 5th level
As a bonus action, you prepare a crushing blow. If you hit a creature with a melee weapon attack before the end of your next turn, you can spend 1 exertion to deal additional damage equal to your martial arts die.

Pressure Point Secrets
Requirements: Stunning Strike or Paralyzing Strike
When you use one of the focus features required, you can spend 2 additional exertion. If you do, your target has disadvantage on its first saving throw made against the focus feature.

Purity of Body
Requirement: 7th level
You can use your action to end one effect on yourself that is causing you to be poisoned or diseased.

Share Focus
Requirement: 11th level
As an action, you can share your spiritual fortitude with others. Choose a creature. That creature can add your martial arts die to its next saving throw. You can't use this feature again until you finish a short or long rest.

Shockwave
Requirement: 5th level
You can use an action and spend 3 exertion to hit the ground so hard it sends a shockwave in a 40-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and falls prone on a failed save, or half as much damage on a successful one.

Stillness of Mind
Requirement: 7th level
You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Stunning Strike
Requirement: 5th level
You can deal incapacitating blows. When you hit another creature with a melee weapon attack, you can spend 1 exertion to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Total Combat
Requirement: 11th level
When you deal basic melee damage from using a basic maneuver, you deal additional damage equal to your martial arts die.

Undefeated
Requirement: 11th level
When a creature would drop you to 0 hit points, you can use your reaction to make an unarmed strike against any enemy within your reach. On a hit, you can spend 1 exertion to roll your martial arts die and gain that many temporary hit points. You can't use this feature again until you finish a short or long rest.

Unlikely Wield
Requirement: 11th level
You can wield three weapons with the light property at once. Typically this is done with a dagger wielded between toes, but it has been known to be done with the mouth (or even a tail for combatants that have one). When you engage in two weapon fighting, you can use the third weapon to make an additional weapon attack.

Vengeful Spirit

Requirement: 15th level

When you make a death saving throw, you can choose to set your own spirit loose as a vengeful ghost to stalk your prey. The spirit acts on your initiative, has your statistics, ethereal copies of your equipment, full hit points, and half your exertion pool. Your vengeful spirit is resistant to piercing, bludgeoning, and slashing damage from nonmagical weapons. It can move through other creatures and objects as if they were difficult terrain, but it takes 1d10 force damage if it ends its turn inside an object.

The vengeful spirit targets only the creature who reduced you to 0 hit points. When the creature is defeated, the spirit returns to your body. While the vengeful spirit is active, you don't need to make death saving throws, but you still suffer automatic failures if you are hit. You can't use this feature again until you finish a long rest.



Warding Dance

Requirement: 5th level

When you are fighting unarmed or with one weapon in one hand and nothing in the other, you can use a bonus action and spend 2 exertion to start a warding dance. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage.

Weapon Skill

Choose a martial weapon that does not have the Heavy or Special properties. You become proficient with that weapon and it counts as an adept weapon for you.

Battlefield Etiquette

Also at 3rd level, you learn the unwritten rules of the battlefield. After you have fought beside a martial artist for an encounter, battled against them, or observed them for at least 10 minutes, you gain an expertise die on Charisma checks against them. Any creature that has a martial arts die, proficiency with a combat tradition, or an exertion pool is considered to be a martial artist.

Ability Score Improvement

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

Bonus Exertion

Also at 4th level, your self-awareness and discipline allow you to draw upon deeper reserves of willpower than other warriors. Your exertion pool increases by the amount listed in the Bonus Exertion column of Table: Adept. For example, at 4th level your exertion pool increases to 5, at 5th level when your proficiency bonus increases your exertion pool becomes 7, at 6th level your exertion pool becomes 8, and so on.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Empty Mind

Starting at 7th level, you can empty your mind and easily disguise your emotions. As an action, you can spend 1 exertion to enter a meditative empty mind state. This lasts for 1 hour. While in this state, Insight checks against you have disadvantage.

In addition, you gain advantage on saving throws made against enchantment spells and resistance to psychic damage.

Acquired Knowledge

Starting at 13th level, your study of different martial arts traditions and foreign cultures pays off in unexpected ways. Choose a language and a tool you are not proficient with. You become proficient with both.

Great Reputation

Starting at 15th level, your reputation spreads and you become famous (or infamous) among the adept community. When you interact with martial artists, their initial attitude towards you is friendly.

Grandmaster

At 20th level, you finally achieve true mastery and become more than adept—you are a grandmaster. You gain the following features.

Death Blow

You learn how to strike with incredible force at your target's very life force. When you hit with a melee weapon attack, you can choose to make your attack a critical hit that deals maximum damage. In addition, if the target is a creature it makes a Constitution saving throw or it is reduced to 0 hit points. You can't use this feature again until you finish a short or long rest.

Perfection Achieved

At 20th level, you finally achieve true mastery. Any time you roll your martial arts die, you can spend 1 exertion to roll a d12 instead. If you roll a 12 on this die, you can roll another d12 and add it to the result.

Practiced Techniques

When you gain access to a new practiced technique, choose one of the following. Some techniques have requirements, such as minimum adept level or another technique. You must meet those requirements before you choose that technique.

Adept Speed

Your speed increases by 10 feet while you are not wearing armor or wielding a shield. You can choose this technique more than once. Its effects stack.

Focus Speech

Requirement: 15th level

A combination of your knowledge of body language and your spiritual awareness allows you to understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Gale Walk

Requirement: Adept Speed, proficiency with Athletics

You have advantage on Athletics checks made to jump. On your turn, you can spend 1 exertion to triple your jump distances until the start of your next turn.

Hurricane Walk

Requirement: Gale Walk

Your step is so light you seem to float in the air. You can use a bonus action and spend 1 exertion to cast *fly* on yourself. You also have advantage on Stealth checks related to noise. The effect lasts until the start of your next turn.

Instant Step

Requirement: Adept Speed, 11th level
You can move so fast you seem to teleport. You can use an action to spend 4 exertion and choose an unoccupied space you can see within 500 feet. You teleport and arrive at exactly the spot desired. You can bring along your gear, carried items smaller than your arm, and a single creature of your size category or smaller. In addition, you become invisible until the beginning of your next turn.

Marathon Runner

You are used to running long distances. When you move at a fast pace, you don't suffer a penalty to your passive Perception. In addition, you add your martial arts die when making a Constitution saving throw for a forced march.

Nimble Athlete

You can always choose to use your Dexterity modifier for Athletics checks.

Power Tumble

You can always choose to use your Strength modifier for Acrobatics checks.

Religious Training

You are proficient with the Religion skill. When you are in contact with a holy relic, religious artifact, or any kind of similar object or structure, you can spend 2 exertion to learn something about it. You receive a correct answer from the Narrator for a question about the object that can be answered with a yes or no.

Shadow Walk

Requirement: 11th level, proficiency with Stealth
You can step into a shadow and come out of another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You have advantage on Stealth checks until the beginning of your next turn.

Sixth Sense

Requirement: 11th level
You have advantage on initiative checks. In addition, you can always choose to use your Wisdom for Arcana, History, Investigation, Nature, and Religion checks.

Slow Fall

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your adept level.

Wall Walk

Requirement: Adept Speed, proficiency with Acrobatics
You gain the ability to move along vertical surfaces on your turn without falling during the move. You can use a bonus action and spend 1 exertion to cast *spider climb* on yourself. The effect lasts until the start of your next turn.

Warrior's Awareness

Requirement: Proficiency with Survival
Your honed battlefield awareness is unmatched even in the wilderness. When you make a Survival check to avoid being lost, you ignore penalties for moving at a fast pace and gain a bonus to the check equal to your martial arts die.

Water Walk

Requirement: Adept Speed
You gain the ability to move across liquids on your turn without falling during the move. You can use a bonus action and spend 1 exertion to cast *water walk* on yourself. The effect lasts until the start of your next turn.

Wilderness Training

You are proficient with the Survival skill. For the purposes of adept class features, you consider beasts to be martial artists.

ADEPT ARCHETYPES

Part of becoming an adept is choosing a method of training that determines how you'll attain the heights of perfection.

Brawler

Most adepts find intellectual and spiritual knowledge an important part of their studies—that's not the case for brawlers. These adepts are only concerned about fighting and winning, which not only makes them tougher than their peers but also more versatile and unpredictable.

Unorthodox Arsenal

Starting at 3rd level, everything can be a weapon in your hands. You are proficient with improvised weapons. When you hit a target with an improvised weapon, you can spend 1 exertion to deal additional damage equal to your martial arts die or use a basic maneuver against the same target.

No Sell

Starting at 6th level, when you are hit by a melee attack, you can use your reaction to spend 1 exertion and reduce the impact. After damage is determined (including any resistances you might have), roll your martial arts die. Reduce the damage suffered by that amount.

Unpredictable Style

Starting at 11th level, the unpredictability of your combat style bleeds over to all aspects of your life. You can approach problems from unforeseen angles, using somewhat brutal solutions that get the job done swifty (if messily). When you make any ability check that could use a skill or tool you are not proficient with, you can roll your martial arts die and add it to that check. On a success, you can't use this feature with the same ability until you finish a short or long rest. On a failure, you fall prone and roll your martial arts die, taking damage equal to that amount.

Unrelenting

At 17th level, nothing can stop you.

When you are dropped to 0 hit points, roll your martial arts die. You recover that many hit points and lose that much exertion.

When your exertion pool reaches 0, roll your martial arts die. You recover that much exertion and lose that many hit points.

Once you have gained either exertion points or hit points from this feature, you can't use it again until you finish a short or long rest.

Exalted Athlete

For most adepts the path to perfection is a lonely one. While knowledge is shared in rodas and colosseums around the world, each journey is extremely personal. No companion can truly share an adept's road except for the adept themself. However, this otherworldly dedication invites attention from supernatural beings. An exalted athlete utilizes divine boons to augment their already striking prowess.

Blessed Prowess

Starting at 3rd level, when you make a Strength, Dexterity, or Constitution check, you can add your martial arts die. When you fail a Strength, Dexterity, or Constitution saving throw you can use your reaction to spend 2 exertion and reroll.

Master Athlete

Starting at 6th level, you move through the world with a fluid grace few can match. Your jump distances double, you gain advantage on checks made to jump, a climb speed equal to your Speed, and a swim speed equal to your Speed.

In addition, once per long rest when you would gain a level of fatigue, you can choose not to gain that level of fatigue.

Sacred Boon

Starting at 11th level, when you perform specific acts of physical and martial prowess, you attract the attention of powerful otherworldly beings—entities that you can call upon for power. Choose three of the following benefits:

Boon of Death. The favor of gods of death falls upon you whenever you take a life. When you reduce a living creature to 0 hit points, you can use your reaction to spend 2 exertion and gain a number of temporary hit points equal to your martial arts die plus your proficiency bonus. In addition, you have advantage on death saving throws for 1 minute.

Boon of Hunting. When you succeed on a Survival check to Hunt and Gather, you find yourself under the favor of hunting gods and gather twice as much Supply.

Boon of Love. When you succeed on a Persuasion check against a creature indifferent to you, gods of love show you favor. You can spend 3 exertion to make an indifferent creature friendly towards you for 1 hour.

Boon of Speed. When you move more than your Speed during your turn, you find yourself under the favor of speed gods and can use your reaction to spend 2 exertion and take the Dodge action.

Boon of Tactics. When you make an opportunity attack against a creature, gods of battle show you favor. You can spend 2 exertion to gain advantage on the opportunity attack.

Boon of War. When you score a critical hit against a creature, you find yourself under the favor of war gods and can use your reaction to spend 2 exertion and acquire this boon. Your next successful melee weapon attack deals additional damage equal to your martial arts die plus your proficiency bonus.

Eternal Favor

At 17th level, the gods that watch over you grant you a token of their appreciation. This commonly takes the place of a gold medal, but it can be any other trinket of similar size. While you are wearing the item, you are immune to the blinded, deafened, fatigue, and poisoned conditions. In addition, you can spend 1 exertion to use your Blessed Prowess feature on any ability check and you don't need to spend exertion to call upon Sacred Boons. Finally, when you roll initiative and are wearing your Eternal Favor, you roll your martial arts die and regain that much exertion.

If your Eternal Favor is destroyed, the gods bestow another token upon you after you complete an arduous task to prove you are still worthy.

Warrior Monk

Adepts of the warrior monk tradition value the legacy of their forebears. While they emphasize prowess as much as any other adept and keep their gaze fixed on their path towards perfection, warrior monks treasure their roots deeply. They unearth lost martial arts knowledge and are always ready to fight in any situation, enhancing their unarmed skills beyond those of their peers.

Lost Tradition

Starting at 3rd level, your training unlocks lost knowledge. Choose a combat tradition you are not proficient in. You become proficient in that tradition. When you use a combat maneuver that requires a weapon with a particular property (such as finesse or heavy), your unarmed strikes count as having that property.

Way of the Fist

Starting at 6th level, you regain exertion equal to half your proficiency bonus when you score a critical hit with an unarmed strike. When you hit a creature with an unarmed strike, you can spend 1 exertion to deal additional damage equal to your martial arts die.



Ancestral Guidance

Starting at 11th level, you can meditate during a long rest to commune with the spirits of ancient warrior monks and borrow their techniques. Choose a combat tradition. If you are proficient in that tradition, learn two maneuvers from it. If you are not proficient in that tradition, you become proficient in it and learn two maneuvers from it. Combat maneuvers learned through this feature are forgotten when you begin your next long rest.

Perfect Fist

Starting at 17th level, you reach mastery of the way of the fist. When you make an unarmed strike, you score critical hits on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20). In addition, when you use a bonus action to make an unarmed strike, it deals an additional damage die.

If a creature is reduced to 0 hit points by your unarmed strikes, you can spend 3 exertion to make its body and soul be destroyed in an implosion. The target can't be brought back from the dead, except with a *wish* spell.

When you hit a creature with two or more unarmed strikes in the same turn, you can spend 3 exertion to force it to make a Constitution saving throw, dealing one effect from the list below on a failure. For each successful unarmed strike after the second, you can spend 1 exertion to deal one additional effect. For example, if you hit with four unarmed attacks, you can spend 5 exertion to deal three effects. You can't choose the same effect more than once, and on a successful saving throw all effects are negated.

- Deal additional damage equal to twice your martial arts die.
- The creature is blinded and deafened for 1 minute.
- The creature is paralyzed for 1 minute. At the beginning of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success.
- The creature is knocked prone and becomes poisoned for 1 minute.
- Healing features, spells, and traits have no effect on the creature until the beginning of your next turn.
- The creature loses a spell slot from its highest available level.
- The creature loses 6 exertion.
- The creature can't use bonus actions, legendary actions, or reactions until the beginning of your next turn.
- The creature gains a level of fatigue.

Bard

Flagons skitter across the tavern's floor as the card players upturn their table in anger, infuriated with their gnome opponent after a spot of botched legerdemain. They laugh malevolently at her as she backs away and pulls out a harmonica, promising that it'll take more than a tune to stop them from taking back their coin. With a few forceful notes however she proves them wrong and a massive blast of magic erupts from her instrument, knocking both her assailants unconscious.

Looking back down the cliff at his dwarven companion struggling to climb up, the tiefling recites a famous and inspiring ballad about a clan of stout folk that snuck up the perilous side of a steep mountain to ambush the tyrannical dragon that laired at its peak. He grins as the dwarf finally finds their footing, quickly making up for lost ground.

The eyes of every person in the town square fixed solely on the dragonborn as they recounted their recent return from beyond the realms material, and the story-teller knew the audience was hooked. With every new sentence they raised their voice, drawing more ears to hear the tale, and so too with every new observer the story became more detailed, more real to the listener. When they finally reached its end the dragonborn couldn't help but grin—people will be talking about their deeds for weeks to come.



If there is any truly social role within the realm of medieval fantasy it is the bard. An expert of music, stories, and trickery, no team of adventurers is complete without their trusty chronicler enshrining their legend with every step. Serving as their face when it comes to social interactions and also as their support when battle inevitably breaks out, bards can be molded to fit whatever group they choose to be a part of.

More Than Vocal

The most important part of playing a bard is knowing your party's strengths and weaknesses. For the most part understanding what your team lacks is beneficial to someone who is an actual jack-of-all-trades. Bards offer fantastic support to all the other classes either as a backup healer, a secondary spell slinger, or a magician with great utility. However when on their own and in the right company, bards can easily outshine others in both magic and combat as well as social interactions—but be warned for a jack-of-all-trades is a master of none, and not focusing on particular aspects of adventuring can spread a bard quite thin.

Music Makes the World Go Round

It is said that if one's name is taken in song that they can never truly die, and so it is the bard's purpose to immortalize in their art the adventures they experience. From a tossed coin to the symphony of the greatest goblin, bards across the land can influence the world around them with the power of their song. History is written by the winners, but rebellions can be sparked by the single twang of a lute.

Creating a Bard

Being a bard is more than just grabbing a musical instrument and strumming alongside the party. Your job—outside of basically being the lifeline of everyone's livelihood—is to tell the tales of adventure and valor from the perspective of someone who lived them. Are you doing it so you can tell the specific tales of a specific person? Are you on the hunt for something grander than other people have found? Or have you foreseen the course of current events and noticed that a pivotal moment shall come with the actions of a few good adventurers, so you join them hoping to become something greater?

TABLE: BARD

LEVEL	PROFICIENCY BONUS	FEATURES	BATTLE HYMNS	TRICKS KNOWN
1st	+2	Art Speciality, Bardic Inspiration, Battle Hymn, Spellcasting	1	—
2nd	+2	Adventuring Tricks, Jack-of-All-Trades, Varied Expertise	1	1
3rd	+2	Bard Archetype Feature	1	1
4th	+2	Ability Score Improvement, Bardic Legend (1st), Battle Hymn Focus	2	1
5th	+3	Bardic Inspiration (d8), Font of Inspiration, Key Change	2	1
6th	+3	Bard Archetype Feature, Prestigious, Varied Expertise	2	2
7th	+3	Bardic Legend (2nd), Maestro	3	2
8th	+3	Ability Score Improvement, Battle Hymn Specialization	3	2
9th	+4	Bard Archetype Feature	3	3
10th	+4	Bardic Inspiration (d10), Varied Expertise	4	3
11th	+4	Art Mastery, Bardic Legend (3rd)	4	3
12th	+4	Ability Score Improvement, Battle Hymn Specialization	4	3
13th	+5	Universal Trick	5	4
14th	+5	Bard Archetype Feature, Varied Expertise	5	4
15th	+5	Bard Archetype Feature, Bardic Inspiration (d12)	5	4
16th	+5	Ability Score Improvement, Universal Trick	6	5
17th	+6	Art Mastery, Grand Battle Hymn	6	5
18th	+6	Varied Expertise	6	5
19th	+6	Ability Score Improvement, Universal Trick	7	5
20th	+6	Virtuoso	8	6

Always remember however that of all things your reputation is what makes you stronger, be it good or bad. Not many can work wonders amongst the people of your world like you can.

CLASS FEATURES

As a bard, you gain the following class features.

Hit Points

Hit Dice: 1d8 per bard level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords
Tools: Two musical instruments of your choice, or 1 musical instrument and any other tool
Saving Throws: Dexterity, Charisma
Skills: Choose any three

Equipment

You begin the game with 135 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear

TABLE: BARD SPELLS

			SPELL SLOTS PER LEVEL								
LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	2	4	2	—	—	—	—	—	—	—	—
2nd	2	5	3	—	—	—	—	—	—	—	—
3rd	2	6	4	2	—	—	—	—	—	—	—
4th	3	7	4	3	—	—	—	—	—	—	—
5th	3	8	4	3	2	—	—	—	—	—	—
6th	3	9	4	3	3	—	—	—	—	—	—
7th	3	10	4	3	3	1	—	—	—	—	—
8th	3	11	4	3	3	2	—	—	—	—	—
9th	3	12	4	3	3	3	1	—	—	—	—
10th	4	13	4	3	3	3	2	—	—	—	—
11th	4	14	4	3	3	3	2	1	—	—	—
12th	4	15	4	3	3	3	2	1	—	—	—
13th	4	16	4	3	3	3	2	1	1	—	—
14th	4	17	4	3	3	3	2	1	1	—	—
15th	4	18	4	3	3	3	2	1	1	1	—
16th	4	19	4	3	3	3	2	1	1	1	—
17th	4	20	4	3	3	3	2	1	1	1	1
18th	4	21	4	3	3	3	3	1	1	1	1
19th	4	22	4	3	3	3	3	2	1	1	1
20th	4	23	4	3	3	3	3	2	2	1	1

or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Agitator Set (Cost 111 gold):** Dagger, hand crossbow and quiver with 20 bolts, padded cloth, entertainer's pack, flute
- **Ambassador Set (Cost 91 gold):** Longsword, shortbow with 20 arrows, padded leather, diplomat's pack, violin

Art Speciality

No bard is complete without their instrument. Be it a flute, a lute, or even your own voice, starting at 1st level you learn how to make art your greatest weapon for influencing the battlefield. For the purposes of spellcasting, any musical instrument that you have proficiency with counts as a spell focus. Although spells can be cast without these instruments, only targets that are able to perceive your performance can benefit from this feature. Whenever you finish a short or long rest, choose one of the following to be your Art Specialty.

Percussion (Casabas, Castanets, Drums, Maracas). Any instrument played by being struck or scraped (either by other instruments or against each other) qualifies as a percussion instrument. When using this musical art as a spell focus, you double the ranges of bard spells from the sound school. A sound spell that has a range of Touch increases its range to 30 feet.

String Instruments (Dulcimer, Harp, Lute, Lyre, Violin). String instruments are played by plucking and twanging strings. When using this musical art as a spell focus, whenever you cast a bard spell from the movement or teleportation school you can target an additional creature within 15 feet of you.

Visual (Calligraphy, Dance, Light Manipulation, Shapes). There are many ways to undertake a visual performance whether through illustration, illusion magic, or legerdemain. When using this art as a spell focus, whenever you cast a bard spell you may choose to make an ally able to see you the point of origin of that spell. You must be able to see any targets of the spell.

Voice (Humming, Insults, Oration, Singing). When using this musical art as a spell focus, you have advantage on checks made to maintain concentration on a bard spell.

Wind Instruments (Bagpipes, Flute, Horn, Ocarina, Trombone). Any instrument played by passing air through it qualifies as a wind instrument. When using this musical art as a spell focus, whenever you cast a bard spell you can make a Deception or Performance check. Any observers with a passive Insight score equal to or less than the result of your check do not see or hear you cast the spell. Once you have used this feature three times, you cannot do so again until you finish a long rest.

Bardic Inspiration

You have a preternatural ability to inspire those around you. You can use a bonus action to choose one creature other than yourself within 60 feet of you who can hear or see you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the Narrator says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

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

At 5th level your Bardic Inspiration die increases to d8, at 10th level it increases to d10, and at 15th level it increases to d12.

Battle Hymn

Like music, battle can be wild and chaotic, and through the sensible use of formula and talent order can be brought with a dedicated change of tune. At 1st level, you learn a battle hymn. It can be expressed in any way you like—a special leitmotif in your music, a change in pitch, or even a more advanced version of your favorite art.

TABLE: BATTLE HYMNS

BARD LEVEL	BATTLE HYMN
1st–4th	***Harmony of Pain.*** The creature gains a number of temporary hit points equal to your Bardic Inspiration. ***Overbearing Rhythm.*** An attacker targeting the creature has disadvantage on its attack roll. ***Song of Clarity.*** At the start of the creature's turn, if it is not at 0 hit points the creature may expend and roll one of its hit dice to regain hit points.
5th–8th	***Bastions of Justice.*** The creature gains a bonus to saving throws equal to your Charisma modifier (minimum +1). ***Call to Arms.*** The creature can roll one additional weapon damage die on its weapon attacks. If the creature makes weapon attacks on its next turn and misses, you can sustain this battle hymn for 1 round without expending a use of Bardic Inspiration. ***Placid Tones.*** The creature gains an expertise die on Intelligence, Wisdom, and Charisma checks.
9th–12th	***Heaven's Blessing.*** When the creature benefits from your Bardic Inspiration, it rolls the Bardic Inspiration die twice and uses the higher result. ***Ode of Blood.*** If the creature is dying, it continues making death saving throws but stops being incapacitated for up to 3 rounds. The creature becomes incapacitated if it takes any damage, and it dies if it fails its last death saving throw. Once a creature has benefited from this battle hymn, it can't benefit from it again until it finishes a short or long rest. ***Willful Serenade.*** Until the end of the combat, the creature ignores up to 4 levels of fatigue or strife it is suffering from (how much of each to ignore is determined by the creature).
13th–16th	***Doomsayer.*** The creature takes a –1d8 penalty on attack rolls. ***Onward to Battle.*** The creature gains a 40 foot increase to Speed. ***Rise and Fight.*** A dying creature regains hit points equal to your Bardic Inspiration die. Once a creature has benefited from this battle hymn, it can't benefit from it again until it finishes a long rest.
17th–20th	***Bring Low the Foe.*** The creature takes a –1d8 penalty on saving throws. In addition, it is rattled for 1d4 rounds after the battle hymn ends. ***Carry the Spirit.*** The creature gains advantage on saving throws. ***Inspiring Crescendo.*** The creature gains a 1d6 expertise die on ability checks. Unlike normal, this expertise die can be as high as a d12.

Once at the start of your turn, you can activate a battle hymn by expending a use of Bardic Inspiration (no action is required). Performing a battle hymn requires your concentration, as though you were casting a spell. Once activated, a battle hymn continues until you lose concentration or the start of your next turn.

The number of battle hymns you know are listed in the Battle Hymns Known column of the Bard table. Whenever you gain a bard level, you may swap one battle hymn you know for a new battle hymn.

Audience. Unless stated otherwise a battle hymn does not have a target until you choose one, and each targets a single creature within 30 feet. You may choose to target a creature at any point, but after targeting a battle hymn its target cannot be changed.

Sustained Song. When you have an activated battle hymn but have not chosen a creature to benefit from it yet, at the start of your turn when it would end you can instead choose to sustain the battle hymn until the start of your next turn without expending a use of Bardic Inspiration.

Spellcasting

You have developed a talent for creating magic through artistic expression, whether that be a melody made enchanted or a dance that unlocks power from beyond the mortal realms.

Cantrips

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

Spell Slots

The Bard Spells table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these bard 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.



Spells Known of 1st-Level and Higher

You know four 1st-level spells of your choice from the bard spell list.

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

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

Ritual Casting

You can cast any bard spell you know as a ritual if it has the ritual tag.

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells, as your magic is fueled by how you express your inner self upon the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use an arcane focus or Art Speciality as a spellcasting focus for your bard spells.

Adventuring Tricks

Even when abroad you are most at home when surrounded by those who love you—or at least tolerate you. At 2nd level, you learn one adventuring trick of your choice. Adventuring tricks are detailed at the end of the class description. The Tricks Known column of the Bard table shows when you learn more adventuring tricks.

Jack-of-All-Trades

Starting at 2nd Level, whenever you make an ability check with a skill or tool you are not proficient with, you add half your proficiency bonus.

Varied Expertise

Also at 2nd level, choose one skill or tool you are proficient with. You gain an expertise die on checks made using the chosen skill or tool. At 6th level, and again at 10th, 14th, and 18th level, choose an additional skill or tool.

Bard Archetype

At 3rd level you choose exactly what kind of bard you want to be: a loremaster, minstrel, mountebank, or warchanter. Your choice grants you features at 3rd level and again at 6th and 14th level.

Ability Score Improvement

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

Bardic Legend

No one is a true artist until others appreciate their work. Through the course of your career as a bard your talent can attract to your doorstep both the most curious of fans and also the vilest of enemies.

At 4th level you write a bardic tale of your adventures. Your bardic legend takes whatever form you like. When you enter a settlement and spend a day playing or recounting the tale, the reputation of you and your allies starts to grow. In addition to receiving local quests suited to the exploits detailed in your bardic legend, when you rest in a settlement that knows your bardic legend you and your allies regain all spent hit dice over the course of a long rest. In addition, you gain an expertise die on Prestige checks made in the settlement.

Starting at 7th level, you craft a second bardic legend. Commoners are either more amenable or afraid of you depending on the type of bardic legend you create. Choose one of the following skills: Deception, Insight, Intimidation, or Persuasion. You gain advantage on checks made using the chosen skill against any commoner that has heard your bardic legend.

Beginning at 11th level, you craft a third bardic legend that is able to spawn other tales. Whenever you enter a settlement, you can name a new bardic legend of your choice. Allies that are part of the tale gain inspiration when they finish a long rest in that settlement. Any other creatures that are part of that tale have their reputations ruined—either they confront you directly to stop the rumor, or they are unable to hide or deal in that town for the length of time you are in it. Once you have used this feature in a settlement, you cannot do so again until you finish a long rest.

Battle Hymn Focus

Also at 4th level, as soon as battle commences your mind focuses on inspiring your allies. At the end of another creature's turn, you can use your reaction to activate a battle hymn. This battle hymn replaces any currently activated battle hymns. Replacing an activated battle hymn does not require expending a use of Bardic Inspiration if it has no target yet.

In addition, choose one of the following.

- Your battle hymns no longer require concentration.
- Your battle hymns can affect a number of additional creatures equal to your Charisma modifier (minimum 1).
- You learn an additional battle hymn that does not count against the number of battle hymns you can know. When choosing this battle hymn, you are treated as having 4 more bard levels for the purpose of meeting its prerequisites. If you change this Battle Hymn Focus, you forget the additional battle hymn.

Whenever you gain a bard level, you may change your Battle Hymn Focus.

Font of Inspiration

Starting at 5th level, you regain all expended uses of Bardic Inspiration whenever you finish a short rest.

Key Change

Also at 5th level, you can use a bonus action to switch instruments and change your Art Speciality. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Prestigious

Beginning at 6th level, you cannot help but draw attention and spread your reputation. Your Prestige rating increases by an amount equal to half your proficiency bonus. When you reach 11th level, your Prestige rating instead increases by an amount equal to your proficiency bonus.

Maestro

At 7th level you become so perfect in your craft that your style begins to bleed over into all your other workings. Choose one type of Art Speciality. You always gain the benefits of that Art Speciality no matter what instrument or art you are using.

Battle Hymn Specialization

At 8th level, the energy and focus you bring to battle make your presence in combat a crucial factor for victory. The range of your battle hymns increases to 60 feet.

In addition, choose one of the following.

- You can expend 2 uses of Bardic Inspiration to activate two Battle Hymns at the same time. Losing concentration or changing battle hymns deactivates both.
- Pick three spells of 4th-level or lower that have only vocalized components. These spells may be from any class spell list. You may spend 2 uses of Bardic Inspiration to cast one of the chosen spells at the start of your turn with no action required (instead of activating a battle hymn).
- When you expend a use of Bardic Inspiration to activate a battle hymn, you may also grant a Bardic Inspiration die to a creature within 60 feet.

Whenever you gain a bard level, you may change your Battle Hymn Specialization.

Art Mastery

At 11th level, the use of your art specialty has transcended into something beyond majestic. You gain one of the following art masteries. At 17th level, you gain an additional art mastery.

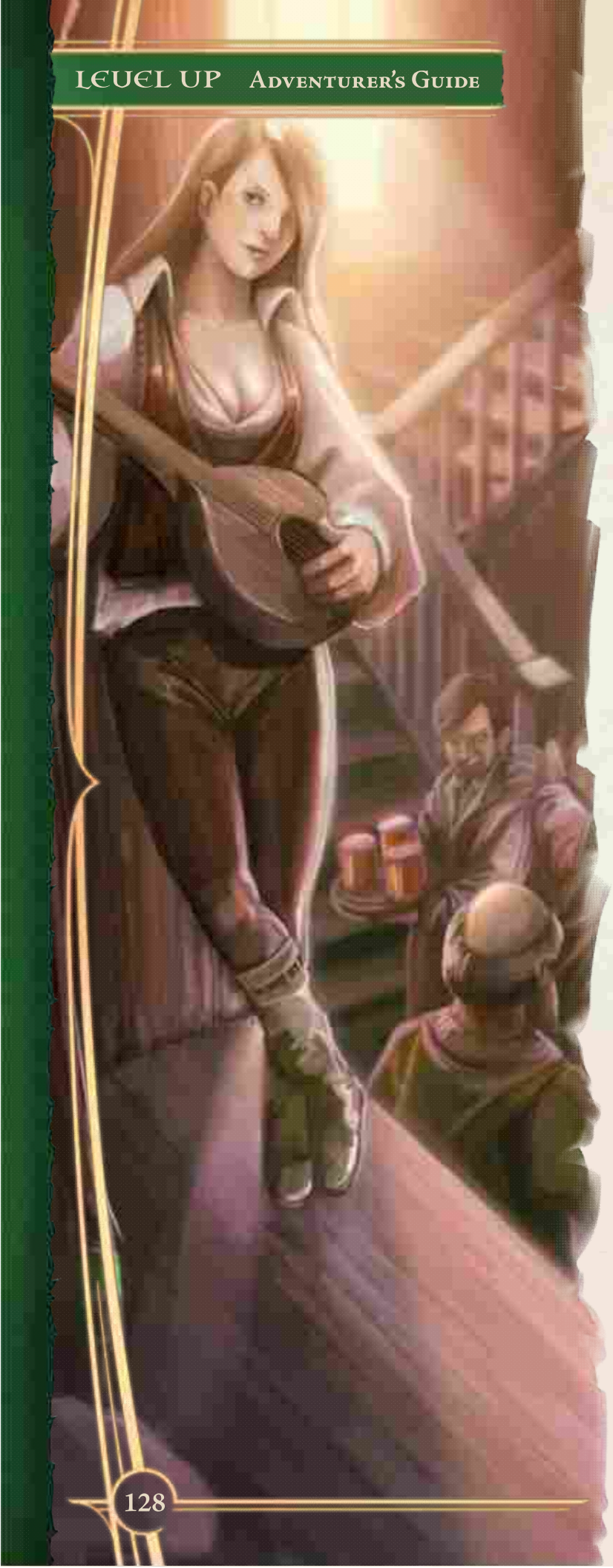
Percussion: Rolling Rhythm. You can throw a spell's magic, rebounding it from one place to another. When using this musical art as a spell focus, if you cast a spell that targets only one creature, you can target an additional creature within range of the first (as if it were casting the spell). Once you have used this feature a number of times equal to half your proficiency bonus, you can't do so again until you finish a short rest.

String Instruments: Melody for All. The melodies you pluck spread like gusts of wind. You gain a number of melody charges equal to your Charisma modifier, which you regain whenever you finish a long rest. When using this musical art as a spell focus, if you cast a spell that targets only one creature you can spend a melody charge to target an additional creature within the spell's range.

Visual: Dual Masterpiece. Your magic resonates through the air. When using this musical art as a spell focus, after casting a bard spell that used an ally as its point of origin on your last turn, if you cast the same spell normally its spell level increases by 2. Once you have used this feature a number of times equal to your proficiency bonus, you can't do so again until you finish a long rest.

Voice: Everlasting Song. The spells you cast resound upon themselves. When concentrating on a bard spell, you automatically succeed on checks made to maintain concentration while you are using this musical art as a spell focus.

Wind Instruments: Perfect Pitch. While using this musical art as a spell focus, you gain advantage on Deception and Performance checks to conceal the casting of bard spells.



Universal Trick

Whether from watching your fellow adventurers work, from tales of your predecessors, or simply because you are just that talented, you have taken to adopting the techniques of your peers.

At 13th level, and again at 16th and 19th level, you learn a developed talent from the berserker class, a sign of faith from the cleric class, a soldiering knack from the fighter class, or an elective study from the wizard class. You may only learn one Universal Trick from any individual class.

Grand Battle Hymns

At 17th level, you master one of three grand battle hymns that can shake the firmament with arcane power. Choose one of the following grand battle hymns.

Beyond the Grave. All allies within 60 feet of you that are bloodied or unconscious are restored to half their maximum hit points. In addition, each is healed of up to 3 levels of fatigue.

Magic Never Dies. Allies within 30 feet of you regain up to 5 levels of spell slots, or if they have no spell slots, gain 30 temporary hit points.

Taste of Victory. Allies within 30 feet of you gain a blessing of victory that remains for up to 24 hours or until it is expended. A blessing of victory can be expended while rolling a d20 to gain advantage on an attack roll or opposed ability check.

Once you have used your grand battle hymn, you can't do so again until you finish a long rest.

Virtuoso

At 20th level, your capacity for drawing a crowd reaches dizzying new heights. As an action, you can expend a use of Bardic Inspiration to start an epic performance that lasts for 1d4 rounds. During that time, you can choose up to 50 creatures that are within 120 feet of you. Each creature able to hear or see your Epic Performance makes a Charisma saving throw against your bard spell save DC. If a creature fails its saving throw, it is charmed by you for the duration plus 6 days, or until you or your companions do anything harmful to it. A charmed creature regards you as a friendly acquaintance.

The performance ends early if you are incapacitated or silenced, or if you voluntarily end it (no action required). At the end of the duration, you can expend an additional use of Bardic Inspiration to extend the duration by 1d4 rounds.

When your Epic Performance lasts at least 1 minute, at the end of the duration you can target each charmed creature as if using the *mass suggestion* spell cast at 9th-level. Creatures do not make saving throws to resist this effect. The commands you give a charmed creature are not obvious, and other creatures must make a Wisdom (Insight) check opposed by your Charisma (Performance) check to understand that you are doing anything more than giving a performance. You can give each creature its own set of commands, but can only give out 6 different sets of commands.

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

Adventuring Tricks

When you gain access to a new adventuring trick, choose one of the following.

Bewitching Companion

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill.

In addition, you gain an expertise die on checks made to influence anyone accompanying you on a journey.

Brutish Confrontation

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill.

In addition, you gain advantage on ability checks made to prepare an ambush.

Improvised Engineering

You gain proficiency with Engineering. If you are already proficient with Engineering, you instead gain an expertise die. In addition, you gain advantage on Engineering checks made to build a temporary construction (such as a bridge or ladder) and shore up existing structures (like the wall of a collapsing building).

Marching Song

You know how to inspire and motivate your companions as they travel. Allies within 30 feet of you travel 1 mile per hour faster than normal. Your party cannot use Stealth while traveling in this manner.

Profitable

You gain proficiency with Performance. If you are already proficient with Performance, you instead gain an expertise die. Whenever you make a Performance check to earn coins, you gain twice as much as normal.

Resonance

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill.

In addition, when either you or a companion casts a ritual spell, its duration is doubled and it affects twice the usual number of targets.

Sly Confidant

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill.

In addition, when you succeed on an opposed Intelligence, Wisdom, or Charisma check, you gain advantage on your next opposed Intelligence, Wisdom, or Charisma check against the same creature.

Song of Rest

Any creatures able to perceive you performing your art while taking a short rest and rolling hit dice regain an additional 1d8 hit points.

Showoff

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill.

In addition, when you succeed on an Acrobatics or Athletics check to climb, balance, leap over danger, or otherwise physically overcome an obstacle, a number of allies equal to your proficiency bonus gain advantage on the same check made to overcome the same obstacle.

Townie

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill. As long as you have a positive reputation in a town or city, all basic goods and spellcasting components cost 1/3rd less.

Widely Known

You do not have disadvantage on Prestige checks made outside the area described by your Prestige rating.

BARD ARCHETYPES

No two bards are exactly alike, but many share the same interests or employ similar means as adventurers. Most of them are also keen to share their exploits and knowledge with less experienced bards, keen to strengthen their tradition of the arts.

Loremaster

Knowledge is the realm of the loremaster. These bards strive to learn all that they can, often as the aids to sovereigns and powerful ruling councils, cloistered away in spires filled with ancient texts, or teaching in colleges for other bards or mages. For a loremaster there is no greater achievement than real truth and understanding, knowing the facts of reality with a certainty that empowers them to dive ever deeper in search of even greater comprehension.

Bonus Proficiencies and Specialties

When you select this archetype at 3rd level, choose 3 of the following skills: Arcana, Culture, Engineering, History, Medicine, Nature, Religion. You gain proficiency with the chosen skills. In addition, you gain 3 additional specialties, and you gain another specialty whenever your proficiency bonus increases. These bonus specialties must be in Arcana, Culture, Engineering, History, Medicine, Nature, or Religion.

Cunning Words

Also at 3rd level, you can use your cunning to detect, discourage, and distract others. When a creature that you can see within 60 feet makes an ability check, attack roll, or damage roll, you can use your reaction to expend a use of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. When you roll the minimum or maximum result for your Bardic Inspiration die, the creature is rattled until the end of your next turn.

You can choose to use this feature after the creature makes its roll, but before the Narrator determines whether the attack roll or ability check succeeds or fails, or before damage is dealt. The creature is immune if it can't hear you or if it's immune to being charmed.

School Knowledge

At 6th level, you gain access to more fantastical magical knowledge. Choose one school of magic that is not a classical school of magic, the arcane school of magic, or the divine school of magic. All spells from the chosen school of magic count as bard spells for you.

In addition, you learn two bard spells. A spell you choose must be a cantrip or of a spell level you can cast.

Skillful Knowledge

Starting at 14th level, you can use your Bardic Inspiration on yourself. When you do so and roll the minimum or maximum result for your Bardic Inspiration die, you also gain an expertise die.

Minstrel

Bards are known for the telling of epic tales, thrilling acts of legerdemain, and beautiful musical renditions, but none more so than minstrels. Traveling the land to ply their musical and theatrical trades, a minstrel soaks up the world around them so that their future retellings of their travels are as detailed, evocative, and interesting as possible.

Bonus Proficiency and Specialties

When you select this archetype at 3rd level, you gain proficiency with Culture and Performance. If you are already proficient with either skill, you instead gain an expertise die. In addition, you gain additional specialties equal to your proficiency bonus, and you gain another specialty whenever your proficiency bonus increases. These bonus specialties must be in Culture or Performance.

Better Bardic Inspiration

Also at 3rd level, your ability to inspire can help an ally overcome deleterious effects. When you have granted a creature Bardic Inspiration, if the creature would make a saving throw at the end of its turn to end an effect on it, it can use the Bardic Inspiration to attempt a saving throw at the start of its turn instead.

In addition, you can use Bardic Inspiration on yourself, but only to make Performance checks.

Endless Legends

Beginning at 6th level, your archive of heroic exploits and legendary tales reaches a new threshold. You can use your Bardic Inspiration an additional number of times equal to your Wisdom modifier. In addition, when a creature rolls your Bardic Inspiration die, it gains a bonus equal to your Wisdom modifier.

Act of Unison

At 14th level, your ability to motivate others actually spurs them into action. On your turn, you can use your action and bonus action to expend a use of Bardic Inspiration and choose a creature you can see within 60 feet. If the chosen creature can see or hear you, it gains one additional action. This action must be used before the end of your turn. A creature can only benefit from this feature once between long rests.

Mountebank

The twisting of words is itself a kind of art—the mastery of which is the purvey of mountebanks. Throughout the course of any adventure there are plenty of trials where a sufficiently delivered boast can be more effective and useful than the mettle required to follow through on it, and the eloquent experience of a mountebank pulls its worth then so sufficiently that their frequent self-centered accolades are worth the trouble.

Bonus Proficiency and Specialties

When you select this archetype at 3rd level, you gain proficiency with Deception and Persuasion. If you are already proficient with either skill, you instead gain an expertise die. In addition, you gain additional specialties equal to your proficiency bonus, and you gain another specialty whenever your proficiency bonus increases. These bonus specialties must be in Deception or Persuasion.

Rapid Response

Also at 3rd level, you are always ready to wield your magic at the drop of a hat. When initiative is rolled, as long as you are not surprised you can choose to cast a spell with a vocalized component and casting time of 1 action. If you do so, the effects of the spell occur at the start of the first creature's turn, and on your first turn you do not receive an action.

Honeyed Words

Starting at 6th level, you learn to weave magic directly into your very words and gesticulations. When you cast a bard spell, you can replace any vocalized components with speech and any seen components with gestures. Any observers with a passive Insight score equal to or less than your passive Deception score or passive Persuasion score do not see or hear you cast the spell. If you are making a Deception, Intimidation, or Persuasion check as part of your speech or gestures, the effects of the spell occur before the check is made.

Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

Kill Me Last

At 14th level, you are exceptionally good at convincing your foes to attack someone other than yourself. When a creature you can see targets you with an attack or spell, you can use your reaction to

focus its attention on a creature you choose within its reach or within range of it. It makes a Charisma saving throw and on a failure, it instead targets the chosen creature with its attack or spell (gaining advantage if the chosen creature is an ally).

Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

Warchanter

The frenetic pace of battle can easily confuse and overwhelm, but the beating of drums, horns of trumpets, and resounding hymns of warchanters drive their forces onto victory. These bards understand combat as a beautiful art form and use their talents to enhance it, urging allies to withstand greater suffering and spreading their magic across the field of battle.

Bonus Proficiency and Specialties

When you select this archetype at 3rd level, you gain proficiency with History. If you are already proficient with History, you instead gain an expertise die. In addition, you gain additional specialties in History equal to your proficiency bonus, and you gain another specialty whenever your proficiency bonus increases.

In addition, you gain proficiency with medium armor, shields, and martial weapons.

Victorious Hymn

Also at 3rd level, your battle hymns take a different tone, now specially prepared for bloody fights and hard fought victories. You learn an additional battle hymn chosen from Table: Battle Hymns, counting your bard level as double for the purposes of which battle hymns you meet the prerequisites for. This battle hymn does not count against your number of battle hymns known. When you reach 8th level, you may change one of your battle hymns for a new Victorious Hymn.



Second Chorus

Starting at 6th level, you can turn your inspiring talents to the multiplication of magic. When you see a spell cast on an ally within 30 feet, you can use your reaction and expend a use of Bardic Inspiration to twin it. If the spell is of 3rd-level or lower, targets only that ally, and you are also within the spell's range, you are also targeted by the spell.

When you reach 14th level in this class, you can expend two uses of Bardic Inspiration to twin a spell to target a different ally instead of you.

Slaying Momentum

At 14th level, your thirst for battle can be overwhelming. When an ally under the effects of one of your battle hymns reduces a creature to 0 hit points, they regain hit points equal to your Bardic Inspiration die + your Charisma modifier.

Bard Spell List

As a bard you may choose from the following spells.

Cantrips

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.
Circular Breathing (tra): Breathe and sing underwater, and regulate your breath to avoid harmful gases.
Dancing Lights (evo): Create up to four floating, magical lights.
Friends (enc): Gain an expertise die on a Charisma check.
Light (evo): Enchant one object to emit light.
Mending (tra): Perform simple repairs on an object.
Message (tra): Send short messages to other creatures.
Minor Illusion (ill): Create a small, limited illusion.
Prestidigitation (tra): Perform various minor magical tricks.
True Strike (div): Gain advantage on attacks against a single creature.
Vicious Mockery (enc): Make an insult that delivers psychic damage and gives disadvantage on a creature's next attack roll.

1st-Level

Air Wave (cjr): Cut through the air with a melee weapon to damage a creature within 30 feet.
Animal Friendship (enc): Befriend an animal.
Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.
Bane (enc): Cause enemies to be distracted from their attacks.
Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.
Comprehend Languages (div): Use magic to better interpret languages you do not understand.
Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.
Detect Magic (div): Sense the presence and school of magical auras.
Disguise Self (ill): Create an illusion that makes you appear like another humanoid.
Dramatic Sting (enc): Frighten a creature by echoing its movements with ominous music and terrifying sound effects.
Faerie Fire (evo): Highlight creatures with magical radiance.
Feather Fall (tra): Reduce or eliminate damage from falling.
Harmonic Resonance (abj): Harmonize with the rhythm of those around you to better help allies.
Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.
Heroism (enc): Imbue a creature with bravery and vigor.
Hideous Laughter (enc): Cripple a creature with humor.
Identify (div): Divine the nature of an enchanted item.
Illusory Script (ill): Hide a message with illusions.
Phantasmal Talons (enc): Sprout invisible talons of pure will from your fingers.
Silent Image (ill): Create an illusion that can move but has no other sensory details.
Sleep (enc): Cause enemies to fall into a magical slumber.
Speak with Animals (div): Gain the ability to talk with animals.
Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.
Traveler's Ward (abj): Protect a creature from pickpockets.
Unseen Servant (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.

2nd-Level

Animal Messenger (enc): Use a Tiny creature as a magical messenger.
Blindness/Deafness (nec): Strike a creature blind or deaf.
Calm Emotions (enc): Suppress strong and harmful emotions, negating effects or sapping aggression.
Detect Thoughts (div): Read the minds of nearby thinking creatures.
Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.
Enthrall (enc): Monopolize a creature's attention.
Flex (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.

Heat Metal (tra): Make a metallic object too hot to touch.
Hold Person (enc): Paralyze a humanoid.
Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.
Knock (tra): Open a locked object.
Lesser Restoration (abj): Remove one affliction from a creature.
Locate Animals or Plants (div): Gain knowledge about the location of flora and fauna.
Locate Object (div): Know the whereabouts of a specific, nearby object.
Magic Mouth (ill): Enchant an object to repeat a message in certain circumstances.
Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.
Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.
Silence (ill): Create a bubble of magical silence.
Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.
Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd-Level

Aspect of the Moon (tra): Adopt a number of traits similar to a werewolf.
Battlecry Ballad (abj): Transform your bardic inspiration into a rallying cry that enhances the attacks of your allies.
Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.
Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.
Dispel Magic (abj): End ongoing magical effects.
Fear (ill): Frighten creatures in a cone-shaped area.
Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.
Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.
Nondetection (abj): Hide a person, place, or thing from divination magic for 8 hours.
Plant Growth (tra): Use magic to increase the yield of plants or create difficult terrain.
Sending (evo): Send a short message to another creature, no matter their location.
Speak with Dead (nec): Call forth memories from a corpse, compelling it to answer questions.
Speak with Plants (tra): Awaken nearby plants, bestowing intelligence and animation.
Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.
Tiny Hut (evo): Create an immobile dome of protective force that shelters the party.
Tongues (div): Understand any heard language and be understood by others you speak to.

4th-Level

Accelerando (tra): Play a jaunty tune that instills swiftness into up to 6 creatures.
Charm Monster (enc): Make a creature view you as a trusted friend.
Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.
Dimension Door (cjr): Teleport yourself and one willing creature great distances.
Freedom of Movement (abj): Free a creature from most constraints on its movement.
Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.
Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.
Locate Creature (div): Know the whereabouts of a specific, nearby creature.
Polymorph (tra): Temporarily transform a creature into another creature.
Tearful Sonnet (enc): Quietly play a tragic tune that fills those around you with magical sorrow.

5th-Level

Animate Objects (tra): Create constructs to smite foes.
Awaken (tra): Impart sentience to a creature or plant.
Dominate Person (enc): Take over the mind of a humanoid.
Dream (ill): Invade a creature's dreams to communicate with and possibly terrorize it.
Geas (enc): Give a creature a command with an extremely long duration.

Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.
Hold Monster (enc): Paralyze a creature.
Legend Lore (div): Magically obtain knowledge about a creature or topic.
Mass Cure Wounds (evo): Heal several allies a moderate amount.
Mislead (ill): Confuse those around you by replacing yourself with a duplicate.
Modify Memory (enc): Alter a creature's memory.
Planar Binding (abj): Force a creature from another plane of existence to become your servant.
Raise Dead (nec): Return a recently-dead creature to life.
Scrying (div): Observe a creature on the same plane of existence as you.
Seeming (ill): Craft an illusory appearance for as many creatures as you choose.
Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.
Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th-Level

Find the Path (div): Know the way to a location of your choice.
Guards and Wards (abj): Ward an area, making it difficult to traverse for those that you do not permit.
Irresistible Dance (enc): Cripple a creature with the urge to dance.
Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.
Programmed Illusion (ill): Set an illusion that triggers once a specified condition is met.
True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

7th-Level

Arcane Sword (evo): Create a deadly sword-shaped force that attacks at your command.
Etherealness (tra): Enter the border of the Ethereal Plane.
Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.
Magnificent Mansion (cjr): Create a magnificent extradimensional dwelling.
Project Image (ill): Create an illusionary duplicate you can sense through.
Regenerate (tra): Cause a creature to heal itself over time and can regrow lost limbs.
Resurrection (nec): Return a long-dead creature to life.
Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.
Teleport (cjr): Teleport one or more creatures instantly across vast distances.

8th-Level

Dominate Monster (enc): Take over the mind of a creature.
Feeblemind (enc): Crush a creature's mind.
Glibness (tra): Gain a bonus to Charisma checks and lie even under magical detection.
Mind Blank (abj): Prevent a creature's mind from being read.
Power Word Stun (enc): Stun a creature with a single word.

9th-Level

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.
Power Word Kill (enc): Slay a creature with a single word.
True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.

Berserker

The elite elven Queensguards, resplendent in their shining armor, wade into the fray, entering an uncontrolled berserker fury that will only end when every foe has been slain.

With a roar, the tiefling calls up the infernal power within himself, rage manifesting as unholy fires that dance along his arms and across his weapon. With both his massive double-headed axe and body aflame, he throws himself into the thickest part of the battle. The longer the fires burn, the higher they leap.

Laughing heartily, a dwarf swings their broadsword into their enemy's ribs, sending the man flying backwards. "Like I told you, human: everyone's shorter when they've been knocked on their backside."



Berserkers are well-trained at tapping into that most primal of emotions: rage. In mastering its utility they also master a variety of techniques and preternatural abilities to bring a tactical edge to crushing their foes.

Adherents of Rage

No matter what walk of life they come from, berserkers all shine brightest on the move. Far from lumbering brutes, the inner reserves they draw on sharpen senses and reflexes along with the cut of their blade.

While they are classically thought of as wandering nomads or members of remote villages, berserkers do not restrict themselves to such environs. A highway robbers' camp, a coliseum's sands, an elite strike force, and a tavern's common room brawl are all places that would appeal to their skills. No matter where they are berserkers cut imposing figures even in repose, causing many to give them a wide berth—a wolf is still a wolf, even if it runs with the watch dogs.

A Life Lived Fully

Berserkers are terrors on the battlefield, wading into the fray where they rely on their reflexes and ability to shrug off massive damage to keep them alive for another day. It's a dangerous life, but one that a berserker lives to its utmost. Let it not be said that berserkers do not practice strategy, however. Their ability to control their adversary's place in the battlefield by stunning, frightening, or just plain knocking down enemies makes them invaluable at one's side and a nightmare to face.

TABLE: BERSERKER

LEVEL	PROFICIENCY BONUS	FEATURES	RAGES	RAGE HIT POINTS	TALENTS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Battle Defense, Developed Talents, Rage	2	+2	1	—	—
2nd	+2	Combat Maneuvers, Danger Sense, Furious Critical	2	+2	1	2	1st
3rd	+2	Versatile Exploration, Warrior Borne, Way of Wrath	3	+2	2	3	1st
4th	+2	Ability Score Improvement, Furious Critical	3	+2	2	3	1st
5th	+3	Crushing Blows, Extra Attack	3	+2	2	4	2nd
6th	+3	Furious Critical, Martial Presence, Way Feature	4	+2	3	4	2nd
7th	+3	Advanced Battle Defense	4	+2	3	5	2nd
8th	+3	Ability Score Improvement, Furious Critical	4	+2	4	5	2nd
9th	+4	Battle Moxie	4	+3	4	6	3rd
10th	+4	Furious Critical, Way Feature	4	+3	5	6	3rd
11th	+4	School of the Open Road	4	+3	5	7	3rd
12th	+4	Ability Score Improvement, Crushing Blows, Furious Critical	5	+3	5	7	4th
13th	+5	Notable Reputation	5	+3	6	8	4th
14th	+5	Furious Critical, Way Feature	5	+3	6	8	4th
15th	+5	Prickly Mind	5	+3	7	9	4th
16th	+5	Ability Score Improvement, Furious Critical	6	+4	7	9	4th
17th	+6	Crushing Blows, Reliable Might	6	+4	7	10	5th
18th	+6	Furious Critical	6	+4	8	10	5th
19th	+6	Ability Score Improvement	6	+4	8	11	5th
20th	+6	Paragon of Rage	Unlimited	+5	9	11	5th

Creating a Berserker

How did you discover the rage inside you and what do you do with it? Were you raised to focus your anger and channel it in specific situations? Were you instead set upon by hungry wolves in the forest, forced to feats of strength and stamina in order to protect your younger sibling?

Consider your call to adventure. Is it merely a way to make money in the trade that suited you best? Did a primal patron call you to a destiny beyond the horizon? Perhaps the people you grew up around become fearful of your abilities.

CLASS FEATURES

As a berserker, you gain the following class features.

Hit Points

Hit Dice: 1d12 per berserker level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per berserker level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Strength, Constitution
Skills: Choose four from Animal Handling, Athletics, Intimidation, Nature, Perception, Stealth, and Survival

Equipment

You begin the game with 120 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Rugged Explorer's Set (Cost 118 gold):** Greatsword, 4 javelins, spear, hide, medium shield, climbing gear, explorer's pack
- **Tracker's Set (Cost 117 gold):** Greataxe, shortbow and quiver with 20 arrows, chain shirt, explorer's pack

Battle Defense

Starting at 1st level, you decide on how best to protect yourself on the battlefield—relying on barbaric might or encased in weighty armaments. Choose one of the following options.

Juggernaut

You gain proficiency with heavy armor. In addition, your speed is not reduced by wearing heavy armor, you can still benefit from raging while wearing heavy armor, and you do not count the weight of any worn armor when determining your carrying capacity.

Rugged Defense

While you are not wearing any armor, your armor class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

In addition, your speed increases by 5 feet while you aren't wearing heavy armor. At 5th level, your speed increases by an additional 5 feet.

Developed Talents

Whether in the ruins of an ancient civilization, the barren terrain of the hinterlands, or the back alleys of a prosperous city, berserkers are adept at surviving and interacting with their environments.

At 1st level you gain a developed talent of your choice. Your developed talents are detailed at the end of the class description. The Talents Known column of the Berserker table shows when you learn more developed talents.

Rage

In battle, you give yourself over to the fury within. Starting at 1st level, on your turn you can use a bonus action to enter a rage.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- Every round that you remain in rage, at the start of your turn you gain a number of rage hit points that increases as you gain levels as a berserker, as shown in the Rage Hit Points column of the Berserker table. Whenever you take damage, you reduce your rage hit points first, then your regular hit points. Rage hit points stack each round until your rage ends, at which point they dissipate.

  The maximum number of rage hit points you can have at one time is equal to 5 × your berserker level.
- You have resistance to bludgeoning, piercing, and slashing damage.
- If you are able to cast spells, you can't cast them or concentrate on them while raging.
- You gain no benefit from temporary hit points.

While raging, you cannot choose to use the Fall Back reaction.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your berserker level in the Rages column of the Berserker table, you must finish a long rest before you can rage again.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Adamant Mountain, Mirror's Glint, Rapid Current, Tempered Iron, Tooth and Claw. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Berserker table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Furious Critical

Also at 2nd level you learn to maximize the effects of your mightiest blows, empowering your critical hits. Choose one Furious Critical. At 4th level and every even berserker level after, you learn an additional Furious Critical.

Simple damage isn't all that a berserker can deal in combat. With just the right application of force, a berserker can inflict a number of conditions on their opponent. Unless otherwise noted, the DC to resist such effects is equal to 8 + your proficiency bonus + your Constitution modifier. The attack must use a melee weapon that has the heavy, two-handed, or versatile property. Each Furious Critical can only be taken once and only one Furious Critical can be used per critical hit, unless otherwise stated.

Blinding Maneuver

Your attack flings debris into the target's eyes, causes blood to run into their eyes, or otherwise impedes their vision. When you score a critical hit, the target is blinded for a number of rounds equal to your proficiency bonus.

Dazzling Prowess

Prerequisite: 6th level

Your show of martial skill is so stunning that the target can only gape. When you score a critical hit, the target makes a Wisdom saving throw or is stunned until the end of your next turn.

Deafening Blow

The force of the blow leaves the target with a ringing sensation in their ears, muffling the world around them. When you score a critical hit, the target is deafened for a number of rounds equal to half your proficiency bonus. If the target attempts to cast a spell it must make a Constitution saving throw in order to do so successfully. The DC equals 10 or half the damage the creature took from the attack that inflicted the condition, whichever number is higher.

Disorienting Strike

The force of your attack leaves your target seeing double. When you score a critical hit, your target treats all creatures as though they have half cover (+2 to AC, Dexterity saving throws, and ability checks made to hide). This effect lasts for a number of rounds equal to your proficiency bonus and does not stack with subsequent critical hits.

Elemental Wrath

Your fury is so great that it incites the very elements to join you. When you score a critical hit, after dealing damage the weapon that dealt the blow is charged with acid, cold, fire, or lightning, chosen when you take this Furious Critical.

The weapon now deals an additional 1d6 damage of the chosen type. This effect lasts for a number of rounds equal to your proficiency bonus and does not stack with successive critical hits.

This Furious Critical can be taken multiple times as you gain berserker levels, increasing the damage each time; 2d6 at 10th level, 3d6 at 16th level, and 4d6 at 20th level.

Whenever you gain a berserker level, you may change the damage type.

Furious Momentum

Seizing on the fervor of a well-struck blow, you use your fury to fight all the harder. When you score a critical hit, the next melee weapon attack you make before the end of your next turn is a critical hit on a roll of 17–20. Once you have used this feature, you cannot do so again until you have finished a short rest. Alternatively, you can expend one use of Rage to use this feature. The effects of this Furious Critical can be combined with any other.

Inspiring Flair

Your sheer competence inspires your companions. When you score a critical hit, choose a creature that can see you. That creature gains an expertise die on its next attack roll.

Jockeying Blow

When you score a critical hit, you can move up to 30 feet. This movement does not provoke opportunity attacks from the target of your attack. In addition, you gain advantage on any ability checks made to jump as part of this movement. The effects of this Furious Critical can be combined with any other.

Knockdown Strike

With the right angle, your attack knocks the target sprawling. When you score a critical hit, the target makes a Strength saving throw or is knocked prone. This Furious Critical can be taken a second time to combine its effects with Overbearing Hit.

Mighty Blow

Prerequisite: 6th level

You know how to hit so it hurts the most. You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee weapon attack. This Furious Critical can be taken again at 13th level and 17th level.

Overbearing Hit

The sheer strength behind your blow sends the target staggering backwards. When you score a critical hit, the target is pushed 15 feet away from you in a straight line. This Furious Critical can be taken a second time to increase this distance to 30 feet.

Pinning Strike

The profound force of your blow breaks the environment, crumbling the stone beneath your target's feet or knocking shattered timber over their legs. When you score a critical hit, the target is grappled (escape DC equal to your Furious Critical DC).

Relentless Attack

Your blows fall down mercilessly. When you score a critical hit, you may immediately make an additional melee weapon attack (no action or reaction required). If this subsequent attack is also a critical hit, this feature can be activated again for a number of times equal to half your proficiency bonus. No other Furious Critical can be activated for these additional attacks.



Terrifying Force

You focus your rage, unleashing a fear-inspiring strike. When you score a critical hit, each creature you choose within 60 feet that can see you makes a Wisdom saving throw or is frightened of you for a number of rounds equal to half your proficiency bonus. The effects of this Furious Critical can be combined with any other.

Vitalizing Force

The thrill of your attack drives you to greater feats. When you score a critical hit your base speed increases by 20 feet for 1 minute or until you use this Critical Focus again.

Versatile Exploration

Beginning at 3rd level, whenever you learn a new developed talent, you can instead choose from fighter soldiering knacks.

Warrior Born

Also at 3rd level, the ways of combat that have come naturally to you bring new and unexpected lessons. Choose one of the following.

Agitate

Many battles have taught you how to spot aggressive body language like a pursed eyebrow, tensed temple, or protruding vein, and you've mastered using these cues to unsettle others outside of combat. Make an Intimidation check opposed by the Insight check of a creature you can see and hear within 20 feet. On a success, you subtly press the creature to act out. What exactly the creature does—back away quickly, blurt out something compromising, draw a weapon, look towards a concealed or disguised companion, protectively touch something it is carrying—is at the Narrator's discretion.

Once you have used this feature, you cannot do so again until you finish a short or long rest.

Fearsome Reputation

Word spreads of your prodigious strength or how terrifying you can be in battle. Whenever you are in a settlement, at least one commoner approaches you with a modest gift or bribe and beseeches you to help settle a feud, move a large obstacle, or otherwise make use of your impressive might. In addition to their offering, they are eager to tell you about their home and neighbors.

Imposing Prowess

When an ally you can see and hear makes a Deception or Persuasion check, you can use your reaction to support them with an intimidating display of strength or unsettling glower. Your ally rerolls the check, gaining an expertise die on the roll.

Once you have used this feature, you cannot do so again until you finish a long rest.

Way of Wrath

For every berserker there is the spark of rage, ready to be fanned to inferno. The ways they use it however and how it came to be there can differ wildly. Some call upon their bloodline for inner strength, while others force it to a point of furious focus; many attribute it to the spirits that surround them. Still more gain their fury from a far more mundane source, such as betrayal or ill-treatment.

At 3rd level, you choose an archetype that defines the source of your rage. Berserker archetypes are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th level.

Ability Score Improvement

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

Crushing Blows

By 5th level your martial prowess is such that you are able to land attacks to best effect, dealing devastating amounts of damage. Your melee weapon attacks score a critical hit on a roll of 19 or 20.

At 12th level, your melee weapon attacks score a critical hit on a roll of 18–20.

At 17th level, your melee weapon attacks score a critical hit on a roll of 17–20.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Martial Presence

At 6th level your methodology to battle seeps further into the way you interact with others—and how they interact with you. Choose one of the following:

Forceful

People respond favorably to your vigor. You can always choose to use Constitution when making Persuasion checks.

In addition, in every settlement you visit you inspire a number of followers equal to your proficiency bonus. Your followers perform minor tasks to help you while you are there, feed you and your allies, carry your belongings to nearby destinations, share their mount animals, reveal some of their secrets to try and gain your favor, and ask you for help before turning to the authorities with a problem.

Mighty

You turn your toughness into a tool when imposing upon others. You can always choose to use Constitution when making Intimidation checks.

In addition, when you enter a tavern or other social gathering, you can make a DC 15 Intimidation check while loudly declaring that you are looking for something or someone. On a success, most of the people there look at and otherwise point out whoever they believe is the person you are looking for or the person most likely to know about what you are seeking.

Scary

It's commonly thought that it's best not to ask you for too much clarification or detail. You can always choose to use Constitution when making Deception checks.

In addition, when you fail a Deception check against a creature, it makes a Wisdom saving throw against a DC equal to your passive Deception score. On a failure, it thinks twice about your dishonesty and your Deception check becomes a success.

Advanced Battle Defense

By 7th level you have doubled down on your battle defense style. Choose one of the following.

Enhanced Vitality

Choose Intelligence, Wisdom, or Charisma. When you make the chosen saving throw against an effect that deals half damage on a success, you can choose to instead make a Constitution saving throw.

Preternatural Agility

You can evade danger to an unbelievable degree. When you make a Dexterity saving throw against an effect that deals half damage on a success, you take no damage on a success and half damage on a failure.

Battle Moxie

At 9th level, your experiences in combat teach you more about how to live in the world. Choose one of the following.

Provoking Attitude

You know how to piss people off. You can expend one use of Rage and choose a creature within 60 feet that can hear or see you. The creature makes a Charisma saving throw against your Furious Critical DC. On a failure, it makes or accepts a challenge. The nature of this challenge is at the Narrator's discretion but is usually a duel or opposed check: archery with Dexterity, arm-wrestling with Strength, competing with a gaming set, distance running with Constitution, wrestling with Athletics, and so on.

Roaring Pause

When initiative is rolled you can expend one use of Rage to make an Intimidation check (DC 8 + number of creatures that rolled initiative) to briefly unveil the boundless fury within in a furious roar. On a success each creature stops what it is doing and can only make statements and a Deception, Intimidation, or Persuasion check on its turn. On a success by 5 or more initiative is rerolled, and you choose a number of creatures equal to your Constitution modifier to gain advantage on their initiative roll.

Takes One To Know One

You know another warrior when you see one. When you see a creature, you know if it is proficient with more than simple weapons or has access to combat maneuvers

School of the Open Road

At 11th level your journeys have given you a wealth of practical experience and helpful bits of information. Choose one of the following.

Don't Get Fooled Again

You've heard and seen (and perhaps told) enough lies that you spot them as easily as tells in battle. You can always choose to use Constitution for Insight checks and gain an expertise die when rolling to detect a falsehood.

In addition, you are seen as an arbiter of truth by those who have heard of your reputation and you may be called in to mediate a trial or question a suspected wrong-doer, even in larger settlements.

Storyteller

You have an ear for interesting events, places, and people of the past. You can always use Constitution when making History checks and gain an expertise die when the subject has something to do with war, battle, or martial prowess.

In addition, your reputation means that people assume that you want to know the history (or perhaps gossip) of the settlement you're visiting. When you are at a tavern or social gathering they are likely to approach you with tales of the baroness' last stand 50 years ago, or mention 'history in the making' in the form of the Duke's child being rumored to be a werewolf. Mechanical bonuses are at the Narrator's discretion but could include gaining an expertise die on Insight checks made against a particular NPC, or advantage on checks when seeking out a local tomb.

Trial and Error

Between learning from both your own mistakes and those of others, you've collected a considerable knowledge about the natural world. You can always choose to use Constitution when making Nature checks and gain an expertise die on checks made to identify a plant or beast.

In addition, people see you as someone who loves a good survival story. When you are at a tavern or social gathering they are likely to approach you with information about local hazards or wildlife. This insight grants boon at the Narrator's discretion, such as gaining an expertise die on Survival checks to track a creature, additional beneficial effects from using a medicinal (see page 325 in Chapter 4: Equipment), or advantage on checks made to know a beast or plant creature's weakness.

Notable Reputation

At 13th level your name has spread far and wide, gaining you the respect of even important figures you've yet to meet. Choose one of the following.

Armed Assistance

Mercenary groups make a point of making your acquaintance, especially in larger towns. As part of their hospitality they feed you and your companions, and provide a safe place to sleep, as well as offer to trade information and word of any jobs your group may be interested in. When these meetings go particularly well they might offer more tangible help in the form of scouting the area around a monster's den or distracting a group of bandits to give you an edge.

Noble Curiosity

Your reputation and ferocity have sparked the fascination of the nobility. A liveried servant is likely to approach you when you enter the holdings of such a noble and invite you to take part in their employer's hospitality. This includes lavish feasting, introductions to the rich and powerful, and offers of assistance such as mounts, the repair of your armor and weapons, and miscellaneous items worth less than 5 gold.

Token of Gratitude

Word of your deeds is not just advantageous to you: many merchants are eager to capitalize on having done business with someone of your reputation. Upon recognizing you, they offer up to 15% off of the listed price of a particular item in exchange for some sign of your presence such as a small token or autograph.

Prickly Mind

Starting at 15th level, your reactions are so honed that you react even to magic trying to affect your mind. When you make a saving throw to resist being charmed, you can use your reaction to deal an amount of psychic damage equal to your proficiency bonus to the creature attempting to charm you. This backlash does not reveal the creature that tried to charm you.

In addition, you gain proficiency with Wisdom saving throws.

Reliable Might

Also at 17th level, if your total for a Strength or Constitution check is less than the corresponding score, you can use that score in place of the total.

Paragon of Rage

At 20th level, you have reached the peak of brawn and stamina. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

In addition, while raging you gain the following benefits:

- Your size increases by one category (from Small to Medium, or Medium to Large), to a maximum size of Large. Your size doubles in all dimensions and your weight increases eightfold.
- You gain twice as many rage hit points as normal.
- Creatures have disadvantage on saving throws made to resist your basic combat maneuvers.
- You deal double damage to objects.
- Your horizontal jump distance increases by 40 feet and your vertical jump distance increases by 20 feet.
- You gain a 1d8 expertise die on Strength and Constitution ability checks and saving throws.

Developed Talents

When you gain access to a new developed talent, choose one of the following.

Agile Sprinter

You are adept at traversing obstacles while running, able to efficiently and rapidly climb and leap between trees, vines, rooftops, and ropes. You gain an expertise die on Athletics and Acrobatics checks made to climb, run, and swing.

Flock Step

You are adept at reading the flow of creatures grouped together and can effortlessly sync into a herd or crowd. You gain an expertise die on Stealth checks made to hide amongst or blend in with a group of 5 or more creatures.

Lead the Pack

Prerequisite: 5th level

Your unfaltering actions inspire your teammates to greater efforts. You gain an expertise die on Athletics or Acrobatics checks made to climb, jump, run, and swim. When your party makes a group Athletics or Acrobatics check, you may apply the results of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but must do so before the Narrator says whether you succeed or fail.

Mark of the Wilderness

You have traveled far and seen much, and those around you can tell. You gain an expertise die on Intimidation checks. In addition, you may always choose to use Strength when rolling an Intimidation or Persuasion check.

Natural Tracker

After making a connection with another creature, however tenuous, you make a connection that gives you an edge when pursuing it. After you spend at least 1 minute observing a creature, you gain an expertise die on checks made to track that specific creature.

Path of Blustery Autumns

Instead of fighting the sharp winds you have learned from them. You gain a +10 foot increase to your speed when calculating your Travel Pace. Additionally, you can choose to ignore difficult terrain outside of combat.



Path of Drowning Springs

Prerequisite: 5th level

The rains have taught you the ways of the overflowing rivers. You gain a swim speed equal to your Speed and can hold your breath for a number of minutes equal to 1 + twice your Constitution modifier.

In addition, while swimming you can use a bonus action and spend one use of Rage to move your swim speed in a straight line.

Path of Lean Winters

The lessons of the snows have put you beyond mere cold and hunger. You gain advantage on saving throws made to resist the effects of cold weather as though you were wearing cold weather gear, but without the disadvantages in hot weather. Additionally, you can go without Supply for a number of days equal to 3 + your Constitution modifier (minimum 1) before suffering a level of fatigue.

Path of Scorching Summers

By emulating the beasts of the desert you are above the concerns of heat and thirst. You gain advantage on saving throws made to resist the effects of hot weather as though you were wearing hot weather gear, but without the disadvantages in cold weather. You also gain advantage on saving throws made to resist the effects of thirst.

Sharpened Senses

Your time spent drawing on your rage has brought the world into sharp, relentless focus. You gain an expertise die on Investigation, Perception, or Survival checks made to follow a creature's trail.

BERSERKER ARCHETYPES

Many "civilized" scholars refer to these various sources collectively as "primal paths", but this can poison the well of discourse, painting individuals or even entire cultures as barbarous or culturally deficient because of these abilities. While many berserkers revere, draw on, or emulate facets of nature such as ancestral spirits, elemental forces, and animals, these are not the fruits of lesser or superstitious minds.

Dreadnought

Unlike many of their fellows who rely on their instincts and wits to keep them from harm, dreadnoughts have a different philosophy. Clad in the heaviest armor, these berserkers serve as mobile bulwarks, shielding their companions from harm and and using their armor and the momentum it grants to fullest effect.

Leveling Charge

Starting at 3rd level, if you make a successful attack after moving at least 20 feet you can attempt to knock that creature to the ground. The target must make a Strength saving throw against your Furious Critical DC or fall prone.

At 10th level, you can use a bonus action to attempt to knock down a creature that is within your reach that you pass during your Leveling Charge.

Standing Firm

Also at 3rd level, you gain advantage on checks made to avoid being knocked prone. In addition, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wearing heavy armor.

Ever Onwards

Starting at 6th level, very little can keep you from your foes. While you are raging you ignore all movement penalties caused by difficult terrain.

In addition, while raging you gain advantage on saving throws made to resist being charmed or frightened.

Terrifying Inevitability

Beginning at 10th level, your rage exudes such an intense feeling of determination that it fills nearby foes with dread. This aura extends 10 feet from you in every direction, but not through total cover. While raging you can use a bonus action to choose one creature you can see in your aura and focus your will on it. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your bonus action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

A creature that successfully resists your Terrifying Inevitability is immune to its effects for 24 hours.

Rebounding Blow

Starting at 14th level, you master your armor to the extent that you can turn a foe's momentum back upon them. While you are wearing heavy armor and a creature within 5 feet of you misses you with a weapon attack, you can use your reaction to turn the miss into a hit. You only take half damage from the attack, and your attacker takes an equal amount of damage.

Rager

Less a commentary on how primitive or base their techniques are, these berserkers instead personify the essentials of the trade: dealing death and coming back from the brink of it themselves. From a rough-and-tumble highway bandit to a sophisticated royal guard, this sort of berserker is the one most commonly encountered.

Hard to Kill

Starting at 3rd level, you tap into a ferocious sort of vitality. When you are reduced to 0 hit points or less you can immediately make a death saving throw. On a success, you instead gain a number of hit points equal to your Constitution modifier and do not lose the benefits of your rage. Once you have used this feature, you can't use it again until you finish a short or long rest.

Enraged Focus

Also at 3rd level, your fury brings your enemies into sharp clarity. While you are raging, you gain an expertise die on your first attack each round.

Thirst for the Kill

Starting at 6th level, you find that you revel in the destruction you wreak. When you reduce a hostile creature to 0 hit points, you gain a damage bonus equal to that creature's hit die to apply on your next successful weapon attack made in the next minute.

Relentless

Starting at 10th level, if a creature uses the Disengage action to leave your reach while you are raging, you can use your reaction to follow them a number of feet equal to double your Speed. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

Pitiless Gaze

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack while you are raging, the attacker takes 1d6 psychic damage as they quail before your raw fury.

Tempest

Whether they were struck by lightning as a child or inherited their spark of power from a parent or ancestor, tempests are a special sort of berserker. Often raised and trained by druids and other followers of nature, they have both the power of and protection from the elements of the raging storm.

Touched by Thunder

Beginning at 3rd level when you choose this archetype, you can empower a melee weapon you touch while raging. For the duration of your rage, as long as you are holding it the weapon deals an extra 1d6 lightning or thunder damage (your choice when you

begin raging). The damage increases to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level. Only one weapon can be empowered at a time, though you can use a bonus action to transfer the effect to a different weapon.

In addition, you gain resistance to either thunder or lightning damage. Once this choice is made it cannot be changed.

Whirling Winds

Starting at 6th level, a gale whips up around you as you rage, kicking up grit and debris that make you difficult to see. These winds act as an aura extending 10 feet from you in every direction, but not through total cover. While you are raging, treat all attacks against you as though you had half cover (+2 to AC, Dexterity saving throws, and ability checks made to hide).

In addition, you gain resistance to either thunder or lightning damage, whichever you did not choose at 3rd level.

Forceful Gale

Starting at 10th level, the winds of your aura make it difficult for creatures to keep their feet. Once per turn while raging, when you damage a creature with a melee attack you can force the target to make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failure the creature is pushed 10 feet away in a direction of your choosing. This distance stacks with any forced movement caused by a Furious Critical.

Perfect Storm

Starting at 14th level, any hostile creature that begins its turn inside your Whirling Winds aura makes a Constitution saving throw (DC 8 + your proficiency bonus + your Strength modifier). The creature takes thunder or lightning damage (the same type as Touched by Thunder) equal to your berserker level on a failed save, or half as much on a successful save.

Cleric

Sparks ricochet off the edge of the screaming woman's axe as she swings it against the shield of her grinning, fiendish adversary. She shouts a single divine word and grabs the amulet at her throat with her free hand, surrounding them both in a shimmering field of vivid green light. The horned monster's wicked sneer turns into a rictus of pain and the woman smiles, emboldened by her faith.

In the ancient temple's somber quiet a figure in white robes tends to the wounded with a healing salve and words of divine comfort. The cleric's head turns towards a resounding crash from the temple door. They reach for a gnarled wooden staff and wave their hands, creating a glittering field of protective light above their charges, and turn to face whatever is about to burst inside.

Blanketed in the darkest night, a man sits cross-legged atop a stone cairn that protects the dead. Obscured by fog, he closes his eyes and begins a slow, rhythmic chant. The nearby stones resonate with power as a glowing orb slowly coalesces in his palm.

Clerics are the conduits through which many deities and greater entities of the planes manifest their will, and as such have great variety among their number. Some clerics worship one or many gods (possibly even entities of darkness) while others attend to a philosophy or ideology which resonate with matters of ultimacy. Witting or unwitting, joyful or begrudging, lighthearted or solemn—clerics are the sheer presence of divine favor.

Divine Mission

With divine power at their fingertips clerics can heal the wounded and even revive the dead. Their allies glow with boons wrought from outside the Material Plane, and their enemies fall into shadow and flame



as they feel the wrath of almighty forces. These abilities are granted when the cleric is chosen by a greater entity, or even a whole pantheon, to fulfill a divine duty, and more are given as they prove themselves worthy. With expertise in both protection and affliction, clerics are indomitable allies and terrifying foes. When the time calls for it some are just as handy in close quarters with a mace or warhammer as they are at the sidelines with an amulet and divine word. Unlike many spellcasters, a cleric distills their magical ability from acts of devotion and revelations from beyond the pale. Their command over supernatural power stems from their unique connection to forces outside of this realm, and from the mission granted to them.

Revelation

No matter their religion or cause, a cleric is distinct from the average worshiper and even those at the highest echelons of its hierarchy. Rather than simply choosing a spiritual path, they are called to a spiritual duty. Their greater entity has chosen them as a vessel for their will, anointing the cleric with theurgic magic to manifest commands from beyond.

A cleric may receive their divine mission in the fog of a dream, the gentle whispers of nature, or the appearance of an intercessory messenger (such as angelic or demonic beings, a holy animal, or a long-deceased ancestor) after long study of holy texts. The cleric may even have been non-religious until the moment of their calling (and might still consider themself that way), born with an innate skill or understanding essential to their mission—for them worship is often more in the form of deeds than in prayer or meditation. Their precise goal is shaped by the entity or pantheon they worship and their chosen archetype (and perhaps a discussion with the Narrator). An oracle may be bound to travel the world and distribute word of things to come, whereas a healer may wade into the chaos of battle to rescue the wounded. Whatever their mission, adventure is central to the life of clerics as they perform the extraordinary to fulfill their duty.

Creating a Cleric

The most important detail for your cleric is their religious identity. Are you a member of a religious or philosophical tradition, or are you non-religious? How did becoming a cleric change your life? As a cleric you are a chosen of a greater entity or pantheon and a religious or ideological leader in some form. Do you have a relationship with the other elders of your faith? Were you appointed to this role, or do you come to your authority by other means?

Having faith is important, but clerics are also the hands and mouthpiece of the power they serve. Many clerics are representatives of kindly and nurturing forces, while others serve wrathful entities whose message strikes the heart with terror. What services or actions make your spiritual leadership? What is the divine message you have to share?

TABLE: CLERIC

LEVEL	PROFICIENCY BONUS	FEATURES	SIGNS KNOWN
1st	+2	Cleric Archetype, Defensive Blessing, Sacred Call, Spellcasting	—
2nd	+2	Archetype Feature, Channel Divinity, Principles of Devotion	—
3rd	+2	Signs of Faith	1
4th	+2	Ability Score Improvement, Sacred Office	1
5th	+3	Empowered Turning	1
6th	+3	Archetype Feature, Channel Divinity	1
7th	+3	—	2
8th	+3	Ability Score Improvement, Archetype Feature, Empowered Turning	2
9th	+4	Sacred Presence	2
10th	+4	Providence	2
11th	+4	Empowered Turning	3
12th	+4	Ability Score Improvement	3
13th	+5	—	3
14th	+5	Empowered Turning	3
15th	+5	—	4
16th	+5	Ability Score Improvement	4
17th	+6	Archetype Feature, Empowered Turning	4
18th	+6	Channel Divinity	4
19th	+6	Ability Score Improvement	4
20th	+6	Avatar of Faith	5

CLASS FEATURES

As a cleric, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

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

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

Proficiencies

Armor: None

Weapons: Simple weapons

Tools: Choose one from herbalism kit, an artisan tool, or a musical instrument

Saving Throws: Wisdom, and either Intelligence or Charisma

Skills: Choose two from Culture, History, Insight, Medicine, Persuasion, and Religion

Equipment

You begin the game with 125 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Holy Warrior's Set (Cost 122 gold):** Longbow and quiver with 20 arrows, mace, scale mail, explorer's pack, reliquary divine focus (holy symbol)
- **Righteous Combat Set (Cost 87 gold):** 4 javelins, warhammer, 5 wooden stakes, chain shirt, medium shield, emblem divine focus (holy symbol), explorer's pack
- **Spiritual Protector's Set (Cost 90 gold):** Quarterstaff, 2 flasks of holy water, padded leather, healer's satchel, amulet divine focus (holy symbol), priest's pack

TABLE: CLERIC SPELLS

		SPELL SLOTS PER LEVEL								
LEVEL	CANTRIPS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	3	2	—	—	—	—	—	—	—	—
2nd	3	3	—	—	—	—	—	—	—	—
3rd	3	4	2	—	—	—	—	—	—	—
4th	4	4	3	—	—	—	—	—	—	—
5th	4	4	3	2	—	—	—	—	—	—
6th	4	4	3	3	—	—	—	—	—	—
7th	4	4	3	3	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	3	3	3	1	—	—	—	—
10th	5	4	3	3	3	2	—	—	—	—
11th	5	4	3	3	3	2	1	—	—	—
12th	5	4	3	3	3	2	1	—	—	—
13th	5	4	3	3	3	2	1	1	—	—
14th	5	4	3	3	3	2	1	1	—	—
15th	5	4	3	3	3	2	1	1	1	—
16th	5	4	3	3	3	2	1	1	1	—
17th	5	4	3	3	3	2	1	1	1	1
18th	5	4	3	3	3	3	1	1	1	1
19th	5	4	3	3	3	3	2	1	1	1
20th	5	4	3	3	3	3	2	2	1	1

Cleric Archetype

Your holy vocation comes to the fore through your choice of a Cleric Archetype. Choose one of the following archetypes: Healer, Oracle, Sun Priest, or Warpriest. This choice represents how you wish to communicate your values and ideals to the world at large. Although some archetypes lend themselves to a given religion or ideology, each archetype is suitable for most any belief system—even if such a presentation is provocative. Your choice of archetype will likely help inform your character's goals, desires, and even personality.

At 1st level you gain archetype spells and other features. Your archetype grants you additional features at 2nd, 6th, 8th, and 17th level.

Archetype Spells

With your archetype you gain access to a list of archetype spells at the levels noted in your archetype description. Once you gain an archetype spell it is always prepared and doesn't count against the spells you can prepare each day.

If you gain an archetype spell that is not on the cleric spell list, it is considered a cleric spell for you.

Defensive Blessing

Starting at 1st level, the high powers which guide you bestow a modicum of protection for your journey. Choose one of the following options.

Armor of Conviction

While you are not wearing any armor or wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Also, in addition to the spells you normally prepare, you always have *shield of faith* prepared.

Sacred Archery

You gain proficiency with light armor, medium armor, and ranged martial weapons.

Spirit Soldier

You gain proficiency with light armor, medium armor, and shields.

Sacred Call

Also at 1st level, your clerical vocation anoints you with certain graces for spreading your message to the people. Choose one of the following.

Clerical Charisma

Crowds find your public presence irresistible. You gain proficiency in the Performance skill. Whenever you use Performance to deliver a sermon or to sing holy songs in a town or city, even on a failed check other than a natural 1, you still attract a crowd of people no smaller than your spell save DC.

Ordination

Your mission in the world is supported by the spiritual community or religious hierarchy who called you to religious service. As a formal leader within your religious order, you are expected to perform the ceremonies of your faith, including weddings and funerals. In exchange, members of your faith provide you and your companions with food, lodging, and a modest lifestyle.

Additionally, if your congregation or order is able, they send you letters with regular updates about their well-being. They are willing to help connect you with other chapters of your faith through letters of introduction.

Zeal of the Convert

You enthusiastically see the hand of a greater entity everywhere. You gain advantage on Persuasion checks when you invoke the name of your deity or movement during a conversation with a pious person. If the listener is negatively disposed to your greater entity or movement, you have disadvantage instead.

Spellcasting

Sanctioned by the highest powers, you can cast spells to enact sacred miracles. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric Spells table. In addition to these, you also know the *thaumaturgy* cantrip.

Preparing and Casting Spells

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

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

Casting spells doesn't remove them from your list of prepared spells.

You can change your list of prepared spells whenever you finish a long rest by meditating for at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. 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

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared. You can also cast the *ceremony* spell as a ritual whether you have the spell prepared or not.

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your cleric spells.

Channel Divinity

At 2nd level, you are able to channel the energy of your greater entity directly, and use it for a variety of magical effects. You start with two of these effects: Turn Undead and an additional effect dependent on your chosen Cleric Archetype. Some archetypes provide additional uses of Channel Divinity as your cleric level increases, detailed under the heading of your chosen archetypes.

You may choose which Channel Divinity effect to create each time you use this feature. You must then finish a short or long rest before you're able to Channel Divinity again.

Some Channel Divinity effects require saving throws. The DC for this is the same as your cleric spell save DC.

From 6th level you can use your Channel Divinity twice between rests, and beginning at 18th level you can use it three times between rests. Finishing a short or long rest regains your expended uses.

Channel Divinity: Turn Undead

As an action, you present the holy symbol of your greater entity and speak a divine word, rebuking the undead. Each undead creature within 30 feet that can see or hear you must make a Wisdom saving throw. If the creature fails it is turned for 1 minute or until it takes damage from any source.



A turned creature must use its turns trying to move as far away from you as possible. It cannot willingly move to a space within 30 feet of you. It also cannot take reactions. On its action, it can use only the Dash action or try to escape any effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Principles of Devotion

At 2nd level, after much contemplation and communion with your greater entity, you pledge to uphold certain standards of behavior beyond what is necessary for adventure. In return, your greater entity grants you one of the following related boons. When you fail to uphold this pledge, you lose any benefits from it until 24 hours after you finish a long rest and rededicate yourself.

Chaste

In exchange for forgoing pleasures of the heart and flesh, you are hardened to the persuasions of others. Add your Wisdom modifier to any saving throws made to resist being charmed. You also gain one skill specialty chosen from Insight, Persuasion, or Religion.

Destitute

In exchange for forgoing material luxury, vendors who are not explicitly opposed to your greater entity are compelled to give you heavy discounts of up to 20%, and inkeeps offer free lodging.

Devotional Integrity

You adhere to a strict code of morality and ethics. When an action you take is honest and non-violent, until the end of your turn you are immune to the rattled condition and you do not suffer disadvantage or penalties on Intelligence, Wisdom, or Charisma checks made as part of that action.

Image of the Divine

You exhibit a uniform, makeup, tattoo, or body modification indicating your higher entity or religious order. Creatures have advantage when discerning your religious identity. You gain advantage on saving throws against fear and ability checks made against Intimidation. You also gain one skill specialty chosen from Insight, Intimidation, or Persuasion.

Merciful

In exchange for forgoing bloodshed—torture, attacking unconscious creatures, and dealing lethal wounds to creatures you reduce to 0 hit points—you are yourself granted mercy. When you have already succeeded on two death saving throws, you have advantage on death saving throws.

Rule of Ritual

You make formal religious observances and perform ritual timekeeping. You can spend 1 hour during a long rest to make these observances, and if you do you only need 4 hours of sleep instead of the normal 6. You learn the *guidance* cantrip if you do not already know it, and when you grant expertise dice with a spell of 1st-level or higher, the expertise die you grant increases by one step.

Secrecy

Your mission from your deity requires you to work undercover, concealing your true self with a secret identity. In exchange for forgoing the pleasure of true connection and friendship, you gain an expertise die on Deception checks.

Severity

In exchange for forgoing weaknesses such as helping or protecting others (except when it serves you), you add your Wisdom modifier to Perception checks made to find valuable objects, and on opposed checks made against the Persuasion check of another creature.

Silence

In exchange for speaking only to cast spells, you are able to compel other creatures to action with only a glance. When a creature within 10 feet of you makes a Persuasion check, you may add your Wisdom modifier to the result.

Signs of Faith

At 3rd level, you gain a sign of faith of your choice. Signs of faith are detailed at the end of your class description. The Signs Known column of the Cleric table shows when you gain new signs.

Ability Score Improvement

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

Sacred Office

Also at 4th level, your mission has taken root and is known through much of the land, conveying rumors both good and ill about your deeds. Choose one of the following.

Auspicious Collaborator

The higher powers you are attuned to have witnessed your deeds and bestowed upon you a quality of worthiness. Your requests for aid are perceived as opportunities for partnership rather than impositions.

People of all backgrounds are more drawn to help you than they would ordinarily be. You gain one specialty chosen from Culture or Persuasion, and you gain an expertise die on Persuasion checks related to seeking aid.

Divine Authority

Your connection to religious hierarchy opens many doors. Sermons you give and courtesy calls you make to different religious groups put you in contact with a local representative of your faith, who is happy to strongly recommend you to another local leader. You gain one specialty chosen from Culture, Insight, or Persuasion. In addition, you gain an expertise die on Culture, Insight, and Persuasion checks made against local leaders to whom you are recommended that would otherwise be indifferent towards you.

Engaging Proclaimer

Your recitations of divine stories, songs, or chants quickly build and hold an audience's attention, whether you are speaking to a packed tavern or a smaller gathering. You gain an expertise die on Performance checks to gather and hold the attention of 2 or more people. In addition, you gain two skill specialties, chosen from Performance and Religion.

Reputation

Your reputation for talented ministry and good works precedes you. Common folk frequently recognize you on sight, and those who do often have a friendly disposition towards you. They often ask you for counsel, favors, and blessings. The disposition of people they introduce you to are one stage better than normal (the indifferent become friendly, the hostile become indifferent).

Symbol of Might

The strength of the powers you serve is obvious to anybody you interact with, and you are able to use it to garner a certain level of fear and compliance. You gain one Intimidation specialty, and you gain an expertise die on Intimidation checks made to convince others to comply with your demands. The people you intimidate are no longer friendly towards you, if they were previously.

Empowered Turning

At 5th level your greater entity grants you improved ways to turn undead or other abhorrent beings. You gain this feature again at 8th, 11th, 14th, and 17th level. Each time you gain Empowered Turning, choose one of the following:

Command Undead

If you choose, creatures you turn instead regard you as their master for the duration. While they are under this effect, you may use your action to issue simple commands (no more than a sentence or two) which they are compelled to obey. They will not take any action that is obviously harmful to them, and so will not leap from a great height,

jump onto a sword, or purposefully self-inflict any damage. They follow the command until you issue a new one.

Destroy Undead

Creatures turned by you of CR 1/2 or less are immediately destroyed, transformed into dust by a blinding flash of light. You can select this option multiple times. Each time you choose it, you are able to destroy more powerful creatures, progressing to CR 1, CR 2, CR 3, and then CR 4 each subsequent time you select this option.

Turn Ideology

Choose one of the following: Chaotic, Evil, Good, or Lawful. When you use Turn Undead, you can also choose to affect creatures with the chosen alignment trait. You can select this option multiple times.



Turn Supernatural

Choose a creature type from celestial, elemental, fey, or fiend. When you use Turn Undead, you can also choose to affect creatures of that type. You can select this option multiple times.

Sacred Presence

At 9th level, you bring the true presence of your ideals wherever you go. Choose one of the following.

Cosmic Idealist

Your moral compass aligns with the transcendent forces of the multiverse. Choose Chaotic, Evil, Good, Lawful, or one of the following: Chaotic and Evil, Chaotic and Good, Lawful and Evil, or Lawful and Good. You gain the chosen alignment trait or alignment traits. You can identify creatures that have the same alignment traits as you, and you have advantage when making Intelligence, Wisdom, or Charisma checks against them.

Additionally, you do not suffer negative effects from being on a plane with which you share an alignment trait.

Eyes of the Heart

You have a way of really seeing folk's inner character. When you succeed on a contested Insight check, if the opposing creature's Charisma score is equal to or less than your spell save DC, for the next 24 hours you do not need to make any further checks to recognize whenever that creature is lying, telling the truth, or excluding information.

Spiritual Salve

Your spiritual mindset has given you unique insights that can help you and your companions endure hardships. Your constant encouragements and proverbs allow allies within 30 feet of you to reroll a Constitution check or saving throw that they fail. If they do so, they must use the new roll. This feature cannot be used on saving throws made to maintain concentration on a spell. Once a creature has used your Spiritual Salve to make a reroll, it cannot do so again until it has finished a long rest.

Providence

At 10th level, the potency of your faith increases. Choose one of the following.

Divine Intervention

Beginning at 10th level, you can use an action to call on your deity to intervene on your behalf when your need is great. Describe the assistance you seek and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The Narrator chooses the nature of the intervention; the effect of any cleric spell or cleric archetype spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

After each failed divine intervention roll, add 1 to the number required to succeed until it is a success, at which point it resets to your cleric level or below.

At 20th level, your call for intervention succeeds automatically, no roll required.

Imminent Turning

A powerful connection to the life force of your greater entity extends the range of your Turn Undead. You may now Turn Undead from up to 60 feet away.

Master Ritualist

Careful study of your holy texts has made you intimately familiar with all of your ritual spells. You may cast any ritual spell on the cleric spell list you could cast as a ritual, whether or not you have it prepared.

Prayer of Protection

After each long rest choose one damage type from the following list: cold, fire, force, lightning, necrotic, psychic, radiant, or thunder. You gain resistance to this damage type until the end of your next long rest.

Avatar of Faith

At 20th level, your secret inner divinity is finally revealed. You can use your Channel Divinity to become a conduit of the divine, flooding the world around you with the unfettered power of the Moral Planes. Once you have used either of these options, you cannot use that option again until you finish a long rest.

Channel Negative Energy

You can use an action to evoke baleful energy from the Lower Planes to harm creatures you are able to see. You choose the creatures. Each creature makes a Charisma saving throw or takes 5d10 damage force damage and 5d10 necrotic damage, or half damage on a success.

When you use this feature, you also choose one of the following conditions: blinded, confused, deafened, frightened, poisoned, rattled, or slowed. A creature that failed its saving throw also gains the chosen condition. At the end of each of its turns, a creature can repeat the saving throw to end the effect on itself.

In addition, you can choose any number of creatures you can see that have the Evil alignment trait. Each regains 5d10 hit points.

Channel Positive Energy

You can use an action to evoke energy from the Upper Planes to heal creatures you are able to see. You choose the creatures and divide 200 hit points of healing among them.

A creature that regains hit points from this feature is also healed of one level of fatigue and one level of strife, and if it is blinded, charmed, confused, deafened, doomed, frightened, paralyzed, petrified, poisoned, rattled, slowed, or stunned those conditions end for it. This feature cannot be used on undead or constructs.

Signs of Faith

When you gain access to a new sign of faith, choose one of the following.

Ancestral Guidance

In addition to the spells you normally prepare, you always have *speak with dead* prepared, and you can use this feature to cast it once between long rests without spending a spell slot. When you do so, you do not have to target a corpse; you can also target a grave marker, memorial, statue, painting, or other depiction of the deceased creature you wish to talk to. If the chosen creature is not dead, or if such a creature never existed in the first place, the spell fails.

Compassionate Nurse

Your insight and sympathy more than make up for your lack of formal medical training. You gain an expertise die on Medicine checks. In addition, you may always choose to use Wisdom when making Medicine checks.

Faithful Historian

You have a deep relationship with religious history and art. You gain an expertise die on History checks. In addition, you may always choose to use Wisdom when making History checks.

Gentle Healer

During a short rest, you can spend uses from your healer's satchel to aid your allies in their recovery. A creature you choose may roll expended hit dice twice, taking the higher result. You may not expend your own hit dice while using this feature, since you use all of your energies to heal your companions.

Graceful Fall

Falling from a height greater than 30 feet causes your greater entity to intervene. You are protected as if by the *feather fall* spell. This sign does not use your reaction.

Monastic Austerity

Your greater entity acts as a buffer to shield you from hardship or your religious self-discipline sustains you even during harsh times, preventing the first level of fatigue you would take each day.

Numinous Awareness

When you see a creature that appears to be a beast, you automatically recognize whether it is a celestial, fiend, or fey. You have advantage on Arcana and Medicine checks made to interact with magical wounds and maladies caused by celestials, fiends, and fey.

Premonition

You have the ability to interpret messages sent to you in dreams or visions by your greater entity. After each long rest you know either:

- a piece of information that will help you in your endeavours before the end of your next long rest,
- or, how one action will play out before the end of your next long rest. Roll a d20. Before the end of your next long rest, you may choose to replace any roll made by a creature that you can see within 30 feet of you with the result of this d20 roll.

The Narrator lets you know which benefit is available whenever you finish a long rest.

Preservation

Your connection to a greater entity allows you to sense poison or disease in food, drink, or other consumables. You must have had direct contact with them or their container in order to sense this corruption.

Righteous Path

Divine intuition guides you through the tangled paths of constructed or inhabited areas without confusion. Once per day you may choose to walk the Righteous Path for 1 hour. While walking the Righteous Path, you are aware when enemies are

within 60 feet of you, and you know if backtracking or alternate routes could avoid them. You can also use an action to sense if there are traps within 30 feet, but not the location or nature of the traps.

Soothing Words

Your divinely-inspired counsel and wise advice can calm troubled minds. You may reduce one ally's strife by one level. Once you use this feature, you cannot do so again until you finish a long rest.

Supernal Intuition

Choose a creature type from fiend, fey, celestial, elemental, or undead. You know when a creature of this type is within 60 feet of you, although you do not know its location. *Nondetection* protects against this feature. You may select this sign multiple times, choosing a different creature type each time.

Theologian

Years of devoted learning have given you a deep understanding regarding the evolution of religion, theology, and the figures involved. You gain an expertise die on Religion checks. In addition, you may always choose to use Wisdom when making Religion checks.

Voice of Doom

Your personal knowledge of divine wrath and the end times make your proclamations utterly chilling. You gain an expertise die on Intimidation checks. In addition, you may always choose to use Wisdom when making Intimidation checks.

CLERIC ARCHETYPES

The power of a cleric's bond with the deity or entities they worship brings a myriad of boons. The skills and abilities that result from these gifts vary from cleric to cleric—how a cleric worships, what they worship, and their own skills and talents will decide what is granted to them. The result is that two clerics worshiping the same deity may have abilities that are unrecognizable to one another, and two clerics worshiping very different powers could have a very similar set of tricks.

Your cleric archetype is influenced greatly by the domain of the god, pantheon, entity, or philosophies your cleric holds sacred. Most powers have at least one domain, and your cleric is likely to identify with one more than the others. This will help shape which archetype they fall into. A worshipper of the Forge God, for example could be a sun priest, inspired by their god's flame domain. Equally they could become a healer, drawn to clerical life by the Forge God's affinity with creation.

However such worship is not necessarily restrictive. Through discussion with the Narrator and consideration of your cleric's backstory, domains can be interpreted differently. There's no reason that a cleric from a nature-worshiping tradition couldn't become a warpriest, bringing the awe-inspiring power that builds and destroys mountains to the battlefield. In the right circumstances, an adventurer who worships a god with the disease domain could seek to create balance by becoming a healer.

The Gods, Faiths, and Beliefs appendix on page 624 includes example pantheons, deities, and religions that your cleric may follow. You may choose one of these or work with the Narrator to create something unique. The sample tables give a good idea of how domains are attached to deities and how one deity or higher power can have several aspects, allowing their clerics a great deal of diversity in how they choose to go out and do their work.

Healer

There is no power more linked to divinity than that which can give and restore life. The divine energy of the planes flows through healers, granting them the ability to give, restore, and even take life.

Healers are clerics that have devoted their existence to the preservation of life in others. Many systems of belief have at their heart a tale about the spark of creation, when life came into being. Healers, however else they live, are driven to wield that spark, preserving and nurturing it wherever they can. While many do strive to preserve life for its own sake, perhaps living as pacifists or seeking a peaceful existence, many healers have lives as tumultuous as any warrior's—they need those

healing abilities for a reason! Their restorative prowess allows themselves and their allies to fight longer and harder for their cause.

Whether through long chants to higher beings, a powerful attunement to the natural world, or an oath sworn in blood to the right deity at the right time, there are many ways to gain access to this power, and just as many ways to wield it.

TABLE: HEALER SPELLS

CLERIC LEVEL	SPELLS
1	*cure wounds, healing word*
3	*lesser restoration, prayer of healing*
5	*beacon of hope, mass healing word*
7	*flame strike, greater restoration*
9	*regenerate, resurrection*

Heal Up

Starting at 1st level when you choose this archetype, you may add your Wisdom modifier to the hit points restored by healing spells of 1st-level or higher.

Small Mercy

Also at 1st level, you're given the power to improve the chances of allies wounded on the battlefield. You learn the *spare the dying* cantrip. This does not count against your number of known cantrips.

Better Than Cure

Beginning at 2nd level, you may interject to prevent harm to your allies. When an ally within 30 feet of you is hit with an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you may use your reaction to halve the damage. At 8th level, you may negate all of the attack's damage.

Once you have used this feature a number of times equal to your proficiency bonus, you can't do so again until you finish a long rest.

Healing Aura

Starting at 6th level, your restorative powers radiate while you recuperate. Allies taking a short rest within 30 feet of you gain the maximum amount of hit points possible from any expended hit dice.

Balance in All Things

At 8th level, the damage you deal to your enemies radiates healing energy back to you and your allies. When you hit with a spell attack, you and any allies within 30 feet of you regain hit points equal to your Wisdom modifier + the spell's level. A creature cannot benefit from this effect more than once per short rest.

Channel Divinity: Divine Protection

Beginning at 17th level, you may bluntly deploy divine power to shield your companions from harm. When one or more allies within 30 feet would take damage from an attack, effect, or spell, you can use your reaction and Channel Divinity to negate that damage.

Oracle

Many higher powers and great entities can see where mortal eyes cannot, whether that be beyond barriers between planes, into the vast knowledge wells of the multiverse, or how the threads of fate will weave. Oracles are gifted with insights into this knowledge.

Some oracles delve into the wealth of knowledge already amassed by great minds. For others this is not enough—they long to explore new knowledge, or even see that which has not yet occurred. Whatever their focus, oracles are gifted with the means to follow these desires, and the choice between sharing or sequestering the knowledge lies to them.

Whether they gain their knowledge from prophetic dreams, visits and whispers from long-dead all-knowing ancestors, or simply an uncanny knack to interpret the signs that abound for those who care to look, for good or for ill these clerics see where others cannot.



TABLE: ORACLE SPELLS

CLERIC LEVEL	SPELLS
1	*comprehend languages, identify*
3	*augury, detect thoughts*
5	*clairvoyance, nondetection*
7	*divination, locate creature*
9	*commune with nature, contact other plane*

Unfickle Fate

Starting at 1st level when you choose this archetype, you can use an action to touch a willing creature and grant them a single premonition that they will remember for 1 hour. While they remember the premonition, the creature can choose to reroll an ability check, attack roll, or saving throw, after which the premonition is gone from its mind. Once you use this feature, you cannot do so again until you finish a long rest.

Channel Divinity: All-Seeing Oracle

Beginning at 2nd level, you may use your Channel Divinity to briefly look through the eyes of another. While doing so, you are blind to your own surroundings and see through the eyes of a creature you name. As long as the creature is alive and on the same plane of existence, you recall a still image of its surroundings exactly as it saw them in a single moment. If the creature is dead, blinded, unconscious, or protected from divination magic this feature has no effect.

Channel Divinity: Aural Oracle

At 6th level, you are able to use your Channel Divinity to see and hear through the eyes of another for 1 minute. When using this feature, you become blinded and deafened to your surroundings and sense through a creature you name. As long as the creature is alive and on the same plane of existence, it makes a Wisdom saving throw. On a failure, you can see what it sees and hear what it hears. An unconscious creature automatically fails its save, but only hears (it sees nothing). You cannot see through the eyes of a blinded creature, or hear through the ears of a deafened creature. If the creature is dead or protected from divination magic this feature has no effect. On a successful save, a creature is immune to this feature for 24 hours.

Potent Premonitions

Starting at 8th level, your premonitions are more powerful. Your Unfickle Fate feature now lasts up to 8 hours. In addition you gain one premonition per long rest. Roll a d20. You may apply its number to the ability check, attack roll, or saving throw of a creature you can see within 30 feet. Once you use this feature, you cannot do so again until you finish a long rest.

Channel Divinity: All-Powerful Oracle

Beginning at 17th level, your ability to see from the perspective of another using Channel Divinity reaches its ultimate form. When using this feature, you become blinded and deafened to your surroundings for up to a number of minutes equal to your Wisdom modifier, sensing instead through a creature you name. As long as the creature is alive and

on the same plane of existence, it makes a Wisdom saving throw. On a failure, you can see and hear everything the creature sees and hears.

In addition, you are also able to access all of the creature's memories and knowledge related to a single object, place, person, or subject. The subject and place must be somewhat specific (you may not simply access their knowledge of "history" for example, but you may access their knowledge on "the history of dragons' uses in warfare".) Similarly, you may gain their knowledge of a single city, building, or 5-mile-square patch of wilderness, but not an entire continent or region.

You cannot see through the eyes of a blinded creature, or hear through the ears of a deafened creature. If the creature is dead or protected from divination magic this feature has no effect. An unconscious creature automatically fails its saving throw and you may hear what it hears and access its knowledge. On a successful save, a creature is immune to this feature for 24 hours.

Sun Priest

Whether it's the first hopeful rays of sunrise, the roar of flame in darkness, or the gentle glow of a candle, sun priests wield and worship the power that illuminates and warms the world.

While sun priests are bound by this common archetype, their intentions, methods of worship, and philosophies differ greatly. Some may see the light as symbolic, choosing to add warmth and light to the world with joyful acts, feasts, and fun, while others choose to illuminate new knowledge and discoveries, enlightening minds and changing the world. Still more revere the homely hearthfire or cherish the cleansing properties of a white-hot flame.

TABLE: SUN PRIEST ARCHETYPE SPELLS

CLERIC LEVEL	SPELLS
1	*burning hands, faerie fire*
3	*continual flame, scorching ray*
5	*darklight, fireball*
7	*fire shield, wall of fire*
9	*creation, wall of force*

Favored Illumination

Starting at 1st level when you choose this archetype, you learn the *dancing lights, light,* or *produce flame* cantrip. This does not count against your number of known cantrips.

Flash Fight

Also at 1st level, you learn that light is everything on the battlefield. You can use an action to touch a hostile creature within your reach, gently illuminating it with your divine will and granting advantage on attacks made against it before the start of your next turn.

Alternatively, you can use an action to touch an ally within reach, surrounding them with a coruscating shimmer of bright light. Until the start of your next turn, creatures have disadvantage on attack rolls against the touched ally.

Once you have used this feature a number of times equal to your Wisdom modifier, you cannot do so again until you finish a long rest.

Channel Divinity: Radiant Burst

Starting at 2nd level, you can use an action to clutch your holy symbol and emit a bright blast. In addition to dispelling any magical darkness within 30 feet, enemy creatures within 30 feet make a Constitution saving throw or are blinded by the light for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Alternatively, you can choose to make the light more harmful. On a failed saving throw a creature takes radiant damage equal to 2d10 + your cleric level, or half damage on a success.

Fierce Flash
Beginning at 6th level, you can use Flash Fight on creatures within 30 feet of you in addition to creatures you can touch.

Harness the Flame
Starting at 8th level, when you deal damage with a cleric cantrip or a weapon, add fire or radiant damage equal to your Wisdom modifier. You must choose the damage type at the beginning of each long rest, and may not change it until you have completed another long rest.

Channel Divinity: Summon the Stars
At 17th level, you are able to manipulate the burning brilliance of the stars themselves. Choose an object or creature within 60 feet. For 1 minute the target emits bright light in a 60-foot radius and dim light for an additional 30 feet. When a creature starts its turn within 30 feet of the target or first enters into a space within 30 feet of the target on its turn, it makes a Constitution saving throw or becomes blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The first time this feature is used per long rest, any creature within 30 feet of the target takes 12d6 radiant damage on a failed save, or half damage on a success. Magical auras within the light's radius become visible for 1 hour, shedding dim light in a 5-foot radius for 1 hour. An invisible creature that fails its saving throw against the radiant damage is also revealed and it sheds dim light in a 5-foot radius for 1 hour.

Warpriest
These clerics meet their foes with the might of powers beyond mortal ken. Blessed blades strike down spiritual assailants, divine will shelters allies from enemy onslaught, and victory flies to them on holy wings. Warpriests come from many walks of life—some from the worship of martial gods, some from the ritual of training, and others by catching the eye of greater entities through their prowess and soldierly dedication.

Whatever their origin, battle clerics are imbued with the combined forces of a warrior's strength and a cleric's commitment to their cause.

TABLE: WARPRIEST SPELLS

CLERIC LEVEL	SPELLS
1	*divine favor, inflict wounds*
3	*blur, spiritual weapon*
5	*crushing haymaker, spirit guardians*
7	*fire shield, stoneskin*
9	*antilife shell, warrior's instincts*

Boon of the Protector
Starting at 1st level when you choose this archetype, your zeal for taking vengeance rises to the fore. When a creature within your reach hits you or an ally with a melee weapon attack, you can use your reaction to make a melee weapon attack against it.

Fighting Fit
Also at 1st level, your beliefs have granted you the prowess to meet any foe in any scenario of battle. You are proficient with all armors and weapons, except for rare weapons.

Channel Divinity: Blessed Proficiency
Beginning at 2nd level, you may use Channel Divinity to grant yourself proficiency with improvised weapons or one rare weapon until the end of your next long rest.

Clerical Precision
Starting at 6th level, whenever you miss with a melee weapon or melee spell attack, you gain advantage on your next melee weapon or melee spell attack.

Boon of Fury
Beginning at 8th level, your weapon attacks deal extra damage equal to your Wisdom modifier. In addition, you can infuse divine power into a weapon attack to deal an extra 1d8 radiant damage. Once you have used this feature to infuse divine power a number of times equal to your Wisdom modifier, you can't do so again until you finish a long rest.

Boon of Resistance

Starting at 17th level, you may choose after each long rest to gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons, or to gain resistance to either magical bludgeoning, magical piercing, or magical slashing damage.

Cleric Spell List

As a cleric you may choose from the following spells.

Cantrips

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.
Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.
Light (evo): Enchant one object to emit light.
Mending (tra): Perform simple repairs on an object.
Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.
Sacred Flame (evo): Use radiant energy to scorch an enemy.
Spare the Dying (nec): Stabilize a dying creature with a jolt of healing energy.
Thaumaturgy (tra): Manifest a minor magical effect to display divine power.

1st-Level

Bane (enc): Cause enemies to be distracted from their attacks.
Bless (enc): Bless a number of creatures, improving their attack rolls and saving throws.
Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.
Ceremony (evo): Perform a religious ceremony for a funeral, last rites, offering, purification, or rite of passage.
Command (enc): Compel a creature to follow a one-word command.
Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.
Create or Destroy Water (tra): Create or destroy up to 10 gallons of water.
Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.
Detect Evil and Good (div): Sense the presence and nature of otherworldly influences.
Detect Magic (div): Sense the presence and school of magical auras.
Detect Poison and Disease (div): Sense the presence of and identify poisons and diseases.
Guiding Bolt (evo): Attack a creature with a bolt of radiant energy that guides the attack of an ally.
Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.
Inflict Wounds (nec): Assail a creature with necrotic energy.
Protection from Evil and Good (abj): Protect a creature from certain creature types.
Sanctuary (abj): Guard one creature against attacks.
Shield of Faith (abj): Bestow holy protection upon a creature.
Traveler's Ward (abj): Protect a creature from pickpockets.
Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Aid (abj): Boost the hit points of allies.
Augury (div): Consult fate.
Blindness/Deafness (nec): Strike a creature blind or deaf.
Calm Emotions (enc): Suppress strong and harmful emotions, negating effects or sapping aggression.
Continual Flame (evo): Create a torch-like flame that can't be extinguished.
Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.
Find Traps (div): Know whether traps are present.
Force of Will (abj): Reduce the damage dealt by an attack.
Gentle Repose (nec): Prevent a corpse from decaying or being raised as undead.
Hold Person (enc): Paralyze a humanoid.
Lesser Restoration (abj): Remove one affliction from a creature.
Locate Object (div): Know the whereabouts of a specific, nearby object.
Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.
Prayer of Healing (evo): Heal up to 6 creatures during a short rest.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.
Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.
Silence (ill): Create a bubble of magical silence.
Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.
Spiritual Weapon (evo): Conjure a floating, incandescent weapon to attack enemies with a bonus action.
Warding Bond (abj): Forge a mystical bond with a willing creature that grants them several benefits, but you take the damage being prevented from harming it.
Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd-Level

Animate Dead (nec): Create undead to do your bidding.
Beacon of Hope (abj): Fill a creature with hope and vitality, improving saving throws and healing.
Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.
Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.
Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.
Create Food and Water (cjr): Conjure food and water to sustain one or more humanoids.
Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.
Daylight (evo): Fill an area with magical daylight.
Dispel Magic (abj): End ongoing magical effects.
Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.
Mass Healing Word (evo): Heal up to 6 allies for a small amount.
Revivify (nec): Return a creature to life who has been dead for less than a minute.
Sending (evo): Send a short message to another creature, no matter their location.
Speak with Dead (nec): Call forth memories from a corpse, compelling it to answer questions.
Spirit Guardians (cjr): Spectral spirits surround you, damaging and slowing enemies in the area.
Tongues (div): Understand any heard language and be understood by others you speak to.

4th-Level

Banishment (abj): Send a creature to another plane.
Control Water (tra): A body of water moves at your command.
Death Ward (abj): Grant a creature a one-time escape from death.
Divination (div): Ask a higher power about the future.
Freedom of Movement (abj): Free a creature from most constraints on its movement.
Locate Creature (div): Know the whereabouts of a specific, nearby creature.
Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.

5th-Level

Commune (div): Reach out to beyond the realms material to answer your questions.
Contagion (nec): Afflict a creature with disease.
Dispel Evil and Good (abj): Gain protection from otherworldly foes and abilities to combat them.
Flame Strike (evo): Call forth flames that descend from on high.
Geas (enc): Give a creature a command with an extremely long duration.
Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.
Hallow (evo): Imbue an area with powerful protections that help or hinder creatures of your choice.
Insect Plague (cjr): Summon a biting, stinging swarm of insects.
Legend Lore (div): Magically obtain knowledge about a creature or topic.
Mass Cure Wounds (evo): Heal several allies a moderate amount.
Planar Binding (abj): Force a creature from another plane of existence to become your servant.
Raise Dead (nec): Return a recently-dead creature to life.
Scrying (div): Observe a creature on the same plane of existence as you.
Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

6th-Level

Blade Barrier (evo): Create an offensive and defensive wall of slashing blades.
Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.
Find the Path (div): Know the way to a location of your choice.
Forbiddance (abj): Protect an area against magical travel and damage certain trespassing creatures.
Harm (nec): Wither a creature, dealing damage and reducing its maximum health.
Heal (evo): Channel positive energy into a creature, restoring a large number of hit points and removing negative conditions.
Heroes' Feast (cjr): Create a fabulous feast that feeds and bolsters those that eat it.
Planar Ally (cjr): Entreat cosmic forces for assistance and summon forth an ally—for a price.
True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.
Word of Recall (cjr): You and up to 5 willing creatures instantly teleport to a previously designated sanctuary.
Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Angel Paradox (evo): Deal 40 radiant damage that ignores resistances and protects a corpse from being turned into undead.
Conjure Celestial (cjr): Summon an angelic being to your aid.
Divine Word (evo): Hamper and possibly destroy otherworldly foes.
Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.
Etherealness (tra): Enter the border of the Ethereal Plane.
Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.
Regenerate (tra): Cause a creature to heal itself over time and can regrow lost limbs.
Resurrection (nec): Return a long-dead creature to life.
Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.

8th-Level

Antimagic Field (abj): Negate magic within a small area.
Control Weather (tra): Alter the weather in a 5-mile radius.
Earthquake (evo): Shake the ground to damage creatures and structures.
Holy Aura (abj): Create a powerful aura that aids allies and hinders outsiders.

9th-Level

Astral Projection (nec): Travel the astral plane.
Gate (cjr): Create a portal to another plane.
Mass Heal (evo): Share 700 points of healing between any number of allies.
True Resurrection (nec): Return to life a creature that has been dead up to 200 years without any of its remains.

Druid



Waterfowl and livestock are dying in droves while entire villages become sick with stomach troubles and rashes. A feudal lord seeks the help of the reclusive druid family who have lived on these lands longer than his family has ruled it, and those that answer his call wear modest linen robes and bear the earthy scents of herbs and petrichor. Though suspected by the lord's knights at first, they quickly earn their trust by identifying a bloom of blue-green algae in the nearby lake as the culprit. After wading into the water to remove the toxic plant and redirecting a river to dilute the lake water, the family disappears as discreetly as they arrived.

A human girl skips past fields of wheat and barley, greeting the farmers as they toil, before stopping in a clearing surrounded by ancient leyline stones. Sitting down in one of the many toadstool fairy rings, she recites the ancient incantations, sprites and fairies gradually emerging from the surrounding forest to greet her with familiarity. When a faun steps into the light with a cough everyone—the human included—settle down for the daily lesson on nature's mystical arts. Villagers who catch a glimpse see only the child talking to herself, knowingly nodding their approval for the blessings she brings upon their frontier town.

A group of scouts shiver as they tell their tale. They had been sent into a forest to locate saboteurs who have been impeding logging operations. Instead of finding any traces of people however, they found themselves chased out by unfriendly owls, stags, and wolves. Angered by the setback the lumber mill owner hires mercenaries to storm the forest, yet a fortnight later the mercenaries handed back their payment and rode away. Soon after the logging company folded, and tales of wise beasts have circulated amongst adventurers at the tavern ever since.

Be they wise hermits, curious souls, or mysterious presences, druids are the advocates of the wilderness and its untapped powers, willing to accommodate all unless one takes more than is permitted. Living within the rules they impose upon themselves, they embody and represent an ideology that espouses becoming part of nature instead of civilization. Wielding magic drawn from all that is around them, druids are capable of shaping the environment or themselves to accomplish their goals. While anyone might come to understand how nature works, only druids can express how nature *feels* as they are, to an extent, an extension of the wilderness itself.

Secretive Magic

Most druids come from orders and families known as circles that define the powers and philosophies that they hold. Circle druids are particularly secretive due to historical anecdotes of exploitation that caused harm to both humanity and nature. For these druids the decades spent under their elders is not just for the sake of mastery, but also to learn the restraint and ethics necessary for one to responsibly wield the powers of nature.

There are druids that do not learn their magic from circles but rather from nature itself, often stumbling upon their gifts by accident or through the instruction of creatures of nature (such as the fey). While they operate much more openly, these hedge druids often lack the language to describe how their magic works. Most ultimately seek out a circle to join while some continue to develop their understanding independently until they take on apprentices to form a new circle of their own. All druids, regardless of origin, are welcome at cyclical congregations where tips on magic and shapeshifting are shared and matters of importance discussed.

An Unlikely Adventurer

With secrecy being so important to druids many would wonder why they'd embark on an adventuring career—to most adventuring is seen as both a way to master their skills and as the ultimate test of character. Some circles even require their members to have a certain number of years adventuring experience before they can officially become druids. There are also occasions when adventuring is used as a cover for a druid to pursue another mission, often related to the restoration of nature to an area or to seek out the root of an issue plaguing a druid circle.

Creating a Druid

When creating a druid it's important to ask what first connected them to nature. Were they raised within a druidic circle, taught nature's lessons by animals or fey, or did they spurn the civilized world? Who was it that taught them the mystical arts? Is there some aspect of nature they've become intertwined with or feel they need to protect, or are they merely learning to be a druid to maintain a tradition? What part of being a druid do they like the most, or are most comfortable with?

In addition, ask why your druid has decided to become an adventurer. Is this a pilgrimage of sorts to a sacred location? Are they on a mission? What challenges do they expect to encounter? How different is the environment they are in in comparison to where they grew up? What aspects of adventuring shock them that they will have to learn to adjust to?

CLASS FEATURES

As a druid, you gain the following class features.

Hit Points

Hit Dice: 1d8 per druid level

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

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

Proficiencies

Armor: Light armor, medium armor, shields (you are never proficient with metal armors or shields)

Weapons: Blowguns, clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, scythes, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Strength, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Perception, Religion, and Survival

Equipment

You begin the game with 115 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

TABLE: DRUID

LEVEL	PROFICIENCY BONUS	FEATURES	WILD SHAPES KNOWN	SECRETS KNOWN
1st	+2	Druidic Training, Secrets of Nature, Spellcasting	—	2
2nd	+2	Druid Archetype, Nature's Bond, Wild Shape	3	2
3rd	+2	Natural Demeanor	3	2
4th	+2	Ability Score Improvement, Wild Shape Improvement	4	2
5th	+3	—	4	3
6th	+3	Druid Archetype Feature	5	3
7th	+3	Druidic Lore	5	3
8th	+3	Ability Score Improvement, Wild Shape Improvement	6	3
9th	+4	Ferocity or Serenity	6	4
10th	+4	Druid Archetype Feature	7	4
11th	+4	Improved Natural Bond	7	4
12th	+4	Ability Score Improvement, Wild Shape Improvement	8	4
13th	+5	—	8	5
14th	+5	Druid Archetype Feature	9	5
15th	+5	Harmonize or Tyrannize	9	5
16th	+5	Ability Score Improvement, Wild Shape Improvement	10	5
17th	+6	—	10	6
18th	+6	Greater Natural Bond	11	6
19th	+6	Ability Score Improvement	11	6
20th	+6	Archdruid, Wild Shape Improvement	12	6

- **Hermit's Set (Cost 107 gold):** Quarterstaff, hide, light shield, herbalism kit, priest's pack, focus tattoo nature focus, tent (one person), healer's satchel
- **Forager's Set (Cost 98 gold):** Blowgun with 50 needles, sickle, padded leather, explorer's pack, healer's satchel, herbalism kit, ironwood acorn, poisoner's kit, staff nature focus
- **Survivor's Set (Cost 114 gold):** 4 javelins, spear, bone breastplate, medium shield, explorer's pack, hunting trap, totem nature focus

Secrets of Nature

During your druidic training and exploration of nature you pick up several methods of surviving in the wilderness. At 1st level you gain two secrets of nature of your choice, detailed at the end of the class description. The Secrets Known column of the Druid table shows when you learn more secrets of nature.

TABLE: DRUID SPELLS

		SPELL SLOTS PER LEVEL								
LEVEL	CANTRIPS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	2	2	—	—	—	—	—	—	—	—
2nd	2	3	—	—	—	—	—	—	—	—
3rd	2	4	2	—	—	—	—	—	—	—
4th	3	4	3	—	—	—	—	—	—	—
5th	3	4	3	2	—	—	—	—	—	—
6th	3	4	3	3	—	—	—	—	—	—
7th	3	4	3	3	1	—	—	—	—	—
8th	3	4	3	3	2	—	—	—	—	—
9th	3	4	3	3	3	1	—	—	—	—
10th	4	4	3	3	3	2	—	—	—	—
11th	4	4	3	3	3	2	1	—	—	—
12th	4	4	3	3	3	2	1	—	—	—
13th	4	4	3	3	3	2	1	1	—	—
14th	4	4	3	3	3	2	1	1	—	—
15th	4	4	3	3	3	2	1	1	1	—
16th	4	4	3	3	3	2	1	1	1	—
17th	4	4	3	3	3	2	1	1	1	1
18th	4	4	3	3	3	3	1	1	1	1
19th	4	4	3	3	3	3	2	1	1	1
20th	4	4	3	3	3	3	2	2	1	1

Druidic Training

All druids are taught to commune with nature, to become a conduit for natural power, and to maintain the secrets of their druid circle. Also at 1st level, you gain proficiency with Nature, and you learn the *druidcraft* cantrip (this does not count against your total cantrips known).

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Spellcasting

Drawing on the power of nature itself, you can cast spells to shape nature's essence to your will. See Chapter 10: Spellcasting for the general rules of spellcasting and the Spells Listing for the druid spell list.

Cantrips

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

Preparing and Casting Spells

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

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

Casting spells doesn't remove them from your list of prepared spells.

You can change your list of prepared spells whenever you finish a long rest by meditating for at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells. 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 druid spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

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

Spellcasting Focus

You can use a nature focus as a spellcasting focus for your druid spells.

Druid Archetype

At 2nd level, you choose a circle of druids to identify with. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Wild Shape

At 2nd level, you know 3 wild shapes of your choice for creatures of CR 1/2 or less that have the beast or plant type. You learn additional and more powerful wild shapes of your choice at higher levels, as shown in the Wild Shapes Known column of the Druid table.

Whenever you gain a level in this class, you can replace one of the wild shapes you know with a new one.

As an action you can magically assume one of your known wild shapes. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Whenever you use your Wild Shape feature to transform into a creature, you gain a number of temporary hit points equal to 1d4 × the creature's CR (minimum 1d4).

You can stay in a wild shape for a number of hours equal to your druid level. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature, except you retain your hit points and hit dice, personality, the ability to speak and understand any languages you know, and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has a higher bonus to a skill or saving throw, you may use the creature's bonus instead.

- You gain all of the wild shape's senses, movement speeds, resistances, immunities, vulnerabilities, traits, actions, and attacks. If you take a Multiattack action of a creature, you cannot make any further attacks that turn, even if another feature would normally allow you to do so.
- While in a wild shape your armor class equals 12 + 1/4 your druid level as shown on the Wild Shapes table. If your wild shape would have a higher AC, you may use that instead.



- While in a wild shape you may only cast spells with a range of Self or Touch. You can perform the verbal and somatic components of such spells while in a wild shape and your wild shape itself acts as your spellcasting focus. Transforming doesn't break your concentration on a spell you've already cast, nor does it prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.
- You still retain the benefit of any features from your class, destiny, or culture and can use them if your wild shape is physically capable of doing so. However, you can't utilize any features gained from your heritage or heritage gift while in a wild shape.
- Any equipment you are wearing or wielding merges into your new form. Equipment that merges with your form has no effect until you leave the form.

TABLE: WILD SHAPES

LEVEL	MAX CR	ARMOR CLASS	EXAMPLE
2nd	1/2	12	Ape
4th	1	13	Giant Eagle
8th	2	14	Awakened Tree
12th	3	15	Giant Scorpion
16th	4	16	Elephant
20th	5	17	Triceratops

Nature's Bond

Also at 2nd level, nature provides you with the ability to summon its minor spirits. As an action, you can expend a use of your Wild Shape feature to cast the *find familiar* spell, without material components.

The familiar you summon is a fey instead of a beast, and it disappears after a number of hours equal to half your druid level.

Natural Demeanor

At 3rd level your connection to the natural world comes forth and becomes omnipresent. Choose one of the following:

A Way With Animals

Beasts understand anything you verbally communicate in Druidic, and you can comprehend them in return. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum beasts can give you information about nearby locations and monsters, including whatever they have perceived within the past day. At the Narrator's discretion, you might be able to persuade a beast to perform a small favor for you. In addition, you gain an expertise die on Animal Handling checks.

Firsthand Naturalist

You've learned the intricacies of nature through firsthand experience rather than academic study.

You gain an expertise die on Nature checks. In addition, you may always choose to use Wisdom when making Nature checks.

Leyline Awareness

Druidic rituals attune you to the leylines that course through the Material Plane. While you are on the Material Plane, you always know the following information:

- Which way is north.
- The direction of the nearest forest.
- The direction of the nearest natural body of water.
- The direction of the nearest city or other humanoid community.
- The general health of the local ecosystem, and if anything unnatural or magical is upsetting the natural order.

Scholar of Old Ways

Your circle taught the old magic at the root of all things, granting you eldritch insights beyond mundane arcane studies.

You gain proficiency with Arcana, or if you already have proficiency you instead gain an expertise die on Arcana checks. In addition, you may always choose to use Wisdom when making Arcana checks.

Ability Score Improvement

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

Druidic Lore

At 7th level, your knowledge of the natural world grows. Choose one of the following:

Druidic Secrets

You're adept at covertly performing druidic magic without attracting attention. When you cast a druid spell you may choose to do so utilizing silent and subtle Druidic motions and signs in place of both the spell's seen and vocalized components, gestures that creatures which can speak Druidic are aware of. Once you cast a druid spell in this way, you cannot do so again until you finish a short or long rest.

Toxin Intuition

You are a veteran of nature's chemical warfare. You automatically know if any flora or fauna is poisonous or venomous. In addition, you gain advantage on checks made to determine if a foodstuff is poisonous and saving throws against poison.

Truthspeaker

You've learned to tap into the fundamental truth that connects all things, at least briefly.

You may cast the spell *legend lore* without expending a spell slot and without material components. Once you cast the spell in this way, you cannot do so again for the next 24 hours.

Waste Not

With 10 minutes work you can scavenge valuable cuts from the corpse of a beast, dragon, monstrosity, or plant that has a CR of 1 or higher and has died within the last hour. If sold to a collector, naturalist, or other druid, this notable component is worth an amount of gold equal to 5 × the creature's CR.

Ferocity or Serenity

At 9th level you choose to embrace either the wild savagery of nature or the control you need to protect it. Choose one of the following:

Embraced Ferocity

You gain a +2 bonus on attack rolls you make while in a Wild Shape. In addition, whenever you use Wild Shape to transform into a creature, you gain a number of temporary hit points equal to 1d8 × the creature's CR (minimum 1d8) instead of 1d4 × CR.

Embraced Serenity

You have advantage on concentration checks made to maintain spells. In addition, as a bonus action you may sacrifice a use of Wild Shape to recover an expended spell slot of 3rd-level or lower, or two uses of your Wild Shape feature to recover an expended spell slot of 6th-level or lower.

Improved Natural Bond

At 11th level your bond has grown and you are able to summon forth far greater nature spirits. As an action, you can expend a use of Wild Shape to cast the *conjure animals* spell.

Harmonize or Tyrannize

At 15th level you choose to harmonize with nature or to harness it. Choose one of the following:

Harmonize

During a short rest you may choose to meditate and harmonize with your surroundings. If you do, at the end of your rest you attune to the area in a 5-mile radius around you. You magically know what types of creatures are present in your attuned area, their approximate numbers, and if there are any magics disturbing the natural order in your attuned area. While in your attuned area, you have advantage on Nature, Perception, and Survival checks, and blindsight out to a range of 30 feet. Once attuned to an area, you remain attuned for the next 24 hours. You can only attune to one area at a time.

Tyrannize

You draw upon nature's power to become a prime example of one of its children. Whenever you assume a wild shape you may choose to assume the apex form of that wild shape. An apex form is one size category larger than the creature's normal size category (maximum Gargantuan) and any attack made by an apex form wild shape deals an extra 1d8 damage. In addition, while in an apex form wild shape you gain an expertise die on Strength, Dexterity, and Constitution checks and saving throws.

Greater Natural Bond

At 18th level your bond expands to encompass the feywild and you are able to summon any woodland beings. As an action, you can expend a use of Wild Shape to cast the *conjure woodland beings* spell as if you cast it using a 6th-level spell slot.

Archdruid

At 20th level, you become an extension of nature. Your Wild Shape has no duration. In addition, when you cast a druid spell you do not need seen or vocalized components, or any material components that have no cost or aren't consumed by the casting. You gain this benefit in both your normal shape and while using Wild Shape.

You also learn to tap into the intricate ebb and flow of life around you and how to divert it as you see fit. You may cast the spells *power word kill* and *true resurrection* without expending a spell slot and without any material components. Once you cast either spell in this way, you cannot do so again until you finish a long rest.

Finally, you can turn nature in its rawest elements into deadly weapons no matter your form. Once each turn, you can use a bonus action to choose a target point within 30 feet and one of the following element options. If the element you choose is not present at or near the target point, any damage dealt by this feature is halved, you have disadvantage on your spell attack, and creatures have advantage on any saving throws made to resist it.

Air. Each creature within 20 feet of that point must make a Strength saving throw. On a failure, a target takes bludgeoning damage equal to 3d8 + your Wisdom modifier and is flung up 20 feet away from the target point in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 4 (1d8) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against your spell save DC or it takes the same damage and is knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

In addition, all ranged attacks within 30 feet of the target point have disadvantage until the beginning of your next turn.

Earth. Clumps of dirt and stone explode outward. Creatures within 10 feet of the target point take 4d8 bludgeoning damage and are knocked prone. A creature that makes a Strength saving throw against your spell save DC takes half damage is not knocked prone.

Fire. Flames roil outward in a burst of inferno. Creatures within 15 feet of the target point take 6d6 fire damage. A creature that makes a Dexterity saving throw against your spell save DC takes half damage.

Ice. You condense and flash freeze the water from a vast area above you into a massive boulder to drop down with immense force. Make a ranged spell attack against a creature at least 30 feet below the target point. On a hit, the creature takes 4d6 bludgeoning damage and 4d6 cold damage.

In addition, the area in a 20-foot radius around the creature becomes difficult terrain for 1 minute.

Water. You create a 20-foot tall, 20-foot wide that travels 30 feet in one direction and then crashes down. Any Large or smaller creatures and objects in the wave's path make a Strength saving throw against your spell save DC. On a failure, a creature takes 4d8 bludgeoning damage and is carried with the wave. Any creature that succeeds on its saving throw takes no damage and is not moved.

Wood. Splinters appear and fling themselves into flesh and armor alike. Creatures within 20 feet of the target point take 4d6 piercing damage. A creature that makes a Dexterity saving throw against your spell save DC takes half damage.

Secrets of Nature

When you gain access to a new secret of nature, choose one of the following.

Aerial Surveyor

You are at home soaring at dizzying heights and peering towards the horizon. You can familiarize yourself with a 5-mile radius area around you by spending a minute studying your surroundings while flying or at great heights. Once you familiarize yourself with an area in this way, you gain an expertise die on any Perception or Survival checks you make while outdoors in that area for the next 24 hours, and you cannot familiarize yourself with another area until you finish a long rest.

Aquatic Delver

You are at home in the depths, able to control your breathing and attune to the subtle movements of the water. You gain a swimming speed equal to your Speed and you add your Wisdom modifier to the number of minutes you can hold your breath before suffocating. In addition, while fully submerged in water you gain blindsight out to a range of 10 feet.

Cavern Skulker

You've grown accustomed to the echoing solitude of vast caverns. You always know the actual direction of any sound you hear regardless of any echoes. In addition, while you are in complete darkness and

not deafened you gain blindsight out to a range of 15 feet.

Desert Dweller

Few choose to willingly live where the sun relentlessly burns overhead but you find tranquility amongst the sands. You are naturally acclimatized to hot weather and extremely high temperatures. In addition, while in a desert or similar arid environment you can spend 1 hour scouring the area for food and digging for water to generate 1 Supply. Once you use this feature, you cannot do so again until you finish a long rest.

Eldritch Survivor

You've grown to know the lands twisted by the fey, distorted by magical pollution, or places otherwise warped in unnatural ways. You may make Survival checks in place of Arcana checks regarding magical environments, foodstuffs, and creatures, and gain an expertise die on any checks made this way.

Herbal Apothecary

Forests and jungles are filled with natural medicines ripe for the picking. You gain an expertise die on checks made using an herbalism kit and checks made to locate herbal ingredients. In addition, whenever you obtain a medicinal or rare herb using an herbalism kit, you gain twice as many medicinals or rare herbs.

Marshland Guide

Bogs and swamps are unpleasant to most but are filled with natural beauty to you. Moving through swamps, bogs, or muddy difficult terrain costs you no extra movement and you cannot become naturally lost while traveling through marshlands. In addition, you ignore the effects of roughing it imposed by resting in wet or swampy environments.

Master Forager

No matter the brush you always know how to harvest nature's bounty. You have advantage on checks made to locate or harvest edible flora in the wild and gain twice as many Supply as normal when doing so.

Mountain Climber

You gain a climbing speed equal to your Speed. You gain an expertise die on any Athletics checks made while climbing and you are also acclimated to high altitudes, including elevations above 20,000 feet. In addition, you ignore the effects of roughing it imposed by resting in rocky or uneven terrain.

Tundra Explorer

You embrace the cold of snowbound tundra. You are naturally acclimatized to cold weather and extremely low temperatures, you ignore the disadvantage to Perception checks imposed by blizzards, and you automatically succeed on concentration checks imposed by blizzards. In addition, you ignore the effects of roughing it imposed by resting without warmth in environments of extreme cold.

DRUID ARCHETYPES

Though they go unseen by outsiders and typically operate far beyond the borders of civilization, druid circles are ancient societies that have outlived countless empires by embracing secrets and skills that connect them to the natural power of the world. While some druids discover their powers independently, most are trained within these druidic circles, benefiting from the knowledge passed down from before time was kept. Druid circles don't always find agreement among each other either, and there have been countless wars of perspective, blood, and balance hidden away from prying eyes—the philosophies of each are as varied and wild as nature itself.

Guardian

Guardian circles seek to achieve balance between civilization and nature, and consequently have the most contact with non-druids. They're also often the first to find and teach those who discover druidic magic naturally, and when their powers are discovered they're brought into the circle to advance their craft. Guardian druids protect the world's forgotten reverent places and the convergences of leylines where the lattice is thin and nature's power is tantalizingly



within reach. But they also guard life, which includes creatures both wild and civil. Fledgling towns everywhere owe their livelihoods to a kind guardian druid's boon to their harvest, and many lives are owed to their protector's herbal remedies.

Advanced Druidcraft

At 2nd level you learn to delve deep into druidic magic and your mastery of druidcraft is unparalleled. When you cast the *druidcraft* cantrip you can choose from the following effects:

- You can magically convey a simple concept to a beast or plant.
- You can alter the weather within a 10 foot range of yourself by one degree of precipitation, temperature, or wind as per the spell *control weather*. This alteration lasts until the surrounding weather conditions change or you cast *druidcraft* again.
- Stabilize a dying creature.

Headology

At 2nd level you've picked up the subtle art of tricking people with common sense. You gain proficiency with Persuasion (if you already have proficiency with Persuasion you instead gain an expertise die) and you may always use Wisdom when making Persuasion checks.

Hedge Herbalism

Also at 2nd level you gain extensive herbal knowledge and training. You gain an expertise die on checks made with an herbalism kit and you may harvest in areas with even scant flora that are otherwise barren.

In addition, you can use a bonus action to drink or administer medicinal items such as potions and remedies.

Druidic Tradition

At 6th level you master a technique passed down through countless generations of druids. Choose one of the following:

Harvest Boon

You learn the druidic rituals of vitality that have ensured generations of bountiful harvests. You always have the spell *plant growth* prepared and it doesn't count against the number of spells you can prepare each day. You may also cast *plant growth* without expending a spell slot when casting the spell using the Enlarged option.

Traditional Spells

Your circle has practiced and perfected several spells that you have memorized by rote. When you first gain this feature, select 3 spells from the Air, Beasts, Earth, Healing, Nature, Plants, Terrain, Water, or Weather schools as your traditional spells. You may select up to two additional traditional spells from those schools at your 7th, 9th, and 11th druid levels. You always have your traditional spells prepared and they don't count against the number of spells you can prepare each day. If you select a spell that doesn't appear on the druid spell list, the spell is a druid spell for you.

Transfer Vitality

You've learned to conduct natural vitality into a healing force. You may expend a use of Wild Shape to cast *cure wounds* at a spell level equal to 1/3 your druid level.

In addition, when you restore a creature's hit points, you may choose to restore twice as many hit points as normal. Once you restore hit points in this way you cannot do so again until you finish a long rest.

Community Symbol

At 10th level your favored form has become a bolstering symbol for those around you. When you first gain this feature select a wild shape you know. While you are in your chosen wild shape, any attack or saving throw made by an ally within 30 feet gains an expertise die.

Take Root

At 14th level you've learned how to ingratiate yourself into a community or tie yourself to the magic of the land. As a series of rituals requiring 24 hours of uninterrupted work, you can take root in a specific community such as a village, city, or commune, or a place of magical importance such as a temple, revered grove, or convergence of leylines. You may cast the spell *transport via plants* to travel to the place you've taken root without expending a spell slot. In addition, while within a mile of the place you've taken root, you may cast the spell *tree stride* without expending a spell slot.

These effects end when you attempt to take root in a new location.

Skinchanger

Skinchangers deeply embrace nature by constantly adopting the forms of beasts, doing so with such a fervor that they can lose their sense of self. These druids often abandon names altogether, knowing each other by scent and the subtle mannerisms of animals. They meet at secret wild places—marked with nothing more than a cut of bark or unassuming pile of stones—that they seek to protect from the encroaching clatter and fire of civilization.

Dire Shape

At 2nd level you learn to not merely adopt a creature's form, but to empower it with your own will. When you would gain temporary hit points from assuming a wild shape, you gain twice as many temporary hit points instead.

In addition, you may add your Wisdom modifier to your AC while in a wild shape.

Nature's Champion

At 2nd level you are capable of taking on more strenuous forms than druids of other circles and find the change much easier. You may select wild shapes with a CR of 1 at 2nd level, and wild shapes with a CR no higher than 1/3 your druid level at later levels.

In addition, you can use a bonus action to assume a wild shape.

Nature's Wrath

At 6th level you learn to let the power of the elements flow through your wild shapes. When you first gain this feature, choose one of the following damage types: acid, cold, fire, or lightning.

While in a wild shape, any attacks you make deal an additional 1d6 damage of the chosen type and your natural weapons count as magical.

Rediscovered Self

At 10th level you discover an animal form that resonates with you. When you first gain this feature select a wild shape you know. Once per day, you may assume your chosen wild shape without expending a use of your wild shape feature. You may remain in your chosen wild shape indefinitely. You may also rest in your chosen wild shape and do not revert out of it when unconscious.

Shifting Form

At 14th level you find shifting between forms as natural as breathing. While in a wild shape, you may choose to assume a different wild shape without expending a use of your wild shape feature. When assuming a wild shape in this way you do not gain any temporary hit points.

Treespeaker

Treespeakers draw power from flora in a panoply of ways but all act as conduits for the flourishing of life energy from the world itself. Some circles embody the beauty of nature, the dangers of the wilds, kinship with the plants around them, or simply seek to root out the arrogant meat creatures that befoul the sanctity of their woods.

Treespeak

At 2nd level plants understand anything you verbally communicate in Druidic, and you can comprehend them in return. The knowledge and awareness of many plants is limited and most mundane plants have at best a vague understanding of the world around them, though creatures with the plant type can often give you information about nearby locations and monsters, including whatever they have perceived within the past day. At the Narrator's discretion, you might be able to persuade a plant creature to perform a small favor for you.

In addition, your verdant magic causes those around you to flourish. Whenever you cast a spell of the plants school, roll a number of d4s equal to the spell's level. You and allied creatures within 10 feet of you regain a number of hit points equal to the result.

Vine Whip

At 2nd level you can magically summon a spiritual vine that can strike and grab your foes. As a bonus action, you create a 10-foot long vine at a point you can see within 60 feet. The vine lasts for 1 minute, until you dismiss it as a bonus action, or until you use this feature to create another vine. When you create the vine, you can make a melee spell attack against one target within 10 feet of it. On a hit the target takes 1d6 force damage, and it must make a Strength saving throw against your spell save DC. On a failure the target is restrained by the vine (escape DC equal to your spell save DC). When you reach 10th level in this class, the damage increases to 2d6.

As a bonus action on your turn, you can move the vine up to 30 feet and repeat the attack, or if a creature is currently restrained by the vine you may move the vine and the restrained creature 10 feet in any direction.

Primal Vitality

At 6th level your outpouring of natural power begins manifesting in new ways. Choose one of the following:

Insidious Nectar

Your body becomes laced with poison that drips from thorns at your wrists which you can use to make unarmed strikes that deal poison damage equal to 1d8 + your Wisdom modifier. In addition, your spell save DC is increased by 2 when casting a spell of the poison school, and whenever a spell you cast or a creature you've summoned deals poison damage it deals an extra 1d6 damage.

Plant Bond

You have a mystic connection with flora. As an action you can expend 2 uses of Wild Shape to summon a plant creature with a CR no greater than 1/3 your druid level in an unoccupied space you can see within 30 feet. Plants summoned in this way are allied to you and your companions. While plants summoned in this way are within 60 feet you can use a bonus action to mentally command them. When you command multiple plants in this way, you must give them all the same command. You may decide the action the plant takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. If not given a command, a summoned plant only defends itself. Plants you summon in this way remain for up to 8 hours, or until killed or magically dismissed as a bonus action.

Verdant Beauty

Colorful patterns and petals grow across your body. You gain proficiency with Deception and Persuasion. If you already have proficiency with either of these skills, you instead gain an expertise die. In addition, you can use an action to emit charming spores at a target within 30 feet as per the spell *charm person*. Creatures that are immune to the poisoned condition are unaffected by these spores. You may emit spores in this way

a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Ingrained Vitality

At 10th level your own life force strengthens. Choose one of the following or gain an additional Primal Vitality feature you haven't previously selected.

Deathly Nectar

Prerequisite: Insidious Nectar

The additional poison damage dealt by your Insidious Nectar feature improves to 1d8 from 1d6. In addition, spells you cast and attacks by you or creatures you've summoned ignore resistance to poison damage and treat immunity to poison damage as resistance instead.

Overgrown Summons

Prerequisite: Plant Bond

Plant creatures you summon gain a +2 bonus to their AC and attack rolls.



Verdant Beguiler

Prerequisite: Verdant Beauty

Your charming spores become more subtle and potent. When you emit charming spores at a target you may choose to affect them as per the spell *suggestion*.

Embodied Vitality

At 14th level your lifeforce becomes a locus of natural power. You gain an additional Primal Vitality or Ingrained Vitality feature you haven't previously selected, and your choice of one of the following.

Familiar Bond

Prerequisite: Overgrown Summons

You may summon a plant creature using your Plant Bond feature without expending any uses of Wild Shape. Once you summon a plant in this way, you cannot do so again without expending uses of Wild Shape until you finish a long rest.

Noxious Miasma

Prerequisite: Deathly Nectar

Miasmic ichor runs through you and that which you grow. As an action you can expend a use of Wild Shape to cause yourself or a creature you've summoned to give off a noxious miasma in a 10-foot radius for the next minute. Whenever a non-plant creature other than you starts its turn within the miasma's radius or moves there for the first time on its turn, it must make a Constitution saving throw against your spell save DC or be poisoned until the start of its next turn.

Verdant Sovereign

Prerequisite: Verdant Beguiler

Your charming spores find fertile ground in even the strongest minds. When you emit charming spores at a target you may choose to affect them as per the spell *charm monster*.

If you do not meet any of the prerequisites, instead you gain an additional Primal Vitality and an additional Ingrained Vitality feature you haven't previously selected.

Druid Spell List

As a druid you may choose from the following spells.

Cantrips

Druidcraft (tra): Produce a variety of useful minor nature effects.
Grapevine (evo): Send a message in Druidic great distances to appear on a plant or tree known to you.
Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.
Mending (tra): Perform simple repairs on an object.
Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.
Produce Flame (cjr): Create a fierce flame for utility or attack.
Resistance (abj): Give a creature a bonus against one saving throw.
Shillelagh (tra): Imbue your staff or club with magical essence.

1st-Level

Animal Friendship (enc): Befriend an animal.
Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.
Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.
Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.
Detect Magic (div): Sense the presence and school of magical auras.
Detect Poison and Disease (div): Sense the presence of and identify poisons and diseases.
Earth Barrier (abj): Call forth a pillar of earth or stone to gain three-quarters cover.
Entangle (cjr): Fill an area with plants that impede or prevent movement.
Faerie Fire (evo): Highlight creatures with magical radiance.
Fog Cloud (cjr): Create an area of fog.
Goodberry (tra): Create a handful of magical berries that can be consumed to regain 1 hit point.
Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.
Jump (tra): Imbue a creature with astonishing leaping abilities.
Longstrider (tra): Increase a creature's Speed.
Purify Food and Drink (tra): Cleanse food and drink of poisons and disease.
Speak with Animals (div): Gain the ability to talk with animals.
Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

2nd-Level

Animal Messenger (enc): Use a Tiny creature as a magical messenger.
Barkskin (tra): Turn a creature's skin to bark, increasing its defensiveness.
Darkvision (tra): Grant a creature the ability to see in the dark.
Deadweight (tra): Greatly increase the weight of an object.
Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.
Find Traps (div): Know whether traps are present.
Flame Blade (evo): A blade of fire appears in your hand, allowing you to make fire attacks.
Flaming Sphere (cjr): Create and control a 5-foot diameter burning sphere.
Force of Will (abj): Reduce the damage dealt by an attack.
Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.
Heat Metal (tra): Make a metallic object too hot to touch.
Hold Person (enc): Paralyze a humanoid.
Invigorated Strikes (tra): Increase the damage dealt by a creature's unarmed strikes and natural weapons.
Lesser Restoration (abj): Remove one affliction from a creature.
Locate Animals or Plants (div): Gain knowledge about the location of flora and fauna.
Locate Object (div): Know the whereabouts of a specific, nearby object.
Moonbeam (evo): Control a moveable beam of moonlight that harms your foes.
Pass Without Trace (abj): Give you and allies a bonus to Stealth checks and prevent tracked pursuit.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.
Protection from Poison (abj): Protect a creature from poison, and purge any poisons from their system.
Seed Bomb (cjr): Conjure 4 seeds and imbue them with a variety of explosive effects.
Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.
Spike Growth (tra): Create damaging difficult terrain by filling an area with sharp thorns and stones.

3rd-Level

Aspect of the Moon (tra): Adopt a number of traits similar to a werewolf.
Call Lightning (cjr): Create a storm cloud and call upon bolts of lightning every round.
Cobra's Spit (cjr): Spit venom at a creature within 30 feet.
Conjure Animals (cjr): Summon beasts to your aid.
Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose are able to see.
Daylight (evo): Fill an area with magical daylight.
Dispel Magic (abj): End ongoing magical effects.
Meld Into Stone (tra): You are enveloped by any stone surface large enough to contain you.
Plant Growth (tra): Use magic to increase the yield of plants or create difficult terrain.
Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.
Speak with Plants (tra): Awaken nearby plants, bestowing intelligence and animation.
Venomous Succor (evo): Deal a small amount of poison damage to restore a creature's hit points.
Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.
Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.
Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.
Wind Wall (evo): Create a 50-foot long wall of upwardly rushing wind that both protects and deals bludgeoning damage.

4th-Level

Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.
Charm Monster (enc): Make a creature view you as a trusted friend.
Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.
Conjure Minor Elementals (cjr): Summon one, two, or three elementals.
Conjure Woodland Beings (cjr): Summon up to three blink dogs, satyrs, or sprites.
Control Water (tra): A body of water moves at your command.
Dominate Beast (enc): Take over the mind of a beast.
Freedom of Movement (abj): Free a creature from most constraints on its movement.
Giant Insect (tra): Transform insects into monstrous versions.
Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.
Ice Storm (evo): Batter an area with massive shards of ice.
Locate Creature (div): Know the whereabouts of a specific, nearby creature.
Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.
Polymorph (tra): Temporarily transform a creature into another creature.
Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.
Stoneskin (abj): Make a creature resistant to weapon damage.
Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th-Level

Antilife Shell (abj): Surround yourself with a globe that prevents living creatures from approaching.
Awaken (tra): Impart sentience to a creature or plant.
Commune with Nature (div): Become one with nature to learn about the surrounding land.
Conjure Elemental (cjr): Summon a bound elemental to aid you.

Contagion (nec): Afflict a creature with disease.
Geas (enc): Give a creature a command with an extremely long duration.
Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.
Insect Plague (cjr): Summon a biting, stinging swarm of insects.
Mass Cure Wounds (evo): Heal several allies a moderate amount.
Planar Binding (abj): Force a creature from another plane of existence to become your servant.
Reincarnate (tra): Create a new body for a recently dead humanoid.
Scrying (div): Observe a creature on the same plane of existence as you.
Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.
Tree Stride (cjr): Step into one tree and out from another tree of the same kind within 500 feet.
Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.

6th-Level

Conjure Fey (cjr): Summon a hag, hound, or redcap.
Find the Path (div): Know the way to a location of your choice.
Heal (evo): Channel positive energy into a creature, restoring a large number of hit points and removing negative conditions.
Heroes' Feast (cjr): Create a fabulous feast that feeds and bolsters those that eat it.
Move Earth (tra): Bend the earth to create permanent changes to the terrain.
Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.
Transport via Plants (cjr): Step into one plant and out from another plant on the same plane of existence.
Wall of Thorns (cjr): Create a thorny bush in the shape of a line or circle that prevents line of sight and deals damage.
Wind Walk (tra): You and up to 10 willing creatures transform into gaseous forms that have a flying speed of 300 feet and resistance to nonmagical weapons.
Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Mirage Arcane (ill): Transform an area of terrain with a convincing, immersive illusion.
Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.
Regenerate (tra): Cause a creature to heal itself over time and can regrow lost limbs.

8th-Level

Animal Shapes (tra): Work powerful magics to turn allies into sentient beasts.
Antipathy/Sympathy (enc): Create an attraction or distaste in intelligent creatures.
Control Weather (tra): Alter the weather in a 5-mile radius.
Earthquake (evo): Shake the ground to damage creatures and structures.
Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th-Level

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.
Forest Army (div): Awaken and control an army of trees and plants.
Shapechange (tra): Take on the form of another creature.
Storm of Vengeance (cjr): Create a supernatural storm that rages for a minute and produces varying effects in a wide area.
True Resurrection (nec): Return to life a creature that has been dead up to 200 years without any of its remains.

Fighter

A scout moves from tree to tree with effortless leaps, nocking an arrow to their bow along the way. Mid-jump they loose their arrow, sending it through the upraised hand of a marauder. The marauder howls with pain, sword dropping to the ground as the scout readies to fire again.

The duelists took positions opposite one another. As one raised her sword, the other's eyes narrowed, then relaxed. With a grim smile, the second duellist slid into a well practiced stance, waiting for what he knew would come next.

A twig breaks and a sentinel rises from her seeming sleep, halberd falling into her hand as she confronts her would-be ambushers. She directs a hard, withering glare their way and they falter, hesitation setting in as they read her expression. Without a word, the ambushers withdraw.

Daring outlaw or noble hero, dutiful soldier or self-serving mercenary, a fighter faces their destiny with a weapon in hand and few peers in the bloody art of violence. Their skills and approaches differ, and they employ a dazzling array of fighting styles and special tricks, yet in the end they are defined by their skill in battle, and the true difference between them is not how they fight but when and why.

Masters of Martial Techniques

Fighters are masters of combat, passing beyond basic proficiency to become experts in their chosen style of combat. Each fighter learns a set of techniques that mark them as something special, regardless of whether they are self-taught or guided by a mentor: honing their senses to a razor's edge and flowing just out of harm's way while seizing every opening, harmonizing with allies and knowing how to coordinate with them without sharing a word, or harnessing incredible strength to weather enemy blows before crushing them with a single strike.

Hardened Warrior

More than skill sets a fighter apart from other combatants: a fighter has gone through a crucible and come out the other side hard as steel. A fighter might be a veteran scarred by the wars they have fought, a knight dedicated body and soul to their oaths, or a student of the sword who spent years in the tutelage of a demanding master. Even the most inexperienced and gentle fighter has a strength within them that makes them unique.

Creating a Fighter

When creating a fighter, it's important to ask why they fight. Are they a rebel fighting for a cause, or are they a mercenary lending their blade where it suits them? Did they pick up the blade after a tragedy, or is it a skill passed down by their family?



TABLE: FIGHTER

LEVEL	PROFICIENCY BONUS	FEATURES	KNACKS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Fighting Style, Combat Maneuvers, Soldiering Knacks	1	3	1st
2nd	+2	Steely Mien	1	4	1st
3rd	+2	Maneuver Specialization, Martial Archetype	1	4	1st
4th	+2	Ability Score Improvement, Reserves (1)	1	5	2nd
5th	+3	Extra Attack	2	6	2nd
6th	+3	Martial Lore	2	7	2nd
7th	+3	Maneuver Specialization, Martial Archetype Feature	2	7	2nd
8th	+3	Ability Score Improvement, Reserves (2)	2	8	3rd
9th	+4	Indomitable (one use)	3	9	3rd
10th	+4	Martial Archetype Feature, Reputation	3	10	3rd
11th	+4	Extra Attack (2), Maneuver Specialization	3	10	3rd
12th	+4	Ability Score Improvement, Reserves (3)	3	11	4th
13th	+5	Indomitable (two uses)	4	12	4th
14th	+5	War's Toll	4	13	4th
15th	+5	Maneuver Specialization, Martial Archetype Feature	4	13	4th
16th	+5	Ability Score Improvement, Reserves (4)	4	14	5th
17th	+6	Indomitable (three uses)	5	15	5th
18th	+6	Martial Archetype Feature, Martial Legacy	5	16	5th
19th	+6	Ability Score Improvement	5	16	5th
20th	+6	Warmaster	5	17	5th

CLASS FEATURES

As a fighter, you gain the following class features.

Hit Points

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

You begin the game with 140 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Brigand's Set (Cost 114 gold):** 2 dueling daggers, garrotte, rapier, 5 throwing daggers, leather brigandine, burglar's pack, vial of basic poison
- **Guard's Set (Cost 108 gold):** Longbow and quiver with 20 arrows, pike, shortsword, medium shield, padded leather, backpack, bell, lantern (standard), manacles, signal whistle
- **Scout's Set (Cost 117 gold):** Greatsword, 4 javelins, hide, medium shield, climbing gear, explorer's pack
- **Squire's Set (Cost 129 gold):** Shortbow and quiver with 20 arrows, shortsword, leather brigandine, pony with padded cloth barding, sewing kit, smith's tools

Fighting Style

At 1st level you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Battle Ready

You may activate up to 2 combat stances you know without expending any exertion points using the same bonus action. Once you activate a set of combat stances in this way you can't use this feature again until you finish a short or long rest.

Defense

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

Dueling

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

Great Weapon Fighting

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

Mounted Combatant

While mounted, you gain an expertise die on attack rolls against creatures that are Medium-sized or smaller and not mounted. In addition, you gain an expertise die on saving throws made to resist being unmounted.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, if you are wielding a shield you can use your reaction to hinder the attack, forcing the creature to roll with disadvantage.

Technical Fighting

Whenever you use a combat maneuver any damage dealt by attacks using it deal an additional 2 damage, and your maneuver DC increases by 1.

Thrown Weapon Fighting

Whenever you would make an attack using a weapon with the Thrown property you may draw the weapon as part of the attack. In addition, your ranged weapon attacks with thrown weapons deal an additional 2 damage.

Tireless Fighting

Whenever you expend hit dice to recover exertion points, you recover 3 exertion points per hit die expended (instead of 1d4 exertion points as normal).

Two-Weapon Fighting

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

Unarmed Fighting

Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier. If you aren't wielding any weapons or a shield, you can strike with both of your hands to deal damage equal to 1d8 + your Strength modifier. If you start your turn grappling a creature, you may deal your basic melee damage to any creature you are grappling.

Combat Maneuvers

At 1st level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions of your choice. You learn three maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Fighter table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Soldiering Knacks

Over the course of your training and adventures you have picked up a variety of skills and tricks to help you make your way. At 1st level you gain a soldiering knack of your choice. Your soldiering knacks are detailed at the end of the class description. The Knacks Known column of the Fighter table shows when you learn more fighter soldiering knacks.

Steely Mien

At 2nd level your combat experience becomes obvious on some subtle level, influencing how people perceive you, or perhaps how you see them. Choose one of the following options:

Closed Helm

You have great control over your emotions; your face is an unmoving mask, revealing nothing of what you're thinking. Creatures have disadvantage on Insight checks made against you. In addition, you gain an expertise die on saving throws against being charmed or frightened.

Heroic Flair

Your victories have emboldened you and you radiate with heroic confidence. You have advantage on Persuasion checks made to influence friendly creatures with a CR lower than your fighter level.

Watchful Eye

You are eternally alert and wary, ready for trouble. You have advantage on Insight checks made to determine hostile intent or predict violence, and your passive Perception increases by 5.

Maneuver Specialization

As you experience combat and perfect your techniques they get easier for you to perform and more difficult for your foes to overcome. At 3rd level, and again at 7th, 11th, 15th, and 19th level you may choose to master a combat maneuver you know. You cannot master the same maneuver more than once in this way.

The exertion point cost of mastered maneuvers is reduced by 1 (minimum 1).

Your maneuver DC for mastered maneuvers increases by 1.

Any attack you make as part of a mastered maneuver (including triggering attacks) deals 2 additional damage.

Martial Archetype

Also at 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

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

Reserves

At 4th level your stamina increases, allowing you to engage foes longer without tiring. Your exertion pool increases by 1. At 8th, 12th, and 16th level your exertion pool increases by an additional point.

Extra Attack

At 5th level you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class.

Martial Lore

At 6th level, your knowledge of martial lore deepens. Choose one of the following options:

Military Traditions

You've familiarized yourself with wars long past and military protocols of the present. You gain an expertise die on Intelligence checks made to recall lore or gather information regarding warfare or military action. In addition, you gain an expertise die on Charisma checks made to influence soldiers, guards, or other organized martial forces.



Size Up

Your combat experience against a wide variety of foes has given you a good eye for evaluating threats. You can use a bonus action to determine the CR of a creature you can see within 200 feet, and that creature's maneuver DC.

Weapon Lore

You gain an expertise die on Intelligence checks made to recall lore or gather information about weapons, armor, and other martial equipment. In addition, you can use an action to investigate the magical properties of such an item by handling it, such as swinging a sword or hefting a shield. You learn its properties, how to use them, whether it requires attunement, and how many charges it has. You also learn if the item has any sentience or bears a curse, though you only learn if it is sentient or cursed (not the nature of that sentience or curse).

Indomitable

At 9th level, you can draw upon your indomitable will to overcome pain, resist overwhelming forces, or retaliate when most warriors would be shirking back. You can use this feature to perform any of the following reactions:

- Reroll a failed saving throw. If you do so, you must use the new roll.
- Reduce the damage you would take from a single source or attack by 2d8 + half your fighter level.
- Make a single attack against a creature that has just completed an attack against you.

You gain an additional use of this feature at 13th level and a third use starting at 17th levelI. You regain all spent uses of this feature whenever you finish a long rest.

Reputation

At 10th level, your reputation has begun to precede you. Choose one of the following options:

Inspiring

You're a reputed leader, a person to be trusted whose words are to be heeded. You gain an expertise die on Persuasion checks. In addition, you may spend 1 exertion point as a bonus action to inspire a creature that can hear you. The creature makes an Insight check opposed by your Persuasion check, becoming inspired by you on a failure. Indifferent creatures you inspire in this way become friendly towards you and your allies, and friendly creatures you inspire in this way will consider you an ally and may provide you with local information that would otherwise remain secret. Creatures will remain inspired by you indefinitely unless you do something that would make them hostile or lose confidence in you, such as lying, stealing, or causing them or their allies harm, or being proven cowardly or untrustworthy in any way.

Intimidating

You're reputed to be a terror to your foes and a fearsome ally. You gain an expertise die on Intimidation checks. In addition, you can use a bonus action and spend 1 exertion point to intimidate one creature you can see. The creature makes a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or becomes frightened of you for 1 minute. At the end of each of its turns, a frightened creature can repeat the saving throw, ending the effect on itself on a success.

Legendary

Your deeds have become epic stories, growing bigger and more outlandish with each retelling. You gain an expertise die on Deception checks. In addition, you can spend 1 exertion point to weave your real legendary deeds into a Persuasion check as boasting, or include fabricated legendary deeds into a Deception check. When you do so, you have advantage on the check.

War's Toll

At 14th level, your experiences have left their impressions on you. All the lives ended—both friends and foes—inevitably weighs down on a person, and each must find their own way to cope and pay the toll of war. Choose one of the following.

Battle Scarred

You've embraced every victory and loss, and you wear each battle scar like a badge of honor. Whenever you are reduced to 0 hit points you gain a new permanent scar or mark, and you gain inspiration. Once you gain inspiration in this way you cannot do so again until you finish a long rest.

Carouser

You cope through drink and revelry, and have mastered both. You can gain the benefits of a long rest by spending 4 hours drinking, carousing, and taking the occasional blackout nap. You can carouse in this way so long as you consume at

least 4 pint's worth of ale (or equivalent drink), and you are alert and aware of your surroundings while doing so. If you carouse with another creature in this way, you can attempt to learn secrets from it by drinking it under the table. Each hour you spend carousing with a willing creature, make an opposed Constitution check. On a success, that creature answers a question truthfully (even questions it would not normally answer).

In addition, you can enjoy alcohol as normal but can't gain the poisoned condition from it.

This feature has no effect on creatures that are immune to the poisoned condition.

One Eye Open

Your life has been so regularly in danger that you've learned to literally sleep with one eye open. You are alert and aware of your surroundings while sleeping during long rests. You can also never be surprised and you gain an expertise die on initiative checks.

Martial Legacy

At 18th level, your mastered maneuvers have become as natural as breathing, and you have the opportunity to pass your techniques down to the next generation. By spending 8 hours sparring, you can teach another willing creature a maneuver you have mastered using Maneuver Specialization. A creature must be proficient in at least one combat tradition to learn a maneuver in this way, it can only learn maneuvers of a degree from which it already knows at least one maneuver, this counts against its numbers of maneuvers known.

Warmaster

At 20th level, you have become an undisputed master of battle. You gain the following features.

Master of Combat

You master every maneuver you know and any future maneuvers you learn as per Maneuver Specialization. Additionally, choose one maneuver of 3rd degree or less that you know. You are able to use the chosen maneuver without expending any exertion points.

Finishing Blow

You can make spectacular, devastating attacks which inspire awe in those nearby. When you miss with a weapon attack while taking the Attack action, you can choose to hit instead. Alternatively, you can choose to change a hit with a weapon attack into a critical hit, or when you score a critical hit you can choose to deal maximum damage.

All hostile creatures who see your Finishing Blow make a Wisdom saving throw against your maneuver DC or become frightened for 1 minute.

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

Soldiering Knacks

When you gain access to a new soldiering knack, choose one of the following.

Amphibious Combatant

You gain a swimming speed equal to your Speed, and may spend 1 exertion to reroll a failed Strength, Dexterity, or Constitution check related to aquatic activity (such as Athletics checks to swim, Acrobatics checks to keep balance on a ship's deck, or Constitution checks to hold your breath). You may choose whether to use the new roll or the original. In addition, you add your proficiency bonus to the number of minutes you can hold your breath before suffocating, and can spend 1 exertion to hold your breath for an additional minutes equal to your proficiency bonus.

Burst of Strength

You have moments of incredible strength. You may spend 1 exertion to add your proficiency bonus to a Strength check, even if you already add your proficiency bonus to the check.

Campaigner

You have the ability to go for the long haul, carrying heavy equipment across long distances. You double your Strength score when determining your carrying capacity and the weight you can lift, push, or drag.

You may also add your proficiency bonus to the number of hours you can march before you risk fatigue from a forced march.

Clearsight Sentinel

You gain darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. In addition, you do not suffer disadvantage on Wisdom (Perception) checks in lightly obscured areas (such as in light fog, moderate foliage, or heavy precipitation).

Extreme Leap

When you take the Dash action and make a long jump after moving no less than 20 feet, your jump distance is doubled for the turn. You may spend 1 exertion to triple your jump distance for the turn instead, and may move the full distance of your jump even if it exceeds your Speed.

Mountaineer

You gain a climbing speed equal to your Speed, and may spend 1 exertion to reroll a failed Athletics check to climb, choosing whether to use the new roll or the original. In addition, moving through nonmagical difficult terrain costs you no extra movement.

Nightwatch

You are used to sleeping light and making the most of your rest. When taking a long rest, add your proficiency bonus to the number of hours you can spend in light activity. In addition, one hour of that time can be spent in strenuous activity near the rest site (such as patrolling, fighting, or other adventuring activities) without interrupting your rest.

Stable Footing

A steady stance and careful footwork is instinctive to you. You have advantage on any check or saving throw to avoid falling prone or handle difficult ground (such as against a *grease* spell or slippery ice). You are never prone after taking fall damage, and when calculating fall damage you treat the fall distance as if it were shorter by a number of feet equal to your proficiency bonus × 10.

Weather Beaten

Exposed to all kinds of weather over your life, you are inured to all but the most deadly effects. You gain advantage on saving throws against cold and hot weather, as well as any adverse effects from wind or precipitation.

FIGHTER ARCHETYPES

What defines a warrior is not just the techniques they utilize or the weaponry they choose, but their very approach to the basics of combat. For fighters this is a matter of archetypes—whether powering through opponents, focusing on defeating one combatant at a time, mastering the battlefield, achieving victories beyond the fight by way of courage and mettle, or taking an opponent down with precise hits, the disciplines upon which they draw are formative to the adventurer they eventually become.

Brute

Though the name is often thrown out like an insult, a brute is just someone willing and able to apply force to solve their problems. The simplest solution is often a straight line and brutes are capable of breaking through their obstacles where others would have to take clever paths. Brute fighters are a blunt instrument, an unrelenting force able to smash through tricky words and brilliant strategies with a simple and elegant strike to the brainpan.

Brute Strength

At 3rd level, you gain the ability to exert extra force into your swings. Whenever you hit a creature with a melee weapon attack, you can expend exertion points to deal an extra 1d8 bludgeoning damage per exertion point spent. The maximum amount of exertion points you can spend in this way on a single attack is equal to your proficiency bonus.

Brutish Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Adamant Mountain, Tempered Iron, Tooth and Claw. When you gain this feature you can choose

one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Tough as Nails

At 7th level, your overbearing strength allows you to shrug off blows. Whenever you finish a short or long rest, you gain a number of temporary hit points equal to twice your Strength modifier. When you reach 15th level, you instead gain a number of temporary hit points equal to your Strength score.

Overpowering Strike

At 10th level, your attacks literally blow your opponents away. Once per turn when you make a melee weapon attack, you may choose to have the target make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failure, you choose whether it falls prone or is moved 5 feet away from you.

Unstoppable

At 15th level, you gain advantage on saving throws made to resist being paralyzed, petrified, knocked prone, restrained, or any spell or effect of the compulsion school.

Overwhelming Onslaught

At 18th level, when you successfully hit the same target with two or more melee attacks in a single turn, you may spend 2 exertion points to deal extra bludgeoning damage equal to 2d8 + your Strength modifier. In addition, the target makes a Constitution saving throw (DC 8 + your proficiency bonus + your Strength modifier) or becomes stunned until the end of your next turn.

Duelist

Dueling is about reading an opponent, getting into their head and knowing what they'll do before they do. A duelist moves with grace and style, attacks with finesse and biting wit, and lives a life of flamboyance and honor. Duelist fighters know the right steps to take and the right words to say. They are artists working in form and function, strategists thinking moves ahead of their opponents and turning victories into works of art.

Dueling Traditions

At 3rd level, you gain proficiency in one of the following combat traditions of your choice: Mirror's Glint, Mist and Shade, Rapid Current. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Panache

Also at 3rd level, you've learned to use just the right words and mannerisms instead of exerting yourself to turn the tide of battle. Whenever you would spend exertion points on a duelist feature or a maneuver from the Mirror's Glint, Mist and Shade, or Rapid Current combat traditions, you may reduce the exertion point cost of that maneuver or feature by 1 (minimum 0). Once you have used this feature a number of times equal to your Charisma modifier, you cannot do so again until you finish a long rest.

Quick-Witted Defense

Also at 3rd level, while you are not wearing armor or wielding a shield your AC equals 10 + your Dexterity modifier + your Charisma modifier. In addition, when you are wielding at least one weapon with the Defensive, Finesse, or Parrying quality, your Armor Class increases by 1.

Parry and Thrust

At 7th level, you master the art of turning your opponent's strikes against them. You treat any weapon with the Finesse property as if it also had the Parrying property. In addition, whenever you use your reaction to add an expertise die to your AC using a Parrying weapon and the triggering attack misses you, you may immediately spend an exertion point to make a melee weapon attack against the creature that attacked you.



Duelist's Challenge

At 10th level, you're confident enough to challenge even the most monstrous threats. You can use a bonus action to expend a use of Panache to challenge a creature within 30 feet to an honorable duel. Once you challenge a creature in this way, you have disadvantage on attacks against creatures other than the challenged creature, and the challenged creature has disadvantage on attacks against creatures other than you. A creature remains challenged in this way until either you or the challenged creature are incapacitated, dies, or either ends their turn out of line of sight from the other. The challenge also ends if you use this feature again to challenge a different creature, or if a third creature challenges either you or your challenged creature.

Elusive

At 15th level, you can move effortlessly and untouched through any battlefield. Your movement out of a creature's threatened area does not provoke opportunity attacks. In addition, whenever you use your reaction to parry an attack using a Parrying weapon the expertise die to your AC increases by one stage.

Master Duelist

At 18th level, you've truly mastered the art of the duel. You have advantage on melee weapon attacks against creatures currently challenged using your Duelist's Challenge feature.

Gladiator

Gladiators are athletes of bloodsports and performers to mass applause—more than simple warriors, they're entertainers with a dramatic flair who have survived and triumphed where countless others have failed. Gladiator fighters are champions, feared or beloved but always respected. Their skills in the arena translate well to the battlefield, and the flourishes that received cheers and shocked gasps from the crowd can just as easily win over or strike fear into their enemies.

Arena Training

At 3rd level, you gain proficiency with one of the following skills: Acrobatics, Athletics, Intimidation, or Performance.

Gladiatorial Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Mist and Shade, Razor's Edge, Tooth and Claw. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Bloodsport Flourishes

Also at 3rd level, you've integrated your ability to please the crowd into ways to impress and intimidate your enemies. You treat any weapon you wield

and any armor you wear as if it had the Flamboyant property. In addition, whenever you score a critical hit with a weapon attack you may choose to do a Bloody Flourish or Glorious Flourish.

Bloody Flourish. You make sure your strike is as bloody and gruesome as possible, making an Intimidation check. Each hostile creature within 20 feet of you makes a Wisdom saving throw against a DC equal to the result of your Intimidation check. On a failure, a creature becomes frightened of you until the end of your next turn.

Glorious Flourish. You and your weapons dance and shine with the glory of combat. Make a Performance check. Each hostile creature within 20 feet of you makes a Charisma saving throw against a DC equal to the result of your Performance check. On a failure, a creature becomes charmed by you until the end of your next turn.

Champion of the Arena

At 7th level, you've improved your techniques and methods for landing a crowd-pleasing blow. Your weapon attacks score a critical hit on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Gladiatorial Reputation

At 10th level, you've gained the well-known reputation of a gladiator, one that can be at once inspiring, intimidating, and legendary. When you gain this feature at 10th level, you gain every feature from Reputation instead of only selecting one.

Unmistakable Presence

At 15th level, your presence on the battlefield becomes impossible to ignore. The range of your Bloodsport Flourishes increases from 20 feet to 60 feet.

Effortless Flourishes

At 18th level, your reputation precedes you to the point that the mere fact that you're there is impressive. You can use a bonus action to perform a Bloodsport Flourish (without requiring an attack or critical hit).

Knight

Knighthood is a combination of intense lifelong training, unerring loyalty, and the hard work of modern blacksmithing. The knight is an impenetrable fortress containing the heart of a hero borne swiftly through battle on a noble steed amidst the fluttering heraldry of their house and country. Cultures differ and a knight may take many forms or titles, but duty, honor, and loyalty are universal. Knights are elite warriors bound by honor and a towering example for others to follow—or to fear.

Armory Training

At 3rd level, you learn some of the finer minutiae that let you feel comfortable in even the heaviest armors. You gain the following benefits:

- Your passive Perception score is not reduced while wearing a helm or visored helm.
- You never suffer fatigue from wearing armor or sleeping in armor.
- You can don or doff armor in half the time it would normally take.
- You never have disadvantage on Acrobatics or Stealth checks due to wearing armor or using a heavy shield.

Chivalrous Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Adamant Mountain, Sanguine Knot, Spirited Steed. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Honor Bound

Also at 3rd level, you swear yourself either to a code of conduct or to a lord or nation. Choose one of the following.

Loyal to the Crown. You are loyal to a specific nation, lord, organization, or other authority. While you are in good standing with that authority and are within their area of influence, you and your allies can easily find free food and lodging, and creatures with a CR lower than yours that are also loyal to that authority may perform simple tasks at your request. You lose good standing with that authority if you go against their wishes. Consult the Narrator on authorities within the campaign setting, their wishes, and what will keep or return you to good standing with them.

Loyal to the Code. You are loyal to a specific code of honor. You gain an expertise die on Persuasion checks. However, whenever you break your code you suffer a level of strife and instead have disadvantage on Persuasion checks for the following 7 days. Choose one of the following codes to keep:

- I will never harm a creature that has surrendered.
- I will never steal from a living soul.
- I will never let a lie pass my lips.

Alternatively, consult the Narrator for any codes specific to the campaign setting.

Inspiring Charge

At 7th level, you embrace the role of the knightly vanguard and learn to lead others into the fray. You can use an action and spend 1 exertion point to perform an Inspiring Charge. Move up to your Speed (or your mount's Speed) in a straight line and make a melee weapon attack. You gain an expertise die on this attack. Until the end of your next turn, attacks made by you or allies within 10 feet gain an expertise die.

Additional Fighting Style

At 10th level, you've mastered multiple styles that constitute a knight's martial prowess. You gain an additional Fighting Style from the following list: Battle Ready, Defense, Dueling, Great Weapon Fighting, Mounted Combatant, Protection, Tireless Fighting.

Ever-Ready

At 15th level, you embody the belief that a knight's duty is never over. Whenever you roll for initiative and have no exertion points remaining, you gain a number of exertion points equal to your proficiency bonus.

Knight of Renown

At 18th level, you have become a legendary knight, an almost mythical thing that is inspiring to see fighting alongside. The range of your Inspiring Charge is increased to 60 feet from 10 feet, and any of your allies that enter that area for the first time on their turn or begin their turn there gain inspiration. A creature can only gain inspiration in this way once between long rests.

Sharpshooter

A whisper on the wind and a shot in the right place, sharpshooters are deadly instruments capable of precision and speed that most warriors could never hope to achieve. Sometimes functioning as assassins, trick shooters, or simply hunters who cannot afford to miss, sharpshooters do more than just hit their targets. Sharpshooter fighters have the training or talent to wield ranged weapons as skillfully as a surgeon wields a scalpel, and they can take their opponents apart just as easily.

Crack Shot

At 3rd level, your training with ranged weapons grants the following benefits:

- You do not have disadvantage on ranged attack rolls due to being within 5 feet of a hostile creature or attacking at long range.
- Your ranged weapon attack rolls ignore half cover and three-quarters cover.

Sharpshooting Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Biting Zephyr, Razor's Edge, Unending Wheel. When you gain this feature you may choose one of the

maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Focus Shot

At 7th level, you've become precise enough that when given enough time to focus you can not only strike your target, but hit specific parts of your target to great effect. Once per turn, whenever you take the Attack action and are able to make multiple ranged attacks you may forgo one of those ranged attacks to turn one of your remaining attacks into a Focus Shot. When you make a Focus Shot choose one of the following options and make a ranged weapon attack. You gain an expertise die on the attack, and on a hit it does your chosen effect in addition to the weapon's damage.

Aim for the Eyes. You aim for the creature's weak and delicate eyes. The target makes a Dexterity saving throw against your maneuver DC or is blinded until it recovers.

Bring it Down. You aim for weak points on the creature's legs. The target makes a Constitution saving throw against your maneuver DC or its Speed is reduced by half until it recovers.

Center of Mass. You aim for the heart or its horrid equivalent. Your attack scores a critical hit on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Vein Slice. You aim for a vital vein or artery to bleed your target out. The target makes a Constitution saving throw against your maneuver DC or it takes 1d6 ongoing damage until it recovers.

Wing Clip. You aim for your target's wings. The target makes a Dexterity saving throw against your maneuver DC. On a failure, its flying speed is reduced by half until healed. Creatures who are currently flying when this saving throw is failed immediately plummet 60 feet down and take falling damage as normal.

Creatures wounded by any of these effects make a Constitution saving throw against your maneuver DC at the end of each of their turns, recovering and ending the effect on itself on a success. Alternatively, the wounded creature (or a creature within 5 feet of it) can use an action to make a Medicine check against your maneuver DC, ending the effect on a success. Healing magically or from a trait (such as Regeneration) also ends the effect. You cannot choose effects that specifically target features a creature does not have.



Hawkeye

At 10th level, you have become incredibly observant and alert. You gain an expertise die on Investigation and Perception checks, and when rolling initiative.

Reflexive Shot

At 15th level, your accurate reflexes allow you to threaten shots at a moment's notice. You may make opportunity attacks using ranged weapons, and your threatened area is equal to the normal range of any ranged weapon you wield.

Critical Shot

At 18th level, you can hit miniscule targets at ludicrous ranges with seemingly impossible accuracy. Whenever you take the Attack action and are able to make multiple ranged attacks, you may forgo all of those ranged attacks except for one to turn that remaining attack into a Critical Shot, making a ranged weapon attack with advantage. If your Critical Shot hits it becomes a critical hit.

Herald

A merchant stops on the side of the road to nurse a bruised leg as a lone tattoo-covered orc walks by. They give the wounded man a glance before kneeling down, asking to take a look at the injury. The merchant is wary—the last time someone offered aid was how the harm came about to begin with—but accepts the help. With a mere touch from the orc however the merchant feels warmth spread, his suffering eased. Wincing, he stands up to try his legs and finds that he is able to walk again. In gratitude he invites the stoic samaritan to travel alongside him, sharing with him their philosophy on the nature of emotions.

Citizens gather in the streets to toss flowers in celebration of the soldiers coming home when a beige steed trots through the city gates. The crowd cheers loudly, reaching their hands up towards the human woman riding on the horse. She waves politely back with a light smile. Half a dozen banners fly behind her, representing the armies she has under her command. They make their way up the winding streets towards the castle on the hilltop, and as she arrives the holy knight retracts her smile while dismounting. She may not see them, but she can feel the whispers among the nobles and priests. The people may have placed their faith in her, yet those ruling have not. For their sake she must keep trying, for if the king continues to ignore the divine warnings it could spell doom for the kingdom—or worse.

A confident halfling in a full set of armor examines the break in the fence of the grazing fields, chomping on an apple as she searches for tracks. "I used to own a place like this, you know," she says. "Awful lot smaller, but it was a good piece of land. Some dire wolves showed up though and I had to kick their asses. Never looked back since!" The farmer makes a face, concerned, and the halfling gives her chest an assuring thump in response. "Don't worry, that's not what got your darling cows here. It's about the same size, but definitely a problem I can take care of. You're in good hands!"



Dedicated and resolute, heralds are messengers of the oaths, ideology, or faith they represent, seen by some as salvation, others as harbingers of doom. The powers that they wield appear to stem from their devotions, though whether the herald interprets it as such is up to the individual. All are magically-trained combatants who often serve a particular organization formed upon an ideology. Some may have taken up the role simply as a vocation, while others became heralds due to a personal calling. Though they often specialize in combat, most understand a calm or threatening voice may be much more effective, especially for the cause of spreading the ideologies they live by.

Rules to Live By

Whether for good or ill, the most important aspect of being a herald is holding oneself to a set of oaths that might define all aspects of their lifestyles or be an important influence on their lives. A herald's promise also often defines their goals (to protect others or to persecute an enemy). For some heralds this may be a personal choice, while others let the order they serve determine who the threats are.

Powers That Be

It's said that heralds gain their magic by keeping to their oaths, though certain ideologies see instead an inner strength brought out by living in accordance with a strict lifestyle instead. Another interpretation states that a herald's power is in fact innate. In such cases, oaths are a way to contain them and keep the herald humble, though there are orders that prefer their heralds to flaunt their powers as a show of prowess instead.

Heralds are best known for using their magic to heal, protect, or eradicate. A herald's magic can however also be used to facilitate negotiations or threats, conduct thorough investigations, or detect abnormalities.

Creating a Herald

When making your herald, ask yourself these questions: What is the cause they have dedicated themself to? Do they serve a deity, a philosophy, or something else entirely different? Why have they chosen this path? Who do they consider the greatest threat?

What kind of message do they hope to bring to the world? How do they intend to spread this message? Do they do so by action, or with words? What sort of impression do people have of your herald after interacting with them? What does your herald think about the powers they have been given? Do they think this power is bestowed from another, unlocked by another from within, or something that they are naturally capable of?

CLASS FEATURES

As a herald, you gain the following class features.

Hit Points

Hit Dice: 1d10 per herald level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per herald level after 1st

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Acrobatics, History, Insight, Intimidation, Medicine, Persuasion, and Religion

Equipment

You begin the game with 200 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Blessed Explorer's Set (Cost 189 gold):** Handaxe (4), hauberk, priest's pack
- **Divine Warrior's Set (Cost 200 gold):** Longsword, hauberk, medium shield, explorer's pack

TABLE: HERALD

LEVEL	PROFICIENCY BONUS	FEATURES	LESSONS KNOWN	SMITE DAMAGE	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Divine Sense, Lay on Hands, Spellcasting	—	—	—	—
2nd	+2	Combat Maneuvers, Divine Smite	—	1d8	2	1st
3rd	+2	Divine Lessons, Herald Archetype	1	1d8	2	1st
4th	+2	Ability Score Improvement, Empowered Smite	1	1d8	3	1st
5th	+3	Extra Attack, Heraldic Sermon	2	2d8	3	1st
6th	+3	Sacred Aura	2	2d8	3	1st
7th	+3	Archetype Feature	3	2d8	4	2nd
8th	+3	Ability Score Improvement, Greater Empowered Smite	3	2d8	4	2nd
9th	+4	Inspiring Devotion	4	3d8	4	2nd
10th	+4	Improved Sacred Aura	4	3d8	5	2nd
11th	+4	Divine Warrior	5	3d8	5	2nd
12th	+4	Ability Score Improvement, Divine Recovery	5	3d8	5	2nd
13th	+5	—	5	4d8	6	3rd
14th	+5	Infectious Resolve	6	4d8	6	3rd
15th	+5	Archetype Feature	6	4d8	6	3rd
16th	+5	Ability Score Improvement	6	4d8	7	3rd
17th	+6	—	6	5d8	7	3rd
18th	+6	Aura Improvements	6	5d8	7	3rd
19th	+6	Ability Score Improvement	7	6d8	8	4th
20th	+6	Archetype Feature, Holy Exemplar	7	6d8	8	4th

Divine Sense

Choose one of the following sets of enemies: celestials and fiends, fey and elementals, or aberrations and undead. You can always sense when a creature of one of your chosen types is within 30 feet of you, but cannot determine their number, type, or location. As a bonus action, you can briefly enhance your senses to learn the location, number, and type of any creatures of your chosen types within 30 feet of you. When you do so, creatures of those types that are within range make a Wisdom saving throw against your spell save DC, with advantage if the creature's CR is higher than your herald level. On a failed save, you also learn the creature's identity. Within the same radius, you also detect any locations that have been consecrated or desecrated, as with the *hallow* spell.

You can activate this feature a number of times equal to your Charisma modifier, and regain spent uses upon finishing a long rest. Upon finishing a long rest, you may also swap your chosen set of creature types for another.

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your herald level × 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Spellcasting

You have learned to draw on divine magic through meditation and devotion to your oath.

Cantrips

At 1st level, you know two cantrips of your choice from the Herald spell list. You learn additional Herald cantrips of your choice at higher levels, as seen in the Cantrips Known column of the Herald Spells table.

Preparing and Casting Spells

The Herald Spells table shows how many spell slots of each level you have to cast your spells. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all spent spell slots upon finishing a long rest.

You can prepare a number of spells equal to your Charisma modifier + half your herald level, (minimum 1 spell). The spells must be of a level for which you have spell slots, and must be chosen from the Herald spell list.

For example, if you are a 5th level herald, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st- or 2nd-level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change the spells you have prepared whenever you take a long rest. Preparing a new list of spells requires you to spend time reflecting in meditation; at least 1 minute per spell level for each new spell on your list.

TABLE: HERALD SPELLS — SPELL SLOTS PER LEVEL

LEVEL	CANTRIPS KNOWN	1ST	2ND	3RD	4TH	5TH
1st	2	2	—	—	—	—
2nd	2	2	—	—	—	—
3rd	2	3	—	—	—	—
4th	2	3	—	—	—	—
5th	3	4	2	—	—	—
6th	3	4	2	—	—	—
7th	3	4	3	—	—	—
8th	3	4	3	—	—	—
9th	4	4	3	2	—	—
10th	4	4	3	2	—	—
11th	4	4	3	3	—	—
12th	4	4	3	3	—	—
13th	4	4	3	3	1	—
14th	4	4	3	3	1	—
15th	4	4	3	3	2	—
16th	4	4	3	3	2	—
17th	4	4	3	3	3	1
18th	4	4	3	3	3	1
19th	4	4	3	3	3	2
20th	4	4	3	3	3	2

Spellcasting Ability

Charisma is your spellcasting ability for your herald spells, since their power is derived from your dedication to your oath. You use

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your Herald spells.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Sanguine Knot, Spirited Steed, or Tempered Iron. You learn two maneuvers of your choice from traditions you are proficient with.

You use your maneuvers by spending exertion points, but you do not gain an exertion pool. Instead, at the start of each of your turns you can expend spell slots of 1st-level or higher to gain exertion points that go into a temporary exertion pool which lasts until you start your next long rest. You gain 2 exertion points for a 1st-level spell slot, and 2 more for each spell slot level above 1st. Only spell slots gained from the herald class can be expended in this way.



The Maneuvers Known column of the Herald table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Divine Smite

Starting at 2nd level, whenever you hit a creature with a weapon attack you can choose to deliver a divine smite that deals an additional 1d8 radiant damage. The amount of extra damage increases as you gain levels in this class, as shown in the Smite Damage column of the Herald table.

You can use this feature a number of times equal to your proficiency bonus, and regain spent uses upon finishing a long rest.

Divine Lessons

In preparing to take your oath, you have learned a number of skills and tricks that can help you during your adventures. At 3rd level, you gain a divine lesson of your choice. The divine lessons available to you are detailed at the end of the class description. The Lessons Known column of the Herald table shows when you learn more divine lessons.

Herald Archetype

Also at 3rd level, you choose the oath and tenets that you as a herald will swear to uphold. Until now you have merely been preparing, committed to the path but not sworn to it. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

Archetype School

Each archetype has an associated school of spells, which you gain access to upon reaching 3rd level. You can choose spells from this school when preparing your spell list. If you would choose a spell that is not on the herald spell list, it is considered a herald spell for you.

Channel Divinity

Your oath allows you to channel the divine for more magical effects than just casting spells. Each Channel Divinity option granted by your oath explains how to use it. Whenever you use your Channel Divinity, you choose which option to use. Once you have used this feature you can't do so again until you finish a short or long rest.

Some Channel Divinity options require saving throws. When using such an effect, the DC for the saving throw equals your herald spell save DC.

Empowered Smite

At 4th level, you are able to manipulate magic to add extra power to your smites. Whenever you would use your Divine Smite feature, you can choose one of the following effects. Once you have used this feature you can't do so again until you finish a long rest. Alternatively, you can empower a smite by expending a spell slot of 1st-level or higher.

Some empowerments require your target to make a saving throw to resist some of the empowerments effects. The DC for these saving throws is the same as your herald spell save DC.

Igniting Smite

Your smite instead deals fire damage, and the target must make a Constitution saving throw at the start of each of its turns or take 1d6 fire damage. On a successful save, it takes no damage and the fire is extinguished. The fire can also be put out as an action or by the environment, and extinguishes itself after 1 minute.

Marking Smite

Your smite causes the target to shed bright light for 5 feet, and dim light for an additional 5 feet. The effect lasts for up to 1 minute, or until you target another creature with a weapon attack. As long as the effect lasts, the target gains no benefit from invisibility and has disadvantage on checks made to hide.

Repelling Smite

Your smite instead deals force damage, and the target must make a Strength saving throw or be pushed back 10 feet and knocked prone. On a successful save, the target is knocked back only 5 feet and is not knocked prone.

Ability Score Improvement

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

Extra Attack

At 5th level, you can attack twice instead of once whenever you take the attack action on your turn.

Heraldic Sermon

Also at 5th level, your oath has so inspired you that your words seem to be imbued with magic when you talk about it. Choose one of the following features.

Devout

You gain proficiency in the Persuasion skill. You have advantage when using this skill to influence others by discussing your oath or deity, and witnesses that hear your words are inspired to share any useful or important information they might have.

Evangelism

You gain proficiency in the Performance skill. You have advantage when using this skill to convert others through preaching about your oath or deity, and witnesses that hear your words are inspired to donate to your cause.

Fearmonger

You gain proficiency in the Intimidation skill. You have advantage when using this skill and your faith to intimidate others, and witnesses with opposing views make obvious efforts to avoid you.

Sacred Aura

At 6th level, you are able to manifest an aura that aids you and your allies. Each aura has a radius of 15 feet, is centered on you, and you must be conscious for you and your allies to benefit from it. You can have only one of the following auras active at a time, and can change which aura is active whenever you finish a long rest. At 18th level, the range of all auras increases to 30 feet.

Aura of Courage

You and allies within range cannot be frightened.

Aura of Resistance

You and allies within range of your aura gain a bonus on saving throws equal to your Charisma modifier (+1).

Aura of Willpower

You and allies within range cannot be charmed.

Greater Empowered Smite

At 8th level you learn the following new empowerments for your smites, and can use this feature twice at no cost in between long rests. Alternatively, you can use an empowered smite by expending a spell slot of 1st-level or higher.

Blinding Smite

The target makes a Constitution saving throw. On a failure, it is blinded for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

Disorienting Smite

Your smite instead deals psychic damage and the target makes a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls for 1 minute. At the end of each of its turns the target can repeat the saving throw, ending the effect on a success.

Taunting Smite

The target makes a Wisdom saving throw. On a failed save, it takes an additional 1d6 radiant damage when attacking a creature other than you and cannot make opportunity attacks against anyone but you. This effect lasts up to 1 minute, and the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Inspiring Devotion

At 9th level, you can draw upon your oath for extra assistance in social situations. Choose one of the following features.

Lend Faith

When an ally within 30 feet that can see and hear you would make a saving throw or ability check you can inspire them with your faith, adding your Charisma modifier to the roll. Once you have used this feature you can't do so again until you finish a short rest.

Reveal Heresy

You gain proficiency in the Insight skill, and gain an expertise die on to Insight checks. Whenever a creature is lying to you, it makes a Charisma saving throw against a DC equal to your passive Insight score. This save is made with disadvantage and done in secret by the Narrator. On a failure, you get a strong sense that they are being untruthful.

Truth of Conviction

Whenever you or an ally are telling the truth and make any Charisma ability check to do so, you can use this feature to treat any roll of 10 or less as an 11 for that roll. Once you have used this feature you can't do so again until you finish a short rest.

Improved Sacred Aura

At 10th level, you gain a more powerful aura that is active alongside your Sacred Aura. The range of this aura is the same, and you can only have one Improved Sacred Aura active at a time. You can swap your active improved aura upon finishing a long rest.

Aura of Healing

Whenever you or an ally cast a spell to heal yourself or another ally while both are within your aura, both the spellcaster and target gain additional hit points equal to your Charisma modifier.

Aura of Overcoming

Weapon attacks made by allies within your aura are considered magical for the purpose of overcoming damage resistances and immunities.

Aura of Smiting

Whenever an ally within your aura scores a critical hit with a weapon attack, they deal additional radiant damage equal to half your herald level.

Divine Warrior

Beginning at 11th level, each of your strikes is infused with divine might. Whenever you hit a creature with a melee weapon attack, you deal an extra 1d8 radiant damage.

Divine Recovery

At 12th level, you can transform divine energy into more easily manipulated magics. You can use a bonus action to recite a short prayer or mantra and expend a use of Channel Divinity to regain a spell slot of 3rd-level or less.

Once you have used this feature three times, you cannot do so again until you finish a long rest.

Infectious Resolve

Starting at 14th level, you can use your action to touch one willing creature (or yourself) and choose one of the following effects.

All In. The target gains advantage on its next weapon attack, and deals an extra 1d8 radiant damage on a hit.

Iron Will. For the next minute, as long as you are conscious the target gains advantage on Wisdom saving throws made against spells and other magical effects.

Walk It Off. One spell or condition affecting the target ends.

Once you have used this feature a number of times equal to your Charisma modifier, you cannot do so again until you finish a long rest.

Holy Exemplar

At 20th level, your deity constantly watches over you. Even death cannot touch you as you recover from mortal wounds in a flash of holy light, a sudden swelling of unnatural darkness, or another expression of potent divine power. When you die after being reduced to 0 hit points by an attack or spell, after 1d4 rounds you return to life with 100 hit points. Once you have used this feature, you cannot do so again until you finish a long rest.

Divine Lessons

When you gain access to a new divine lesson, choose one of the following.

Bestowed Understanding

When attempting to understand a language with which you are not proficient (whether spoken or written), you can make a DC 15 Wisdom (Insight) check to understand the basic message. If the language is considered forgotten, you roll with disadvantage. You can do so a number of times equal to your Wisdom modifier, and regain spent uses upon finishing a long rest.

Divine Health

You are immune to disease and have advantage on saving throws made to resist the poisoned condition.

Divine Vision

You gain darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. In addition, you always have the *see invisibility* spell prepared and can use this feature once per long rest to cast it without expending a spell slot.

Do Without

Your divine connection and years of training combine to allow you to survive without Supply for a number of days equal to your Charisma modifier without suffering any adverse effects.



Exemplary

You gain an expertise die on Acrobatics and Athletics checks made to climb, jump, run, and swim. When your party makes a group Acrobatics or Athletics check, you may apply the results of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but must do so before the Narrator says whether you succeed or fail.

Glorious Purpose

When you agree to undertake a quest that specifically fulfills the tenets of your herald archetype, you gain proficiency with a skill that will be crucial to completing that quest. The skill is chosen by the Narrator. If you are already proficient with the skill, you gain an expertise die instead. The benefits of this divine lesson do not change until the quest has been completed.

Heraldic Order

Whenever you would pay for a meal, room, or minor supplies (such as mundane ammunition) roll 1d6. On a result of 4 or higher the merchant recognizes you as a herald of an order they either fear or respect and charge you nothing. If you insist on paying, they may offer you information about individuals or places that might be of interest to your heraldic order.

Miraculous Discovery

You gain an expertise die on Investigation checks, and your passive Investigation score increases by 3. Additionally, you can always choose to use your Charisma when making Investigation checks.

Naturalist

Choose one type of terrain; arctic, coast, desert, forest, grassland, mountain, subterranean, or swamp. You gain an expertise die on Nature and Survival checks made in this terrain. In addition, once each week when you have run out of Supply, you can spend 8 hours in the wilderness to find 1d4+2 Supply.

Prophetic Protection

Whenever you would trigger a trap, the Narrator makes a secret Charisma (Perception) check against the DC to spot the trap. On a success, you do not spot the trap but get a strong sense that moving any further will put you in danger.

Seek Truths

You gain an expertise die on Insight checks made to discern the truth. In addition, after you have made a successful Insight check opposed by a creature's Deception check, you have advantage on Insight checks made against it for 24 hours.

Sense Import

Your Divine Sense extends to detect whenever you enter a place that is or once was of great holy or unholy significance, and you learn basic information about why or to whom it was important. Additionally, you have advantage on checks made to learn more information about the area while you are there.

Silvered Tongue

You gain an expertise die on Intimidation and Persuasion checks. In addition, when you successfully intimidate or persuade a creature, you have advantage on Intimidation and Persuasion checks made against it for the next 24 hours.

Undaunted

While exploring a place which you have never been to before, you can use your reaction to gain advantage on ability checks and attack rolls until the end of your next turn. You can do so a number of times equal to your Wisdom modifier, and regain spent uses upon finishing a long rest.

HERALD ARCHETYPES

Those bearing the weight of the herald come from all walks of life and have the threads of their destinies woven throughout the tapestry of fate, each of them as unique as their legendary exploits. Many heralds draw upon the same supernatural sources or learn techniques from the same traditions however, often achieving the similar goals in their adventuring careers.

Green Knight

These wardens of nature wander across all the environs of the world, seeing the splendor of nature and spreading its veneration. A green knight is ever respectful of nature and the beasts of the wilderness, and though not unwilling to slay, they use the trials of the world as examples from which to teach others of the proper order of things as they go about preserving that order.

Tenets of the Green Knight

All green knights hold similar tenets, regardless of the deity they serve.

- ***Defend Nature.*** Protect and heal the lands you travel through.
- ***Embody Strength.*** Be as mighty as a boulder and when needed stand firm like a rooted tree.
- ***Ensure the Cycle.*** Do not suffer that which defies the natural flow of life and teach these ways to others.
- ***Walk the World.*** Travel far and experience the beauty of nature beyond your territory.

Archetype School

Add the nature school of magic to your list of herald spells.

Channel Divinity

At 3rd level when you choose this archetype, you gain the following two Channel Divinity options.

Blessing of Nature. You can use an action and touch a plant to be recognized by nature as one of its protectors for the next hour. For the duration, you gain advantage on Persuasion checks made to influence druids and beasts. Alternatively, you can end the blessing early to gain advantage on a Survival check made to find Supply or a Haven in the wilderness.

Rely on Nature. When you fail a Nature or Survival check, you can use your reaction to succeed instead.

Empowered Bond

Also at 3rd level, you learn the *find familiar* spell and can cast it as a ritual. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: awakened shrub, shrieker, sprite, or violet fungus.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

Nature's Sanctuary

At 7th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant attacks you, it must make a Wisdom saving throw against your herald spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The beast or plant has advantage on this saving throw if it has a CR equal to or higher than your herald level. A

creature is aware of this effect before it makes its attack against you.

In addition, you can't be charmed or frightened by elementals or fey.

Armaments of Nature

Starting at 15th level, you are able to call upon the wilderness to supply you with armor and weaponry. You can use an action and expend one use of Channel Divinity to cover yourself in bark, rock, soil, and vines for 1 hour.

For the duration, your Armor Class equals 10 + your proficiency bonus + your Dexterity modifier + your Charisma modifier, and when a creature starts its turn and is grappling you, it takes 2d6 piercing damage.

In addition, you can use a bonus action to grow a melee weapon into your hands. You are proficient with the weapon and it deals 1d12 bludgeoning, piercing, or slashing damage (determined by the weapon's shape). While wielding the weapon, your reach increases by 5 feet. The weapon cannot be disarmed, but it can be damaged (AC equal to your herald spell save DC and hit points equal to your herald level).

Timeless Body

Also at 15th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Nature's Servant

At 20th level, nature sustains you and mends your wounds. At the start of each of your turns while you are bloodied, you regain hit points equal to 5 + your Constitution modifier. You don't gain this benefit if you have 0 hit points.

In addition, while you are using Armaments of Nature the amount of hit points you regain doubles, you regain hit points even when you are not bloodied, and weapons formed using Armaments of Nature gain a +3 magical bonus to attack and damage.

Holy Champion

A holy champion is a herald who draws their power from their devotion to a deity, whether good or evil (in which case the herald is an unholy champion). Some are called to serve their deity for a higher purpose, while others fly the banner of their deity to invoke fear.

Tenets of the Holy Champion

All holy champions hold similar tenets, regardless of the deity they serve.

- ***Lead by Example.*** Strive to embody the principles of your deity, and inspire others to do the same.
- ***Life In Service.*** When your deity calls, you answer, and all you do is in dedication to them.
- ***Quick of Mind.*** Steel yourself against psychic attacks that may sway you from service.
- ***Strong of Body.*** Peak physical condition must be maintained, in order to serve to the best of your abilities.

Archetype School

Add the good and radiant schools of magic to your list of herald spells (or if you are an unholy champion, the evil and necrotic schools of magic).

Channel Divinity

At 3rd level when you choose this archetype, you learn how to reach into the river of divine power that cycles between the Lower Planes and the Upper Planes, able to employ it to astounding effect. You gain the following two Channel Divinity options.

Negative Energy Flood. As an action, you can use your Channel Divinity to unleash a flood of negative energy on your foes. Hostile creatures within 30 feet of you make a Constitution saving throw. On a failed save, a hostile creature takes 2d8 necrotic damage and is pushed back 5 feet, or on a success it takes half damage and is not pushed back.

Positive Energy Flood. As a bonus action, you can use your Channel Divinity to send out a flood of positive energy to heal your allies. Friendly creatures (including yourself) within 30 feet regain hit points equal to your proficiency bonus + your Charisma modifier.

Aura of the Champion

Beginning at 7th level, you gain a third aura that is active alongside your Sacred Aura and has the same range. Choose one of the following options.

Aura of Darkness. After initiative is rolled, when a hostile creature starts its turn in your aura or first enters into it on a turn, it makes a Wisdom saving throw or becomes frightened of you for 1 minute. Once a creature has been frightened by this aura, it is immune to the aura's effects for 24 hours.

Aura of Light. An unconscious ally with 0 hit points that starts its turn in your aura automatically succeeds on one death saving throw each turn. Once a creature has succeeded on three death saving throws while in your aura, it cannot benefit from this effect until it has finished a long rest.

Divine Protection

Starting at 15th level, you have performed enough deeds in service of your deity that they've found you worthy of their divine protection. When you are bloodied at the end of your turn, you regain hit points equal to half your herald level + your Charisma modifier.

Champion of Legend

At 20th level, the legends of your deeds have achieved great renown for both you and the deity you serve. Whether out of awe or intimidation, people hang on your every word and action, granting you one of the following benefits.

Emissary of Darkness. You gain the Evil alignment trait. You can use an action to call upon your deity and emit an aura of magical darkness. For 1 minute, magical darkness fills the area around you in a 30-foot radius. You and a number of creatures equal to your Charisma modifier can see in this darkness as if it were dim light. When a hostile creature starts its turn in your aura or first enters into your aura on a turn, it takes necrotic damage equal to 10 + your Charisma modifier.

Emissary of Light. You gain the Good alignment trait. You can use an action to call upon your deity and emit an aura of sunlight. For 1 minute you shine bright light in a 30-foot radius, and dim light for an additional 30 feet. When a hostile creature starts its turn in your aura or first enters into your aura on a turn, it takes radiant damage equal to 10 + your Charisma modifier.

Inquisitor

These knights of judgment seek those who would commit heresy against the faith or order they are oathed to, and to strike them down with impunity. What each of these heralds considers heresy is however as varied as the causes that they strive for. Typically an inquisitor is part of a larger order in service of a deity or crown family, and is sworn to defend their name at any cost.

Tenets of the Inquisitor

All inquisitors hold similar tenets, regardless of the deity they serve.

- *Have Faith.* Have faith in yourself, your actions, and above all the order which you serve.
- *Loyalty Above All.* Your word is your bond, and loyalty is an integral part of who you are.
- *Question Everyone.* All outside of your order should be regarded as potential heretics, lest worldly connections prevent you from carrying out your duty.
- *Without Mercy.* You must pass judgment without mercy as you carry out divine retribution.

Archetype School

Add the communication school of magic to your list of herald spells.

Channel Divinity

At 3rd level when you choose this archetype, you gain the following two Channel Divinity options.

Compelling Inquiry. When questioning a creature with which you share a language, you can use your Channel Divinity to compel it to speak the truth. The creature makes a Constitution saving throw or finds itself unable to be dishonest for 1 minute. Regardless of whether

it succeeds or fails, you know the outcome of the saving throw.

Inquisitorial Challenge. You can use a bonus action and your Channel Divinity to issue a challenge of combat to one creature you can see within 30 feet. The creature makes a Wisdom saving throw or it is unable to move more than 30 feet away from you and has disadvantage on attacks against creatures other than you for 1 minute.

Mark of the Heretic

Beginning at 7th level, you gain the ability to mark your foes for judgment by speaking aloud their name and the crime they must answer for. As a bonus action, choose one creature you can see within 30 feet of you. The target is marked for 1 minute, or until either you or the target die. While the target is marked, you gain the following benefits:

- Damage rolls you make against the creature deal extra damage equal to your spell attack modifier.
- Attacks made by you or your allies score critical hits against the creature on a roll of 19–20.
- The creature makes a Dexterity saving throw or it becomes outlined in a nimbus of light (of a color chosen by you) for the duration. This nimbus of light negates the benefits of invisibility on the creature.

If the marked target is not killed or captured within 1 hour, you have disadvantage on melee weapon attacks made against other creatures until you finish a short or long rest.

You gain an additional use of this feature at 15th level. You regain all spent uses of this feature whenever you finish a short or long rest.



Divine Justice

Starting at 15th level, your power is so great that you no longer need to know a heretic's name or wrongdoing in order to bestow punishment—it's as if you can read their soul. When you use Mark of the Heretic, you need only point at a creature to mark it. Additionally, when a creature marked by this feature dies, you can apply the mark to another creature you can see within 30 feet of you without expending another use of Mark of the Heretic.

Ear for Deceit

At 20th level, you no longer question the motives of those around you as your refined instincts easily sniff out dishonesty. When listening to a creature speak, provided you share at least one language, you are immediately aware if it is being dishonest—though you have no special ability to obtain the truth without using your Channel Divinity. Creatures protected from divination, such as by the *nondetection* spell, are immune to this feature.

Herald Spell List

As a herald you may choose from the following spells.

Cantrips

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.
Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.
Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.
Light (evo): Enchant one object to emit light.
Mending (tra): Perform simple repairs on an object.
Message (tra): Send short messages to other creatures.
Resistance (abj): Give a creature a bonus against one saving throw.

Thaumaturgy (tra): Manifest a minor magical effect to display divine power.
True Strike (div): Gain advantage on attacks against a single creature.

1st-Level

Bless (enc): Bless a number of creatures, improving their attack rolls and saving throws.
Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.
Ceremony (evo): Perform a religious ceremony for a funeral, last rites, offering, purification, or rite of passage.
Command (enc): Compel a creature to follow a one-word command.
Create or Destroy Water (tra): Create or destroy up to 10 gallons of water.
Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.
Detect Evil and Good (div): Sense the presence and nature of otherworldly influences.
Detect Magic (div): Sense the presence and school of magical auras.
Detect Poison and Disease (div): Sense the presence of and identify poisons and diseases.
Divine Favor (evo): Deal bonus radiant damage with your attacks.
Heroism (enc): Imbue a creature with bravery and vigor.
Protection from Evil and Good (abj): Protect a creature from certain creature types.
Purify Food and Drink (tra): Cleanse food and drink of poisons and disease.
Shield of Faith (abj): Bestow holy protection upon a creature.
Traveler's Ward (abj): Protect a creature from pickpockets.
Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Aid (abj): Boost the hit points of allies.
Deadweight (tra): Greatly increase the weight of an object.
Find Steed (cjr): Summon a spirit that takes the form of a mount.
Force of Will (abj): Reduce the damage dealt by an attack.
Lesser Restoration (abj): Remove one affliction from a creature.
Locate Object (div): Know the whereabouts of a specific, nearby object.
Magic Weapon (tra): Imbue a weapon with magic, making it more powerful.
Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.
Protection from Poison (abj): Protect a creature from poison, and purge any poisons from their system.
Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd-Level

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.
Create Food and Water (cjr): Conjure food and water to sustain one or more humanoids.
Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.
Daylight (evo): Fill an area with magical daylight.
Dispel Magic (abj): End ongoing magical effects.
Magic Circle (abj): Create a protective cylinder of magic.
Remove Curse (abj): Remove all curses from a creature.
Revivify (nec): Return a creature to life who has been dead for less than a minute.

4th-Level

Banishment (abj): Send a creature to another plane.
Death Ward (abj): Grant a creature a one-time escape from death.
Locate Creature (div): Know the whereabouts of a specific, nearby creature.

5th-Level

Dispel Evil and Good (abj): Gain protection from otherworldly foes and abilities to combat them.
Geas (enc): Give a creature a command with an extremely long duration.
Raise Dead (nec): Return a recently-dead creature to life.

Marshal

Behind the castle walls soldiers duck as acid falls upon them in a downpour. Many are heavily scalded, and are removed, screaming in pain as their comrades are dragged from the parapets. Heavy choking smoke spews from the burning castle tower, every breath taken filling lungs with hot air. The assaulting general, fully armored and bearing a blue standard, weaves amidst the fray on horseback. As he charges past an enemy knight he nicks his foe's mount on the knee with a spear, sending his enemy tumbling, and with a single command the loyal foot soldiers nearby quickly surround and subdue his target.

A group of mounted reinforcements hastily approach a battle under the cover of nearby forests—suddenly stopped by a hail of bolts that erupt from the shadows of the surrounding brush, whittling them down to nothing. Once the last of the cavalry are silenced the gnome marshal in charge of the ambush emerges, nodding, satisfied at the work of her soldiers.

As the dread of defeat looms over the defenders of a fortress a sharp whistle cuts through the air. Their half-orc leader gathers her underlings, telling them that she is aware that everyone is tired, that everyone wants this to end—and that the siege will end, but it will be on their terms. There may be wounded, but they are all still standing. The castle may have been under attack for weeks, but it too is still standing. As it will stand all the way through winter. Until then, their foes will see what it means to be proud defenders of one's nation.



Inspirational, cunning, and resourceful, tales of the most famed or notorious marshals often spread far and wide through heroic stories or whispers in the shadows about groups beating impossible odds to accomplish a goal, or outlasting opponents with an unusual trick up the sleeve. Some marshals may come from humble beginnings, while others are born destined to be leaders even if they did not have the intention to take up leadership. Despite the term, many adventurers who have never seen a single battlefield in their life often hold similar skills as that of a marshal. These individuals can range from a leader of a merchant caravan to a volunteer townwatch organizer who oversees a village's wellbeing.

The Power of Command

The marshal's greatest power comes from their ability to support those in action to be the best they can. They can point out a weakness, notice an unparalleled opportunity to exploit, or provide moral support for their allies, giving the perfect cutting edge in any situation. This occurs outside of combat too. A marshal can easily organize an effective search party or help navigate bureaucratic red tape with a few tips on how to work with a bureaucrat's disposition—after all, the philosophy behind warfare is often just as applicable during careful negotiations.

A Motivated Adventurer

Even though many of their talents shine through the performance of others, marshals themselves are often skilled combatants who know how to handle themselves in a fight, meaning they are well-equipped to become independent adventurers. While it certainly might seem unusual when many nations or organizations would pay handsomely for their services, marshals often take up adventuring for a variety of reasons. Some desire the freedom it has in comparison to the stuffy world of politics. Others may have taken up adventuring to seek the thrill of the unknown. Occasionally, a disgraced marshal may be looking to repair their reputation with some adventuring success—or so they would claim if asked over a drink at the tavern. One thing is for certain: if a marshal has taken up adventuring there is usually a good reason why they have chosen this path over others.

Creating a Marshal

Consider the following questions when creating your marshal: what were their beginnings? How did they accumulate knowledge of the art of warfare? Through what events did they refine their skills? Do they value brawn, acumen, or both? Do they lead from the front lines, amidst their compatriots, or from a safe distance? How do they treat those they work with, those they work for, and those who work for them? What sort of emotion, or lack thereof, do they associate with the rush of battle, or the tension of negotiations? What is it about adventure that drew them away from other opportunities?

CLASS FEATURES

As a marshal you gain the following class features.

Hit Points

Hit Dice: 1d10 per marshal level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per marshal level after 1st

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two from Athletics, History, Insight, Intimidation, Medicine, Perception, and Persuasion

Equipment

You begin the game with 200 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Skirmisher's Set (Cost 193 gold):** 6 javelins, longsword, hauberk, light shield, explorer's pack
- **Soldier's Set (Cost 111 gold):** Battleaxe, scimitar, 2 spears, longbow and quiver with 20 arrows, padded leather, dungeoneer's pack

Commanding Presence

Starting at 1st level, you have a Commanding Presence which extends from you in a 10-foot radius.

Your allies can attack at your command. When you take the Attack action, you can forgo making one attack to allow a friendly creature within range

TABLE: MARSHAL

LEVEL	PROFICIENCY BONUS	FEATURES	COMMANDING PRESENCE	FOLLOWERS	MANEUVERS KNOWN	MANEUVER DEGREE	LESSONS KNOWN
1st	+2	Commanding Presence, Rallying Surge	10 feet	—	—	—	—
2nd	+2	Combat Maneuvers, Lessons of War	10 feet	—	2	1st	1
3rd	+2	Marshal Archetype, Mark Foe	10 feet	—	3	1st	1
4th	+2	Ability Score Improvement	10 feet	—	3	2nd	1
5th	+3	Combat Directives, Extra Attack, Followers	20 feet	1	4	2nd	1
6th	+3	Call to Arms, Martial Renown, Versatile Exploration	20 feet	1	4	2nd	2
7th	+3	Marshal Archetype Feature	20 feet	1	5	2nd	2
8th	+3	Ability Score Improvement	20 feet	1	5	3rd	2
9th	+4	Spur Ally	20 feet	1	6	3rd	2
10th	+4	Expanded Directives, Rouse the Troops	30 feet	2	6	3rd	3
11th	+4	Extra Attack (2), Marshal Archetype Feature	30 feet	2	7	3rd	3
12th	+4	Ability Score Improvement, Commanding Demeanor	30 feet	2	7	4th	3
13th	+5	Dauntless, Stronghold	30 feet	2	8	4th	3
14th	+5	Advantageous Action	30 feet	2	8	4th	4
15th	+5	Marshal Archetype Feature	45 feet	3	9	4th	4
16th	+5	Ability Score Improvement, Greater Stronghold	45 feet	3	9	5th	4
17th	+6	Critical Weakness	45 feet	3	10	5th	4
18th	+6	Impressive Reputation, Marshal Archetype Feature	45 feet	3	10	5th	5
19th	+6	Ability Score Improvement	45 feet	3	11	5th	5
20th	+6	Legendary Commander, Supreme Stronghold	60 feet	4	11	5th	5

of your Commanding Presence to make an attack instead. If the target the target can hear or see you, it can use its reaction to either cast a cantrip or make one weapon attack.

The range of your presence increases to 20 feet at 5th level, 30 feet at 10th level, 45 feet at 15th level, and 60 feet at 20th level.

Rallying Surge

Also at 1st level, you can use a bonus action to choose an ally within 30 feet of you. If the target can hear or see you, it regains hit points equal to 1d8 + your marshal level. Once you use this feature, you must finish a long rest before you can use it again.

You can simultaneously target 2 allies with this feature at 3rd level, and starting at 7th level you regain use of this feature after finishing a short or long rest.



Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Biting Zephyr, Mirror's Glint, Mist and Shade, Rapid Current, Razor's Edge, Sanguine Knot, Spirited Steed, Unending Wheel. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Marshal table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Lessons of War

Also at 2nd level you learn a lesson of war of your choice. Your lessons are detailed at the end of the class description. The Lessons Known column of the Marshal table shows when you learn more lessons of war.

Marshal Archetype

At 3rd level, you choose an archetype that focuses on the military stratagems you devise. Your choice grants you features at 3rd level, and again at 7th, 11th, 15th, and 18th level.

Mark Foe

Also at 3rd level, your martial direction improves the efficiency of your allies' attacks against an enemy you focus their attention on. You can use a bonus action to choose a creature you can see within 30 feet. Until the start of your next turn, creatures able to hear or see you gain an expertise die on attacks made against that creature.

Ability Score Improvement

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

Combat Directives

Starting at 5th level, you can direct your companions so effectively that they can use the techniques you've mastered. You learn one additional combat maneuver from the Sanguine Knot tradition. This combat maneuver does not count against the number of combat maneuvers that you know.

In addition, when a creature uses your Commanding Presence to make an attack, it can simultaneously use one Sanguine Knot combat maneuver that you know. If the creature does not have any exertion points to spend on combat maneuvers, it does not require exertion points for that use but it cannot benefit from Combat Directives again until it has finished a short or long rest.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level.

Followers

At 5th level, you gain one inexperienced follower. At 10th, 15th, and 20th level, you gain an additional follower or one of your followers becomes more experienced. When one of your followers dies, after 1 month you receive word that their replacement is ready to join you.

Call to Arms

Beginning at 6th level, when you roll initiative, you and each creature friendly to you that are within range of your Commanding Presence gain an expertise die to their initiative check. Additionally, when you roll for initiative, you can switch your result with that of any ally you can see.

Martial Renown

At 6th level, tales of your deeds take root in the hearts of the people. As a leader, you are more famous than most adventurers. You add half your proficiency bonus to your Prestige rating.

In addition, your reputation strongly affects how you are perceived, and when it becomes known that you are in a settlement people treat you accordingly. At the Narrator's discretion, there may be settlements (such as an enemy's war camp) where you cannot utilize this feature. Choose one of the following:

Famous

When you arrive in a settlement, after you reveal who you are local authority figures seek you out to make introductions and invite you to share a meal or drink.

In addition, you gain an expertise die on Persuasion checks.

Infamous

When you arrive in a settlement, after you reveal who you are common folk hurry to get out of your way, and when you corner a commoner to ask about something local they rapidly tell you whatever details they think you might want to know.

In addition, you gain an expertise die on Intimidation checks.

Maverick

When you arrive in a settlement, after you reveal who you are the local watch starts keeping an eye on you. Heads of illegal organizations may introduce themselves to you if they have goals well suited to your talents. Additionally, guards expect you're up to no good so are quick to leave their posts to follow you.

Versatile Exploration

Also at 6th level, whenever you learn a new lesson of war or replace an existing one, you can instead choose from fighter soldiering knacks.

Spur Ally

Beginning at 9th level, when an ally you can see who can hear or see you fails fails an ability check or saving throw, you can use your reaction to make them reroll. Once you use this feature, you must finish a long rest before you can use it again.

Starting at 13th level, you regain use of this feature after finishing a short or long rest.

Expanded Directives

Starting at 10th level, your capacity to direct your companions broadens. Choose one tradition that you know combat maneuvers from. You are able to use Combat Directives to grant uses of combat maneuvers from the chosen tradition.

At 15th level, choose a second tradition that you know combat maneuvers from.

Rouse the Troops

Also at 10th level, you can spend 1 minute speaking words of encouragement and support to reinvigorate your companions. Each friendly creature that can hear or understand you can spend any number of hit dice to regain hit points without having to finish a short rest. In addition, each creature that does spend at least one Hit Die in this way can remove one level of fatigue or strife it is suffering from. Once a creature has removed a level of fatigue or strife from your use of this class feature, the creature must finish a long rest before it can do so again.

Commanding Demeanor

Starting at 12th level, the lessons you've learned on the battlefield become useful tools beyond the realm of combat. Choose one of the following:

Calm

Knowing how and when to embrace quietude allows your silence to speak far louder than any words, and you easily pick up on the subtleties revealed by body language and demeanor. When you first meet an NPC, you can choose to remain silent and speak through nonvisual cues—scrunching your brows, pursing your lips, narrowing your eyes, slowly leaning ever so slightly forward, hunching your shoulders, and so on. As long as you remain silent for 1 minute, the NPC has a CR lower than your level, and it remains within sight of you for the duration, it acts as if you succeeded on an Intimidation check.

In addition, you gain an expertise die on Insight checks.

Resolute

Winning a battle is as much about knowing when to quit as it is knowing when not to give up. Whenever you make an Intelligence, Wisdom, or Charisma check against a creature and fail, you gain an expertise die on your next Intelligence, Wisdom, or Charisma check made against that creature.

Responsive

Whether between duelists or armies, combat is all about timing and you are impeccably punctual. When you overhear an interesting conversation between NPCs, you can interject so seamlessly and casually that the speakers think they already know you, answering one question you ask before realizing that they don't.

In addition, you gain an expertise die on Persuasion checks.

Dauntless

Beginning at 13th level, you and allies within your Commanding Presence have advantage on saving throws against spells and effects that cause the charmed or frightened conditions.

Stronghold

Also at 13th level, you gain an average grade 4 stronghold (castle, house, or training hall). Unlike usual strongholds, you are unable to sell this stronghold.

Advantageous Action

Starting at 14th level, your experience in battle lets you help your companions more easily. You can use the Help action as a bonus action. In addition,

when you take the Help action choose one of the following effects:

- You end the frightened condition on one creature within 30 feet of you that can hear or see you.
- You grant one creature within 5 feet of you temporary hit points equal to your Charisma modifier.
- You touch a living creature that has 0 hit points. The creature regains 1 hit point.

Greater Stronghold

At 16th level, your stronghold is upgraded to grade 5.

Critical Weakness

Beginning at 17th level, you can focus your mind to identify any enemy's weaknesses. As a bonus action, you can choose a creature you can see within 60 feet, exposing a flaw in its defenses. Until the end of your next turn, any creature any creature able to hear or see you has advantage on attack rolls made against that creature, and their attacks and spells deal an extra 6 damage to it. Once you have used this feature, you cannot use it again until you finish a short or long rest.

Impressive Reputation

Starting at 18th level, your very name can inspire courage in the hearts of soldiers, fear among the ranks of the enemy, or uncertainty in the minds of the commanders set against you. Choose one of the following:

Hero

Inspiring tales of your victories have won you friends in high places. Nobles and royalty treat you as an equal, granting you free lodging, food, and a place upon their court for a number of days up to your marshal level.

Iconoclast

You are known for doing the unexpected and people love to hear about it. Whenever you arrive in a settlement you are visited by 1d4+1 bards, scholars, and sages asking for recountings of your recent exploits. In exchange they each either share a piece of information they think might be relevant to your current quest, or make an Intelligence, Wisdom, or Charisma check (bonus of +5) on your behalf to answer a specific question.

Slaughterer

Tales of your merciless bloodshed have won you friends in unlikely places. Bandit and pirate captains, crimelords, intelligent monsters of ill intent, and even fiends know who you are and that you are a valuable ally, doing their best to persuade you to take up the sword against their enemies. Whenever you encounter such a creature, it spends its first action (even in combat) declaring that it knows of your prowess and offering an alliance.

Legendary Commander

At 20th level, friendly creatures within range of your Commanding Presence add your Charisma modifier (minimum 1) to their saving throws. Additionally, choose one of the following:

Commander's Expertise

Whenever a creature uses your Commanding Presence to make an attack or use a combat maneuver, it gains an expertise die. If the combat maneuver has a save DC, it increases by an amount equal to the result of the expertise die. This expertise die can be increased to a maximum of a d12.

Feedback Loop

Whenever a creature uses your Commanding Presence and successfully hits their target, you gain a reaction. You must use this reaction before the start of your next turn or it is lost.

Rapid Deployment

After initiative is rolled and until combat ends, your Speed increases by 20 feet, and allies that are able to see or hear you increase their Speed by 20 feet.

Supreme Stronghold

Also at 20th level, your stronghold is upgraded to grade 6.

Lessons of War

When you gain access to a new lesson of war, choose one of the following.

Exacting

You've won more battles armed with a sextant and your keen intellect than you have any blade. You gain proficiency with navigator's tools, or if you are already proficient, an expertise die on checks made using them. When determining the distance you travel while journeying, you can make a DC 10 navigator's tools check to travel an additional number of miles equal to your proficiency bonus.

Keep Walking

You can motivate your allies to keep going even when they are tired and hungry. Once between long rests, you can choose a number of allies equal to twice your proficiency bonus who can hear or understand you. Each ally can travel an additional hour before needing to make a Constitution saving throw for a forced march.

Lay of the Land

Knowledge of the terrain can be the difference between victory and defeat. By spending 10 minutes observing the area in a 2-mile radius you can spend 2 exertion points to pick out where there are choke points, large swathes of cover, watercourses, vegetations that can offer concealment, ridgelines, and so on. You gain an expertise die on Engineering and Survival checks made within the area, and on checks made to prepare an ambush or realize you are being ambushed.

Rewarding Repute

Your deeds have heroically won over the hearts and minds of people everywhere or cowed them into submission. Whenever you visit a settlement, the commoners there tell you all the valuable information they can about their home including nearby ruins, the general environment of nearby wilderness, and how populated the region is. You gain an expertise die on Nature and Survival checks made within 10 miles of any settlement you have visited.

Soldier Kitting

The weapons of war are rarely small, light, or easy to carry but you've learned tricks to lessen the burden. You and a number of creatures equal to your proficiency bonus are able to carry one additional bulky item.

Team Tactics

With your directions to help there is very little your companions can't accomplish. When more than one creature takes the Help action to aid an ally making an ability check, for each additional creature helping the check is made with a +1 bonus. Only a number of additional creatures equal to half your proficiency bonus are able to Help in this way.

Teamwork

When you are involved in a group check, all members of the check gain an expertise die. Once you use this feature, you cannot do so again until you finish a long rest.

MARSHAL ARCHETYPES

Marshals commit themselves to one of these methods and adopt their techniques when leading the way in battle against their enemies.

Gambling General

Go big or go home. That saying may seem incredibly risky under circumstances that could determine the fates of entire nations, yet gambler marshals thrive on balancing risk and reward to make the impossible possible. At times, the luck these marshals have bordered on being miraculous, though many say their success is a matter of skill, not talent.

Daring Commander

At 3rd level when you select this archetype, choose one of the following.

Daring Assault

While you are conscious, any ally within range of your Commanding Presence that makes an attack roll can choose to roll with a –5 penalty. If the attack hits, the attack deals an extra 2d6 damage. At 15th level, the amount of extra damage increases to 3d6.

Daring Charge

While you are conscious, any ally that starts its turn within range of your Commanding Presence can use an action to move up to twice its Speed in a straight line and take the Attack action. Until the end of that ally's next turn, creatures they did not attack on their turn have advantage on attack rolls against them.



Defensive Measures

At 7th level, choose one of the following.

Desperate Avoidance

When you make a saving throw you can choose to make the saving throw with advantage, but you make all attack rolls with disadvantage until the end of your next turn. Once you use this feature, you cannot do so again until you finish a short rest or long rest.

Frantic Avoidance

When you would make a saving throw against an area effect, you can use your reaction to move up to half your Speed. If you end your movement outside the area, it has no effect on you. Once you use this feature, you cannot do so again until you finish a long rest.

Hold the Line

At 11th level, choose one of the following.

Stand Firm

While you are conscious, any ally within range of your Commanding Presence feature that would make a saving throw can choose to make the saving throw with disadvantage. If a success on the saving throw would cause the ally to take half the damage, the ally takes no damage on a successful save instead.

Stand Strong

While you are conscious, you can direct allies to make retaliatory attacks. When an ally within range of your Commanding Presence is hit by a melee weapon attack, they can use their reaction to make a melee weapon attack against their attacker.

Risky Tactics

At 15th level, choose one of the following.

Risky Gambit

You can use a bonus action to choose one creature within range of your Commanding Presence. The target immediately provokes an opportunity attack from one creature that can reach it. If the creature makes the attack, that creature grants advantage on all attack rolls made against it until the start of your next turn.

Risky Foray

At the start of an ally's turn, if it is within range of your Commanding Presence you can use your reaction to spur them into violent action. Until the start of its next turn, your ally gains an expertise die on melee weapon attack rolls, and creatures gain an expertise die on melee weapon attack rolls against it.

Canny Adversary

At 18th level, choose one of the following.

Feinting Retreat

When you take the Disengage action, until the start of your next turn, when a creature ends its movement within range of your Commanding Presence it provokes an opportunity attack.

Lay the Trap

While you are conscious, whenever a creature makes an attack roll against you and misses, you and one creature of your choice make your next attack roll against the triggering creature with advantage before the end of your next turn.

Swift Strategist

Not all marshals command fully-armored, heavily armed troops, yet they produce as much result as any disciplined army. Swift strategists know when to strike hard, fast, and be gone before the enemy realizes what hit them. Their presence may be rare on the battlefield, but that is simply because the entire war is the perfect warzone.

Make Haste

At 3rd level when you select this archetype, choose one of the following.

Fast Feet

Whenever a friendly creature starts its turn within range of your Commanding Presence, the creature increases its Speed by 5 feet until the end of its turn.

Fast Retreat

Once per round when you take the Attack action, you can forgo making one attack to allow a friendly creature within range of your Commanding Presence to move up to half its Speed without provoking opportunity attacks.

Skirmisher

Also at 3rd level, you increase your speed by 10 feet whenever you're wearing light or no armor and not wielding a shield. In addition, when your movement would provoke an opportunity attack, you impose disadvantage on the attack roll made against you.

At 15th level, the increase to your speed becomes 20 feet.

Nimble Troops

At 7th level, choose either Acrobatics or Athletics. Creatures within range of your Commanding Presence add your Charisma modifier to checks using the chosen skill.

Glorious Sacrifice

At 11th level, choose one of the following:

Miraculous Protector

When an ally within range of your Commanding Presence takes a critical hit, you can use your reaction to become the target of the attack instead. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Take Cover

When you and at least one other friendly creature within range of your Commanding Presence would make a saving throw, you can choose to make your saving throw with disadvantage and grant any creatures of your choice within the area of your Commanding Presence advantage on the same saving throw.

Portentous Escape

At 15th level, choose one of the following:

Get Them Out

When an ally within range of your Commanding Presence would make a saving throw against an area effect, you can use your reaction to shout at them and your ally can use their reaction to move up to half their Speed. If your ally ends their movement outside the area, the area effect has no effect on them. Once you use this feature, you cannot do so again until you finish a long rest.

Fortifying Encouragement

Whenever you succeed on a saving throw, you can choose one friendly creature within 60 feet of you. If the target can see or hear you, the target gains temporary hit points equal to 5 + your Charisma modifier.

Unbound Horde

At 18th level, choose one of the following.

Among the Ranks

Hostile creatures have disadvantage on opportunity attacks made against creatures friendly to you that are within range of your Commanding Presence.

March Together

If you move on your turn, each creature within range of your Commanding Presence at the start of your move can use a reaction to move up to 10 feet, provided the creature's Speed is at least 10 feet.

Talented Tactician

The most brilliant of tactician marshals are those who can sit far away from the frontlines and yet picture every move their enemy might take. For each move, they plan an appropriate response to drive their foe into desperation and surrender without ever firing a shot or lifting a sword.

Tactical Edge

Beginning at 3rd level when you choose this archetype, whenever you roll initiative, you gain a tactics die, which is a d4. While you have this die, any creature friendly to you within 60 feet of you that can hear or see you can roll the tactics die as a bonus die when making an attack roll. Once rolled, the tactics die is lost until you regain it at the start of your next turn. The tactics die disappears when the combat ends.



If you start your turn and no one has rolled the tactics die, you can trade out the die for a die of the next larger size, such that a d4 becomes a d6, a d6 becomes a d8, and so on up to a maximum of d12.

Student of War

At 7th level, choose either Culture, History, or Nature. You gain proficiency with the chosen skill and an expertise die on checks made using the chosen skill.

Operations Leader

Starting at 11th level, you devise a set of communication cues. Any allies who have received this training— usually taking 10 minutes of discussion and practice—do not need to share a language with you to benefit from this feature.

Additionally on your turn, you can use a bonus action and spend 5 exertion points to make it easier for you and your allies to help each other with certain skills. While this coordination is in place, your chosen allies can take the Help action as a bonus action to help each other. This coordination requires you to maintain concentration, and both chosen allies—the one with the skill proficiency and the one making the ability check—to be within 30 feet of you at the time of the ability check.

You can use your bonus action to change which allies benefit from the coordination each turn and you are able to concentrate on it for up to 10 minutes. The skills that can benefit from this are Acrobatics, Animal Handling, Athletics, Deception, Insight, Intimidation, Investigation, Stealth, and Survival. This might be used to help the team navigate difficult terrain, maintain a facade while undercover, or perform an ambush.

If you have proficiency in Stealth this coordination can happen silently via surreptitious signals. If you have proficiency in Deception this coordination can happen as a series of code words interspersed with other conversation. An onlooker needs to succeed on an Insight check contested by your ability check—whether Stealth or Deception—to realize the coordination is taking place.

Superior Tactics

At 15th level, choose one of the following.

More Tactical

Whenever you gain a tactics die, you gain an additional tactics die to a maximum of two dice. The second tactics die can be used like the first and the tactics die increases size in the manner described under the Tactical Edge class feature.

Tactical Efficacy

Your tactics die begins at d6. When you reach 20th level, your tactics die begins at d8. After the tactics die is rolled, when regained it reverts to a d4.

Hidden Resources

At 18th level, choose one of the following.

Dig Deeper

You can take a bonus action to allow a creature to regain the use of an origin trait or class feature that would normally be regained by finishing a short rest. You can use this feature twice and you regain any expended uses when you finish a long rest.

Reach Further

While you are conscious and when an ally within range of your Commanding Presence would drop to 0 or fewer hit points, your ally can use their reaction to spend the tactics die and roll it to gain temporary hit points equal to the result plus your Charisma modifier (minimum 1). Once a creature has benefited from the tactics die in this way, it cannot do so again until it finishes a long rest.

Ranger

In the cold moonless night a grungy human in a hooded cloak waits patiently outside the castle gate, battle-worn longsword at his side. Beside him a horse huffs clouds from the long journey. Its hooves and the man's feet are covered in mud that has yet to dry. Wearing the silver swallow clasp of the royal scouts, this unassuming and scruffy ranger captain awaits his queen's presence—a war horde has crossed the border an hour ago and will be upon the capital in half a day.

The silver dragonborn dives, leaving his handmade canoe anchored in the middle of the waterway and taking his harpoon to dig out broken pieces of wood planks from the riverbed. He brings them up to the surface to examine. Thick patches of hair grass suggests this shipwreck has been here for a long time. Too long to be what he is seeking. The lone wanderer tosses the planks back before fording upstream to continue his search.

Two figures dart about in the jungle, one on the ground, the other in the canopy. The elven game warden relentlessly pursues what she believes is a poacher. The halfling monster hunter, on the other hand, tries to shake off what she thinks is the guardian of the manticore. After a tense standoff between longbow and crossbow the two clear their misunderstandings, instead trading information on what they have observed in the jungle as of late.

Renowned for their tailored skill sets to fulfill roles such as scout, investigator, protector, or hunter, a ranger's training is one of hardship and perseverance. Not many can withstand the harsh conditions and demanding lessons, yet those who do become excellent combatants that strike hard and true. Focused and determined, a ranger sees everything between them and their quarry as simply another obstacle to overcome. These warriors are wilderness and exploration experts who have honed their skills of survival and combat with the expectation of spending months if not years away from civilization. While some have chosen this path as a way of life, many do so as an occupation or duty. These rangers keep a careful watch over the region they have been assigned to or personally selected, making note of every change that hints of something menacing approaching.

Diverse Training

A ranger's weapon of choice is whatever can get the job done. Some forest wardens work with nothing more than a handaxe. Specialized scout soldiers who patrol for signs of invasion on the borders of countries carry sturdy swords and train extensively to fight against humanoid combatants. Bounty hunters on the trail of dangerous monsters often require unorthodox implements and traps. For rangers who spend most of their time submerged or in a perpetual blizzard, a harpoon or torch may be their preferred tool.



Being a ranger entails exposing oneself to the world's perils on a regular basis. They face anything from dire beasts to perilous rock formations. To avoid the mortal dangers most rangers prefer to tackle a problem from a safe distance first, and should a melee skirmish be unavoidable they keep it short and sweet, with the option to retreat always readily available. The ability to make these judgment calls quickly make rangers valuable adventurers, in particular as guides for long journeys through untamed lands.

Ultimate Survivalists

Rangers retain much of their survival savviness even in terrain they are unfamiliar with, quickly adapting through their observation skills and general outdoor bushcraft knowledge. They can easily locate items of sustenance in the wild, from materials to set up camp, medical supplies to remove a poison, or sources of food where there seem to be none. Self-sufficiency is not the same to all rangers however—where one may think it is better to collect fresh wood and feathers to make new arrows, another might decide scavenging parts on a recent battlefield is more sensible, and the slightest change in circumstances could switch the opinions of both. This flexibility is of utmost importance to a ranger and part of why they excel at surviving for long periods of time out in the wild.

Creating a Ranger

When creating your ranger, ask yourself the following questions: who trained them, and in what environment did the training take place? Who or what do they consider to be the greatest threat? What are their duties or the goals they hope to achieve by becoming a ranger? Are they a ranger that works for a for a community, a country, or for themselves?

What kind of weapons and tools does your ranger prefer to use? What aspect of survival—handling wild animals, tracking, foraging, identifying herbs, or some other outdoors skill—do they excel in? Why and how do they contribute to an adventuring party? Under what circumstances would they give it their all or run for safety?

CLASS FEATURES

As a ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per ranger level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: Choose one from herbalism kit, navigator's kit, poisoner's kit, and a musical instrument
Saving Throws: Strength, Dexterity
Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

You begin the game with 150 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Deep Delver's Set (Cost 144 gold):** Longbow and quiver with 20 arrows, scimitar, shortsword, scale mail, dungeoneer's pack
- **Marksman's Set (Cost 107 gold):** Battleaxe, longbow and quiver with 20 arrows, scimitar, padded leather, explorer's pack

Exploration Knacks

For a ranger exploration isn't just something that happens between destinations—it's a way of life. You start with two ranger exploration knacks of your choice. Your exploration knacks are detailed at the end of the class description. The Knacks Known column of the Ranger table shows when you learn more exploration knacks.

TABLE: RANGER

LEVEL	PROFICIENCY BONUS	FEATURES	KNACKS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Exploration Knacks, Familiar Terrain, Studied Adversary	2	—	—
2nd	+2	Combat Maneuvers, Stride and Seek, Trained Accuracy	3	2	1st
3rd	+2	Ranger Archetype	3	3	1st
4th	+2	Ability Score Improvement, Wilderness Mystique	4	3	1st
5th	+3	Extra Attack, Stride and Seek (2)	4	4	2nd
6th	+3	Adversarial Focus, Game Hunting	5	4	2nd
7th	+3	Ranger Archetype Feature	5	5	2nd
8th	+3	Ability Score Improvement, Explorer's Instinct	6	5	2nd
9th	+4	Flash of Steel, Hunter's Focus	6	6	3rd
10th	+4	Trackless Hunting	7	6	3rd
11th	+4	Ranger Archetype Feature	7	7	3rd
12th	+4	Ability Score Improvement, Wilderness Lore	8	7	3rd
13th	+5	Guarded Post	8	8	4th
14th	+5	Tactical Advantage	9	8	4th
15th	+5	Ranger Archetype Feature	9	9	4th
16th	+5	Ability Score Improvement, Survivalcraft	10	9	4th
17th	+6	Hunter's Intent	10	10	5th
18th	+6	Flora and Fauna	11	10	5th
19th	+6	Ability Score Improvement, Extreme Exploration	11	11	5th
20th	+6	Nature's Scion	12	11	5th

Familiar Terrain

When making an Intelligence or Wisdom check related to a natural terrain, you gain an expertise die if using a skill you're proficient in. While traveling in a natural terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger. Your passive Perception increases by 2.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you Hunt and Gather, you find twice as much Supply as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.



Studied Adversary

You have significant experience studying, tracking, hunting, and even communicating with your enemies. Choose a type of adversary: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two humanoid heritages (such as gnolls and orcs) as studied adversaries.

You have advantage on Survival checks to track your studied adversaries, as well as on ability checks to recall information about them. You also learn to communicate with basic words in a language of your choice that is spoken by your studied adversaries, if they speak one at all.

During a long rest, you can replace a current studied adversary with a new one.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Biting Zephyr, Mirror's Glint, Rapid Current, Razor's Edge, Spirited Steed, and Unending Wheel. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Ranger table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Stride and Seek

Your wilderness survival instincts guide your physical and mental training. You gain one of the following features at 2nd level. You gain the other feature when you reach 5th level in this class.

Hunter's Target

You can use your bonus action to focus your attention on a specific enemy. Choose a creature you can see within 90 feet to mark as your quarry. For 1 hour, you are focused on this creature. You gain a +1 bonus to weapon attack rolls against the creature, and your weapon attacks against it deal an extra 1d6 damage. In addition, you have advantage on Perception and Survival checks you make to find it. If the creature drops to 0 hit points before the hour ends, you can use a bonus action to mark a new quarry.

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

Swift Feet

You can use your bonus action to move with greater agility. For 1 minute, your movement doesn't provoke opportunity attacks. You can choose to end this effect early to either increase your Speed by 30 feet until the end of your turn or gain advantage on a weapon attack.

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

Trained Accuracy

At 2nd level, you learn to maintain a level of discipline that spills over into everything you do. This perpetual state of focus allows you to perform incredible feats.

Accuracy Bonus

When you make a weapon attack, you can use your reaction to gain an attack bonus or damage bonus as shown on the Accuracy Bonus table. Between long rests, you have a number of uses equal to your Wisdom modifier (minimum 1).

TABLE: ACCURACY BONUS

BONUS	COST
+1 hit or +1d6 damage	1 use
+2 hit or +3d6 damage	2 uses
+3 hit or +5d6 damage	3 uses

Some ranger archetypes can grant spells. If you are not using the Wildborn archetype and gain spells from your ranger archetype, you learn to innately cast those spells once each between long rests using material components found in nature (such as a handful of dry leaves or loose gravel instead of the tiny silver bell for the *alarm* spell). The spells that you cast in this way are always cast using the lowest spell level. Wisdom is your spellcasting ability for these spells.

When you reach 9th level in this class you gain a second use of your 1st-level ranger spell between long rests.

When you reach 17th level in this class you gain a second use of your 2nd-level ranger spell between long rests.

Accuracy Reserve

If you have not moved since the beginning of your last turn, you gain a +1 bonus to weapon attack rolls until the end of your turn. You lose this bonus if you move..

Ranger Archetype

At 3rd level, you choose an archetype that embodies your purpose as a ranger. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Ability Score Improvement

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

Note: An adventurer that has Fighting Style: Archery gains no bonus to attack rolls from the fighting style when using Trained Accuracy, and instead gains a +2 bonus to damage on ranged weapon attacks.

Wilderness Mystique

At 4th level your experience as an expert survivalist manifests at the subconscious level. Choose one of the following options:

Answering Silence

When others seek your advice on wilderness matters, they often arrive at the correct conclusion despite (or perhaps because of) the silence with which you respond. When a friendly creature makes a Nature or Survival check while within 5 feet of you, it gains an expertise die.

Fearsome Mysticism

Your uncanny abilities and single-minded focus can be unnerving to the uninitiated. You gain an expertise die on Intimidation checks against any creature that is neither proficient in Arcana nor casts spells.

Kindred Spirit

You intuitively sense when another wilderness expert is nearby. Your passive Perception increases by 5 to detect hidden or invisible creatures within 30 feet of you, and you instantly detect whether any creature you can see is proficient with Stealth or Survival.

Extra Attack

At 5th level you can attack twice, instead of once, whenever you take the Attack action on your turn.

Adversarial Focus

At 6th level you gain an additional studied adversary, and you gain a +1 bonus on weapon attack rolls made against your studied adversaries.

Game Hunting

At 6th level, you have advantage on any check made to locate or catch local game animals in the wild and gain the following features:

- You have proficiency with nets, and being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with a net.
- You can use a 30-foot length of rope or strong vine as a lasso and try to grapple a creature within 20 feet of you. As long as a creature is grappled by your lasso, it is also restrained. The lasso has AC 13 and 7 hit points. It is vulnerable to slashing damage and resistant to bludgeoning damage. If the lasso drops to 0 hit points, it is destroyed.
- When you use the Attack action and attack with a dual-wielding weapon, you can use a bonus action to attack with a net or use a lasso you are holding.

Explorer's Instinct

At 8th level, once between long rests, you can take two reactions in a round instead of one.

In addition, whenever you learn a new ranger exploration knack or replace an existing one, you can choose from druid secrets of nature or fighter soldiering knacks.

Flash of Steel

At 9th level you gain the Missile Volley or Whirlwind Strike combat maneuver. It does not count against your number of maneuvers known and you do not have to spend exertion points to activate it.

Hunter's Focus

At 9th level, you can remain focused on your Hunter's Target for up to 8 hours.

Trackless Hunting

At 10th level, you can't be tracked except by magical means, unless you choose to leave a trail.

In addition, whenever you learn a new ranger exploration knack or replace an existing one, you can choose to learn a rogue skill trick instead.

Wilderness Lore

At 12th level, your knowledge of wilderness lore deepens. Choose one of the following options:

Big Game Traps

Leveraging your skill with snaring small game, you take 10 minutes to set a trap or snare for a creature of Large size or smaller.

The trap's DC is 8 + your Dexterity bonus + your proficiency bonus. A creature can spot the trap by making a Perception check against the trap's DC.

Describe the mechanics of your trap to the Narrator, including what triggers it and what happens when triggered. You may use the following examples or work with the Narrator to invent your own.

When a creature enters the trapped area or interacts with the trapped object it makes a Dexterity saving throw against the trap's DC or triggers the trap.

Pendulum Trap. Creatures within 5 feet of the trap are struck by a swinging object that deals bludgeoning, piercing, or slashing damage (determined by the object) equal to 1d8 plus your Wisdom bonus.

Pit Trap. The creature falls into a pre-existing pit or hazard that you have concealed.

Rope Trap. The creature is either knocked prone or restrained by a net or rope.

Waste Not

With 10 minutes work you can scavenge valuable cuts from the corpse of a beast, dragon, monstrosity, or plant that has a CR of 1 or higher and has died within the last hour. If sold to a collector, druid, or other naturalist, this notable component is worth an amount of gold equal to 5 × the creature's CR.

Guarded Post

Experience has taught you that defending others is often the key to survival. At 13th level choose one of the following options:

Defensive Marksman

When a hostile creature moves towards you or a companion, you can use your reaction to make a ranged weapon attack against it.

Hunter's Blind

You can spend 10 minutes constructing a natural shelter able to accommodate you. The shelter blends in with its surroundings, and as long as you don't move into or out of it, the shelter is indistinguishable from a natural object. It is designed to allow you to see out while inside, but prevent anyone outside from seeing in.

The shelter is comfortable and dry, regardless of the weather outside, and counts as a haven for you (Chapter 4: Exploration in *Trials & Treasures*). Any other creature that tries to use your Hunter's Blind inadvertently ruins it after 2d4 hours.

Tactical Advantage

At 14th level you gain a third studied adversary. In addition, you can choose one of the following ranger tactics:

Covered Shot

When you are protected by half cover, you gain the benefits of three-quarters cover (+5 to AC, Dexterity saving throws, and ability checks made to hide).

Nature's Shadow

You gain an expertise die on Stealth checks.

Survivalcraft

At 16th level, basic survival skills have become second nature to you. Choose one of the following options:

Under the Stars

You gain the benefits of a long rest in half the normal amount of time.

Woodlore

Using your action, you can produce a flame at a moment's notice even in wet or cold environments. You can hold the flame in your hand without harming yourself or your equipment. Without additional fuel, the flame lasts for 10 minutes, shedding bright light in a 10-foot radius and dim light for an additional 10 feet.

Hunter's Intent

At 17th level, you add your Wisdom bonus to the damage you inflict with a weapon attack.

Flora and Fauna

At 18th level choose one of the following benefits:

Beastly Attack

Once on each of your turns, a beast that is friendly to you and able to see or hear you can use its reaction to make a single attack.



High Ground

You instantly analyze the natural foliage and features of a given terrain as well as how to leverage them to your advantage. You gain the following benefits:

- Your walking and climbing speed increase by 5 feet.
- When you are protected by three-quarters cover, you gain the benefits of total cover.
- If you make a weapon attack against a creature, your movement does not provoke opportunity attacks from it until the beginning of your next turn.
- When you move through an area, you can cause it to become difficult terrain until the beginning of your next turn, and any creature that moves through the area during that time has disadvantage on its next attack roll.

Extreme Exploration

Your travels and training have taken you to new heights and amazing depths. At 19th level, you gain two of the following benefits:

- You gain resistance to fire and cold damage.
- You gain immunity to poison.
- You gain a swimming speed and climbing speed equal to your Speed.

Nature's Scion

At 20th level, you are a master of yourself and your natural surroundings. You become extremely familiar with all types of terrain and can use the Master Tracker exploration knack at will.

In addition, you learn Primordial if you don't already know it and gain one of the following:

Elemental Mastery

By focusing on a specific natural element within 100 feet (air, fire, earth, water, or wood) you can attract similar essences to you. After 10 minutes of concentration, a creature of that element is drawn to your presence and becomes your loyal companion. This creature uses the wilderness

guardian template with certain traits determined by its type. The creature is friendly to you and your companions, takes its turn immediately after yours, and obeys your verbal commands. The creature disappears after 1 hour, when it is reduced to 0 hit points, or you use a bonus action to dismiss it. Once you have used this feature, you can't do so again until you finish a long rest.

TABLE: ELEMENTAL MASTERY WILDERNESS GUARDIANS

GUARDIAN TYPE	BASE CREATURE
Air	Air elemental
Earth	Earth elemental
Fire	Fire elemental
Water	Water elemental
Wood	Shambling mound

Summon Stampede

You can spend an action speaking directly to the spirit of nature itself to request assistance. All beasts within a 1-mile radius of you are friendly to you for 1 minute, and for the duration on initiative count 20 (losing initiative ties), you can choose one of the following effects. You can't use the same effect two rounds in a row. Once you have used this feature, you can't do so again until you finish a long rest.

Enraged Fauna. Up to 3 Huge native creatures of up to CR 8 charge forward, bowling into your enemies. Choose any number of creatures you can see within 100 feet. Each creature makes a Strength saving throw against your maneuver DC or takes 6d8 bludgeoning damage, or half damage on a success.

In addition, you can choose one of the Huge creatures to stay and fight. You can have only one such creature assist in this way at a time, and it retreats when bloodied or when you command it to leave.

Rushing Stampede. A Huge-sized horde of Small, Medium, and Large native creatures hurry through the area, traveling in a 30-foot wide straight line from a direction you choose. Until the start of your next turn, the area is difficult terrain. In addition, each enemy creature in the area makes a Dexterity saving throw against your maneuver DC. On a failure, a creature takes 6d6 bludgeoning damage, is knocked prone, and stunned until the start of your next turn. On a success, a creature instead takes half damage and is rattled until the start of your next turn.

Wilderness Guardian Template

A wilderness guardian keeps the statistics of its base creature, except as follows:

Armor Class. The guardian's Armor Class increases by 2.

Challenge. The guardian's challenge rating increases to CR 7.

Languages. The guardian speaks Primordial in addition to any other languages it knows.

New Trait: Primal Force. The guardian gains +1 bonus to hit with its weapon attacks, dealing an additional 5 points of force damage on a hit.

Multiattack. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the guardian uses its Engulf on it.

New Action: Engulf. The guardian engulfs a Medium or smaller creature grappled by it. The engulfed creature is blinded, restrained, and unable to breathe, and at the start of each of the guardian's turns it makes a DC 15 Constitution saving throw or takes 2d8+4 bludgeoning (or fire damage for a fire guardian). If the guardian moves, the engulfed creature moves with it. The guardian can have only one creature engulfed at a time.

New Action: Guard Life. The guardian uses its Engulf on a willing or unconscious ally without dealing damage. While engulfed, the ally is grappled but not restrained, can see and breathe normally, and has total cover. As soon as the ally takes an action, reaction, or bonus action, they are no longer engulfed. The guardian can release the ally at will (no action required).

Swarming Pests. Several Medium-sized swarms of Tiny native creatures enter the spaces of up to 5 Small, Medium, or Large creatures you choose, or the space of a Huge or Gargantuan creature. Each enemy creature in the swarm's area must make a Constitution saving throw against your maneuver DC or become blinded and slowed until the start of your next turn, and loses concentration on any spell or effect it is concentrating on. On a successful save, an enemy creature is instead slowed.

Exploration Knacks

When you gain access to a new exploration knack, choose one of the following. Some knacks have requirements, such as minimum ranger level or another knack. You must meet those requirements before you choose that knack.

Beast Friend

If you spend 10 minutes befriending and feeding a Medium or smaller beast of CR 1/8 or less, you become its guardian ranger. It follows you and is loyal to you, but it acts independently. In combat, it rolls its own initiative and acts on its own turn. The beast won't attack except as a reaction to being attacked, but it can take other actions as normal and makes death saving throws. You can only be a guardian ranger to one beast at a time.

Build Shelter

You can spend a day (8 hours) building a basic shelter which protects up to 8 people from the elements and reduces the likelihood of attack from monsters and bandits. The shelter counts as a haven. It lasts for as long as it is needed, but falls apart permanently after being left for a month unattended.

Once you have used this feature, you cannot do so again for a week.

Calls of the Wild

Using verbal and nonverbal cues to communicate with beasts, you can gain basic information from them or make a simple request (like delivering a short message or small object).

Ear to the Ground

By expending 1 minute remaining stationary, using sound and vibrations alone, until you move or take an action you are able to deduce information up to 30 feet in every direction, as if using blindsight or tremorsense.

Expert Foraging

Once between long rests, you can take 1 minute to collect a number of edible, non-poisonous plants and grubs equal to your proficiency bonus. A creature can use its action to eat up to 5 plants or grubs, each of which restores 1 hit point and constitutes 1 Supply. The grubs die and spoil 1 hour after being collected.

Forced Marcher

You can travel an additional number of hours equal to your proficiency bonus before needing to make a Constitution saving throw for a forced march.

Guide

While traveling, when you would have a failure or critical failure for a Scout journey activity, you succeed instead, and you can Scout while engaged in any other journey activity.

Healing Salves

Once between long rests you can spend an hour to collect natural ingredients and concoct an ointment that speeds healing. This salve is potent for 24 hours and has a number of uses equal to 1 + your Wisdom modifier. As an action, you can use the salve to restore 1d4 hit points to a creature within reach.

Herbal Bitters

You can spend an hour to collect ingredients and brew two servings of a bitter drink that is potent for 24 hours. Imbibing a serving takes an action and reduces fatigue by one level for 4 hours.

Huntsman

When you use the Hunt and Gather journey activity, you gain advantage on your Survival checks.

Longwalker

When you would gain a level of fatigue due to lack of Supply during a journey, you do not gain that level of fatigue. Alternatively, you can choose to accept the level of fatigue, allowing up to two traveling companions to forgo gaining a level of fatigue instead. Once you have used this feature, you cannot do so again for a week.

Master Tracker

Prerequisite: 9th level

You can spend 5 minutes looking at a 30-foot diameter outdoor area to study the ground and other clues. You learn all events which transpired in that area in the last 24 hours as though you had witnessed them yourself, although you do not learn secret information not obvious to an observer. The information you gain is only that which would be learned by sight; you do not gain sound-based information or learn what creatures in the area said to each other.

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

Monster Mimic

By imitating how a beast or studied adversary sounds, looks, and moves, you gain advantage on Deception and Intimidation checks made to convince a creature that it is seeing or hearing that beast or studied adversary.

Poisons and Antidotes

Once between long rests you can spend 10 minutes to extract 3 doses of liquid poison (when ingested, a creature makes a DC 10 Constitution saving throw or is poisoned for 1 hour) from poisonous plants you've foraged with an hour of searching and DC 10 Survival check. Alternatively, using the same plants you can spend an hour making a dose of antitoxin (see Chapter 4: Equipment).

Read the Room

By spending 10 minutes observing facial expressions, body language, and vocal intonation, you can detect minute details which give you insight into the creatures within 30 feet of you. For the next minute, you can direct your focus on any one creature that you can see within 30 feet. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can shift your attention to another creature's thoughts.

Relentless Pursuit

Once you have successfully picked up the tracks of a creature, you are able to follow those tracks without any need for further checks for a period of up to 7 days.

See the Unseen

Prerequisite: 5th level

Once between long rests you can focus your attention on peripheral sights, sounds, and other signs of unseen passage. For the next hour, you can detect invisible creatures and objects, their location, movement, and actions, and even sense creatures and objects in the Ethereal Plane.

Survivalist

When traveling you may undertake two journey activities instead of one. Both activities must be from the following list: Befriend Animal, Harvest, Hunt and Gather, Scout.

RANGER ARCHETYPES

Rangers rove the wilds for varied reasons—for the love of nature, for a sworn duty, or simply for the coin to pad their purse.

Beastmaster

With their affinity to nature, some rangers have a talent of finding allies among the animals of the wild.

Beast Whisperer

At 3rd level when you choose this archetype, you gain the Beast Friend knack if you don't already know it, and the beast can be of CR 1/4 or less. In addition, whenever the beast rolls initiative, it gains a number of temporary hit points equal to your level multiplied by your proficiency bonus, and its Armor Class increases by an amount equal to your proficiency bonus.

As a bonus action on your turn, you can order the beast to take an action on its turn. If you order the beast to attack, it adds your proficiency bonus to attack and damage rolls.

Hunter's Pet

At 7th level, any beast you are the guardian ranger of treats its natural weapons as magical, and gains one of the following features:

Camouflage. The beast can take the Hide action as a bonus action.

Celerity. The beast can take the Dash action as a bonus action.

Evasion. The beast can take the Dodge action as a bonus action.

Friend of a Friend

At 11th level you can become a guardian ranger to two beasts at once, one of which can be Large.

Loyalty's Reward

At 15th level, if damage reduces a beast you are the guardian ranger of to 0 hit points, it makes a Constitution saving throw against a DC equal to 10 + the attack modifier of the damaging attack. On a success, the beast drops to 1 hit point instead.

A beast can use this feature once between long rests.

Warden

Some rangers are trained as part of an elite corps of mounted operatives. These outriders typically swear allegiance to a crown, a nation, or other purposeful organization, serving as scouts, border protection, personal guards, informants, or other specialists in the corps.

Organized Training

At 3rd level you gain experience and training relevant to your role as an outrider. Choose two of the following to become proficient with: heavy armor, Animal Handling, History, or vehicle (land).

Saddled Up

Also at 3rd level you choose an animal to serve as your mount such as a draft horse, a pony, a camel, an elk, or a mastiff (the Narrator might allow other animals as your mount.) Your mount must be at least one size larger than you. Additionally, if your mount has an Intelligence of 5 or less, its Intelligence becomes 6, and it has the ability to understand one language of your choice that you speak.

Skillful Execution

At 7th level, you gain one of the following features.

A Royal Audience

You have direct access to higher echelons of your organization. You gain an expertise die on Persuasion checks.

On Assignment

When taking up the mantle of a warden you may receive a commission or assignment from your ranger corps. Work with the Narrator to choose an organization and assignment appropriate to your campaign.

Contingency Planning

Your experience with politics and intrigue has been quite rigorous. You gain resistance to poison damage and can add your Wisdom bonus to saving throws you make to resist being poisoned.

False Pretense

You obtain a disguise kit and a forgery kit, and you gain proficiency with both tool kits. You gain an expertise die on Deception checks.

Decisive Mind

At 11th level you gain proficiency in Wisdom saving throws.

Riding Out

At 15th level when you use any combat maneuver that requires you to be mounted you only expend half the exertion (rounded up).

In addition, you gain the Ride Enemy combat maneuver. It does not count against your number of maneuvers known, and you do not have to spend exertion points to activate it.

Wildborn

There is magic in the raw wilderness of nature, and some rangers have learned to tap into it.

Spellcasting

When you reach 3rd level, your deep connection to nature grants you the ability to cast spells.

Cantrips

At 3rd level, you know two cantrips of your choice from the druid spell list. These spells count as ranger spells for you. You learn an additional cantrip at 10th level.

Spell Slots

The Wildborn Spellcasting table shows how many spell slots you have to cast your 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.

TABLE: WILDBORN SPELLCASTING

LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spells Known of 1st-Level or Higher

You know three 1st-level spells of your choice from the druid spell list. The Spells Known column of the Wildborn Spellcasting table shows when you learn more spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots.

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

Spellcasting Ability

Wisdom is your spellcasting ability for your spells. 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 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

Nature's Wellspring

At 7th level, you gain one of the following features.

Magical Intuition

You can cast *detect magic* at will, without expending a spell slot.

Magical Weapons

Your weapon attacks are magical.

Overcome Magic

You gain an expertise die on saving throws made against spells and other magical effects.

Hardy Resilience

At 11th level, you gain proficiency in Constitution saving throws.

Naturally Attuned

At 15th level, you gain one of the following features.

Magical Abundance

You can attune to up to 4 magic items at once provided at least one of the items is made of organic materials (such as wood or leather).

Magic Resistance

You gain advantage on saving throws made against spells and other magical effects.

Rogue

As the orc's boot touches a flagstone an almost inaudible click warns them of danger. They tumble out of the way just as three spikes burst from the floor in a cloud of dust and masonry. The orc looks regretfully at the casualty claimed by the trap: an iron spike has impaled their large and magnificent hat.

The halfling braces herself against a tree branch and leaps into the void. She lands squarely on the back of the armored beast. As it tries to dislodge her she plunges her daggers into a gap between its chitinous plates!

The languid human screws in his monocle and examines the guard captain. "I assure you that I was nowhere near the palace when that window was broken. Now, since your cleric's zone of truth *vouches for my honesty, I presume that I may go?" As the guards release him he smiles politely, clutching a slingshot hidden in his sleeve.*

Rogues are experts in stealth and subtlety. They study the society around them, adventuring to master a collection of tricks that will grant them the advantage in any contingency.

Denizens of the Shadows

Rogues vary widely in their skills and motives but they all ply their trades in the shadows—outwitting defenses, evading guardians, and uncovering treasures or secrets that others might prefer hidden.

Many rogues are criminals who prey upon their communities, assassinating foes or planning daring heists. Others leave settled lands behind to explore dark ruins. Even those rogues who champion law, like spies and investigators, live on the shadowy edges of society and are never fully embraced by the people they serve.



Life on a Knife's Edge

In battle rogues are elusive targets. They rely on reflexes and light armor to avoid punishment, and their sharp blades strike at gaps in armor to wound with precision rather than power.

Rogues spend long hours honing their craft until they can perform amazing feats—clambering silently up a wall, disarming a trap with the flick of a lockpick—with almost no chance of failure. They're always looking for an edge in their endless competition against the world, for even the narrowest edge might be the one that keeps them alive.

Creating a Rogue

Who trained you in your specialized set of skills, and for what purpose? Were you raised as a member of a criminal organization or a swindler's apprentice? Or did you learn the lessons taught by cold streets and hungry nights?

Why did you strike out on your own? Was your mentor killed, or were you double-crossed by your gang? Are you on the run, or chasing crooks? Or are you simply looking to get rich quick?

CLASS FEATURES

As a rogue, you gain the following class features.

Hit Points

Hit Dice: 1d8 per rogue level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons, dueling daggers, hand crossbows, rapiers, sabres, shortswords, throwing daggers

Tools: Disguise kit, poisoner's kit, thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Culture, Deception, Engineering, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You begin the game with 125 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Skulker's Set (Cost 91 gold):** 2 daggers, shortbow and quiver with 20 arrows, shortsword, padded leather, explorer's pack, thieves' tools
- **Swashbuckler's Set (Cost 92 gold):** Saber, sling and 20 sling bullets, 2 throwing daggers, padded leather, burglar's pack, thieves' tools

TABLE: ROGUE

LEVEL	PROFICIENCY BONUS	FEATURES	SNEAK ATTACK	TRICKS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Skill Tricks, Sneak Attack	1d6	1	—	—
2nd	+2	Combat Maneuvers, Combat Tactic, Cunning Action	1d6	1	2	1st
3rd	+2	Rogue Archetype	2d6	2	2	1st
4th	+2	Ability Score Improvement, Innocent Facade	2d6	2	3	1st
5th	+3	Aim	3d6	3	3	1st
6th	+3	Self-Preservation	3d6	3	3	1st
7th	+3	Improved Critical	4d6	4	4	2nd
8th	+3	Ability Score Improvement, Shrewd Judgment	4d6	4	4	2nd
9th	+4	Rogue Archetype	5d6	5	4	2nd
10th	+4	Low Profile	5d6	5	5	2nd
11th	+4	Cunning Celerity, Expert Talent	6d6	6	5	2nd
12th	+4	Ability Score Improvement, Self-Preservation	6d6	6	5	2nd
13th	+5	Rogue Archetype	7d6	7	6	3rd
14th	+5	Guarded Aspect	7d6	7	6	3rd
15th	+5	Elusive	8d6	8	6	3rd
16th	+5	Ability Score Improvement	8d6	8	7	3rd
17th	+6	Rogue Archetype	9d6	9	7	3rd
18th	+6	Overpowering Personality, Self-Preservation	9d6	9	7	3rd
19th	+6	Ability Score Improvement	10d6	10	8	4th
20th	+6	Grand Larcenist	10d6	10	8	4th

Skill Tricks

Your focused training allows you to use your skills in ways that others can't. At 1st level you gain a skill trick of your choice. Your tricks are detailed at the end of the class description. The Tricks Known column of the Rogue table shows when you learn more skill tricks. Unless otherwise noted, you can gain each trick only once.

Sneak Attack

Beginning at 1st level, you fight with precision, taking advantage of momentary lapses in an opponent's concentration. Once per turn, you can deal extra weapon damage when you hit a creature with a finesse weapon or ranged weapon attack. The amount of extra damage is shown in the Sneak Attack column of the Rogue table.

In order to apply this damage, you must not have disadvantage on the attack and your target must be within 5 feet of another enemy of the target who is not incapacitated. Alternatively, you can apply sneak attack damage if you have advantage on the attack.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Biting Zephyr, Mist and Shade, or Rapid Current. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Rogue table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Combat Tactic

At 2nd level, you adopt a set of moves and tactics which complement your preferred combat strategies. Choose one of the following options. Each time you gain a level, you may change this choice.

Ambusher

When you begin your turn hidden from a creature, you gain advantage on melee attacks against it until the end of your turn.

Carver

When you deal sneak attack damage with a dagger, your attack deals an additional 1d6 damage. At 11th level, this additional damage becomes 2d6 damage.

Sniper

Once per turn, when you make an attack with a ranged weapon you can choose to add your proficiency bonus to the damage roll.

Cunning Action

Also at 2nd level, you use your mobility to weave through the battlefield. Each turn in combat, you can use a bonus action to take the Dash, Disengage, Hide, or Use an Object action.

Rogue Archetype

At 3rd level, you choose an archetype: a specialization that defines how you approach the challenges of your profession. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Innocent Facade

Beginning at 4th level, you are skilled at hiding your motives. Choose one of the following options. You must be proficient in a skill or tool to gain an expertise die from Innocent Facade.

Cipher

You gain an expertise die on Deception checks. You can invent ciphers, and are able to teach a cipher to others. Anyone who knows a cipher can encode and read hidden messages made with it; the apparent text must be at least four times longer than the hidden message. Other creatures can spend a minute to make an Investigation check (DC 8 + your proficiency bonus + your Intelligence modifier) to detect the presence of a cipher, and are able to read the hidden message if they succeed by 5 or more.

Additionally, you have advantage on Investigation checks made to detect and decode ciphers and codes.

Distraction

You gain an expertise die on Performance checks. You can use an action to make a Performance check, opposed by the Insight check of creatures of your choice that can see or hear you. On a failure, until the end of your next turn the creatures have disadvantage on Perception checks and a –5 to their passive Perception scores.

Social Expertise
You gain an expertise die on checks made with one of the following skills: Insight, Persuasion, or Sleight of Hand.

Veiled Threat
You gain an expertise die on Intimidation checks. When you succeed on a verbal Intimidation check, creatures of your choice other than the target of your check don't recognize your hostile intent.

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

Aim
Beginning at 5th level, you learn to briefly focus and make the most out of your next strike. If you haven't yet moved on your turn, you can use your Cunning Action to Aim, gaining advantage on the next attack roll you make before the start of your next turn. If you do so, your Speed is reduced to 0 until the end of your turn.

Self-Preservation
At 6th level, your honed reflexes and mental toughness allow you to avoid danger. Choose two of the following options. You may choose an additional option at 12th level and two more at 18th level.

Blindsense
You can use Cunning Action to reach out with your senses. Until the end of your next turn, you are aware of the presence and location of any hidden or invisible creature within 10 feet of you as long as you are able to hear.

Evasion
When you make a Dexterity saving throw against an effect that deals half damage on a success, you take no damage on a success and half damage on a failure.

Slippery Mind
You gain proficiency in Wisdom saving throws.

Street Tough
You gain proficiency in Constitution saving throws.

Tumbling Retreat
When a melee attack misses you, you can use your reaction to move up to half your speed. This movement doesn't provoke opportunity attacks.

Uncanny Dodge
When you are hit by an attacker that you can see, you can use your reaction to halve the damage from the attack.



Improved Critical

At 7th level, your weapon attacks score a critical hit on a roll of 19 or 20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Shrewd Judgment

Beginning at 8th level, your ability to read others makes you as dangerous in conversation as you are in a dark alley. Choose one of the following options. You must be proficient in a skill or tool in order to gain an expertise die from Shrewd Judgment.

Quick Frisk

You gain an expertise die on Sleight of Hand checks. You can touch a target to learn what they are carrying. Make a Sleight of Hand check opposed by the target's Perception. On a success, you learn what types of objects they are carrying. If they are carrying coins, you know the approximate number. For the next 24 hours, any Sleight of Hand checks you make against the target have advantage. On a failure, you can't use Quick Frisk against that target for 24 hours.

Social Expertise

You gain an expertise die on checks made with one of the following skills: Intimidation, Performance, or Persuasion.

Spot Tell

You gain an expertise die on Insight checks. Whenever a creature makes a Deception check opposed by your Insight check and you win the opposed check, you also learn to recognize signs that the target is bluffing. For the next 24 hours, you have advantage on Insight checks made against the target.

Tricky Interrogation

You gain an expertise die on Deception checks. When you ask a yes or no question to a creature you can see, you can make a Deception check opposed by the target's Deception check. On a success, you learn whether the target believes the answer to be yes or no, even if they didn't reply. On a failure, you can't use Tricky Interrogation against that target for 24 hours.

Low Profile

Beginning at 10th level, you can avoid notice when you wish. Choose one of the following options. You must be proficient in a skill or tool in order to gain an expertise die from Low Profile.

Costumer

You gain an expertise die on checks made with a disguise kit. When you use a disguise kit on yourself or another person, creatures have disadvantage on checks made to see through the disguise.

Social Expertise

You gain an expertise die on checks made with one of the following skills: Insight, Intimidation, Performance, or Sleight of Hand.

True Lie

You gain an expertise die on Persuasion checks. Your lies are so convincing that you half believe them yourself. You can use Persuasion instead of Deception when you are telling a lie.

Walk it Back

You gain an expertise die on Deception checks. When an ally fails a Deception check to tell a lie, you can use your reaction to add a supporting detail. Make a Deception check and use your result instead of theirs.

Cunning Celerity

Beginning at 11th level, you can take two different bonus actions on your turn. You can use this feature a number of times equal to your proficiency bonus. You regain all uses of this feature when you complete a short or long rest.

Expert Talent

Beginning at 11th level, you almost never make mistakes when performing routine tasks. Whenever you make an ability check on which you roll expertise dice, you treat a d20 roll of 9 or lower as a 10.

Guarded Aspect

Beginning at 14th level, you are adept at uncovering and preserving secrets. Choose one of the following options. You must be proficient in a skill or tool in order to gain an expertise die from Guarded Aspect.

Hidden Signs

You gain an expertise die on Sleight of Hand checks. You can use body language and hidden hand signals to communicate a short message to some observers while hiding it from others. Make a Sleight of Hand check opposed by the Insight checks of observers from whom you want to hide your communication. On a success, a creature is not aware that you sent a message. On a failure, the creature is aware that you signaled but doesn't know the content of your message. If you fail by 5 or more, the creature learns your message.

Master of Disguise

You gain an expertise die on checks made with the disguise kit. As long as you are wearing a disguise, your true identity can't be determined even if your disguise fails. Additionally, you can don or doff a disguise as an action.

Seen It All

You gain an expertise die on Insight checks. Your passive Insight score increases by 3.

Social Expertise

You gain an expertise die on checks made with one of the following skills: Deception, Intimidation, Performance, or Persuasion.

Elusive

At 15th level, you know how to avoid vulnerable positions. As long as you are not incapacitated, no attack roll has advantage against you.

Overpowering Personality

Beginning at 18th level, your poise and charm allow you to impose your vision on the world. Choose one of the following options. You must be proficient in a skill in order to gain an expertise die from Overpowering Personality.

Dress Rehearsal

You gain an expertise die on Performance checks. You can spend 10 minutes practicing a skill of your choice, at the end of which you make a Performance check. You can use this result to replace the die roll of one ability check you make using that skill in the next hour. You may decide to use this feature after seeing the die roll. Once you have used this feature, you can't use it again until you finish a short or long rest.

Psych Out

You gain an expertise die on Intimidation checks. As an action, you can make an Intimidation check opposed by the Charisma check of a creature that can see you. On a success, the next attack roll or opposed ability check you make against that creature within the next 10 minutes is made with advantage. Once you've failed an opposed Intimidation check, you can't use this feature again until you finish a long rest.

Roguish Charm

You gain an expertise die on Persuasion checks. After you spend a minute in conversation with a creature that is not hostile, you may make a Persuasion check opposed by its Insight. On a success, the creature is nonmagically charmed by you for 1 hour. The charm ends early if you or your allies harm the creature. Once you've used this feature successfully, you can't use it again until you finish a long rest.

Social Expertise

You gain an expertise die on checks made with one of the following skills: Deception, Insight, or Sleight of Hand.

Grand Larcenist

At 20th level, you reach the epitome of roguish talent and expertise. You gain the following abilities.

Hide in Plain Sight

At 20th level, you master the art of distraction. When you see a creature look in your direction, you can use your reaction to hide even if you have nothing to hide behind as long as you remain in the same square without moving or taking actions. Until you move or take an action or a reaction, you are invisible to that creature. If you are targeted by an effect that requires a Dexterity saving throw, you may choose to fail it to remain invisible to the creature.

Skill Mastery

Also at 20th level, you are unparalleled in your chosen fields. For each skill and tool proficiency in which you have an expertise die, you gain another expertise die in that skill or proficiency. Your expertise dice can be upgraded from a d8 to a d10 or from a d10 to a d12 in this way.

Unstoppable

Also at 20th level, no portal—be it door, window, or planar device—is closed to you. You no longer need to make ability checks to pick locks, and you succeed automatically whenever you attempt to unlock any lock of any kind. You require no special equipment to use this feature.

Skill Tricks

When you gain access to a new skill trick, choose one of the following. If a trick has prerequisites, you must meet them to learn it. You can learn the trick at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Agile Athlete

You gain an expertise die on Athletics checks and a climb speed equal to your Speed.

Analysis

You gain an expertise die on poisoner's kit checks. With 10 minutes of experimentation you can identify a dose of a poison and learn the recipe to make it. You can use your poisoner's kit and spend a day creating the poison for half its cost. At the Narrator's discretion, you may be able to learn the recipe for poisons which don't appear in Chapter 7: Maladies in *Trials & Treasures*.

Boobytrapper

You gain an expertise die on Sleight of Hand checks. You may make a Sleight of Hand check to conceal caltrops, ball bearings, a hunting trap, an alarm bell, or other Tiny traps or alarms. The result of your Sleight of Hand check is the DC for discovering these obstacles. They can be spotted without a check if they are not obscured.

Cat's Eyes

You gain an expertise die on Perception checks and darkvision to a range of 30 feet. If you already have darkvision from another source, its range increases by 30 feet.

Delay Trap

You gain an expertise die on checks made with thieves' tools. When you would trigger a mechanical trap on your turn, your alert senses warn you of danger before you complete the action. You may immediately end your turn in order to delay the trap's effects until the start of your next turn.

Expertise Training

You gain an expertise die on checks made with one of the following skills or tools: Acrobatics, Athletics, Investigation, Perception, Stealth, or any tool. You may choose this trick more than once.



Extra Skill Training

You gain proficiency in one of the following: Acrobatics, Athletics, Investigation, Perception, Stealth, or any tool. You may choose this trick more than once.

Graceful Leap

Prerequisite: 13th level, d8 expertise die on Acrobatics checks

Your expertise die on Acrobatics checks increases to d10. As a bonus action, you can jump up to half your move speed horizontally and up to 10 feet vertically. Opportunity attacks provoked by this movement are made with disadvantage.

Hide in the Shadows

You gain an expertise die on Stealth checks. You can attempt to hide from creatures without darkvision while you are in an area of dim light. When a creature tries to enter your space, your position is revealed.

Keen Eye

Prerequisite: 13th level, d8 expertise die on Perception checks

Your expertise die on Perception checks increases to d10. You don't have disadvantage on Perception checks from being in lightly obscured areas. If you have darkvision, you treat darkness and dim light as if it were bright light.

Kip Up

You gain an expertise die on Acrobatics checks. When you are prone, standing up uses none of your movement. When you are knocked prone, you can use your reaction to stand up.

Locksmith

You gain an expertise die on checks made with thieves' tools. You may spend a minute using thieves' tools to improve an unlocked lock. At the end of the minute, make a Dexterity (thieves' tools) check against the lock's DC. On a success, you permanently increase the lock's DC by 10. A lock may only be improved in this way once.

Additionally, you may spend a minute using thieves' tools to probe an unlocked lock. At the end of the minute, make a thieves' tools check against the lock's DC. On a success, you make a key for the lock.

Loot Runner

You gain an expertise die on Athletics checks, your speed increases by 5 feet, and you can carry 2 extra bulky items (see page 330 in Chapter 4: Equipment).

Observer

You gain an expertise die on Perception checks and increase your passive Perception score by 3.

Poison Expert

Prerequisite: 13th level, d8 expertise die with poisoner's kit

Your expertise die on checks made with the poisoner's kit increases to d10. You can add this expertise die to saving throws made against poison. Choose a poison from Chapter 7: Maladies in *Trials & Treasures*. You are immune to the effects of this poison.

Practiced Dash

Prerequisite: 13th level, d8 expertise die on Athletics checks

Your expertise die on Athletics checks increases to d10. When using the Dash action, you ignore difficult terrain and don't fall on slippery surfaces.

Quick Scan

You gain an expertise die on Investigation checks. You can use a bonus action to take the Search action.

Scout Leader

You gain an expertise die on Stealth checks. When your party makes a group Stealth check, you may apply your result to yourself and one ally after seeing the results of all rolls. Additionally, when you are traveling, you can move stealthily at a normal pace.

Sense Aura

Prerequisite: 13th level, d8 expertise die on Investigation checks

Your expertise die on Investigation checks increases to d10. You can make an Investigation check to find magical traps. Additionally, you can spend 10 minutes to sense whether an object or creature you can see bears magic. This feature is nonmagical.

Sense for Secrets

You gain an expertise die on Investigation checks. You have a sense for finding hidden things. You can spend a minute observing an area. If there are tricks, traps, secret doors, or other unusual features of a nonmagical nature within 30 feet of you on an unobscured surface you can see, you know something nearby is worth investigating, but not what or where it is. You can't use Sense for Secrets twice on the same area.

Shadow Skulk

Prerequisite: 13th level, d8 expertise die on Stealth checks

Your expertise die on Stealth checks increases to d10. You have a passive Stealth score of 10 plus your Dexterity modifier plus your proficiency bonus. When you have not attempted to hide from a creature but are not visible to it and not making noise, you are considered hidden, using your passive Stealth score.

Skeleton Key

Prerequisite: 13th level, d8 expertise die with thieves' tools

Your expertise die on checks made with thieves' tools increases to d10. As part of successfully picking a lock, you can alter the lock so that it opens to a key in your possession in addition to, or instead of, whatever keys previously opened it.

Tuck and Roll

You gain an expertise die on Acrobatics checks. When you would take falling damage, make an Acrobatics check and reduce the damage by an amount equal to the result of the check.

Unstable Poison

You gain an expertise die on checks made with the poisoner's kit. You learn the recipe for creating basic poison. During a short or long rest, you can brew one poison for which you have the recipe without spending gold or or using ingredients (no check required). This version of the poison lasts until your next short or long rest.

ROGUE ARCHETYPES

While every rogue boasts a variety of talents, each is defined by their emphasis on a few skills and techniques in which they reign supreme. Your area of focus and mastery is represented by your archetype.

Burglar

Skulking out of sight, striking from the shadows, and causing mayhem and misdirection, burglars rely on luck and charm as much as on their considerable skill with blades. While many burglars are professional criminals, others are mobile scouts, gamblers, or expert treasure hunters.

Unfair Advantage

When you choose this archetype at 3rd level, you can create new ways to get the drop on your opponent. Choose one of the following options.

Backstab

Whenever you deal sneak attack damage with a melee weapon, you roll d8s instead of d6s for your sneak attack damage.

Deuces Wild

When you roll a natural 2 on the d20 roll on an attack roll or ability check, you may reroll it. You must accept the second roll. Also, you may reroll any sneak attack damage die on which you roll a 2. You must accept the second roll.

Bonus Expertise

Also at 3rd level, you gain proficiency with Sleight of Hand, and you gain an expertise die on checks using it and when using thieves' tools. For you, expertise dice in Sleight of Hand and thieves' tools can be upgraded from d8 to d10, exceeding the usual limit on expertise dice. You can use your Cunning Action to make a Sleight of Hand check or to use thieves' tools.

Ambidextrous

Starting at 9th level, you add your Dexterity modifier (minimum 1) to damage when making an attack using two weapon fighting. Additionally, you can use your Cunning Action to draw and throw, or pick up and throw, a weapon or improvised weapon.

Legitimate Business

Also at 9th level, you have advantage on any ability check made to find a buyer or seller of an item.

Pointed Wit

At 13th level, your words are as cutting as your blade. Choose one of the following options.

Conversational Parry

You may reroll one failed Deception check. Once you use this feature, you can't use it again until you finish a short or long rest.

Disarming Manner

You have advantage on ability checks made to make peace or end hostility.

Verbal Riposte

When a creature threatens you or attempts an Intimidation check against you, you can use your reaction to make an Intimidation check against it with advantage. On a success, the creature is frightened of you for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

Improved Backstab

Starting at 17th level, you gain the Backstab feature. If you already have Backstab, whenever you deal sneak attack damage with a melee weapon, you roll d10s instead of d8s for your sneak attack damage.

Cutthroat

Masters of subterfuge and poisons, cutthroats aim to end their battles in one preemptive strike. A cutthroat could be a spy, criminal, bodyguard, assassin, or even a member of an elite behind-enemy-lines military unit.

Bonus Expertise

When you choose this archetype at 3rd level, you gain proficiency with Deception, and you gain an expertise die on Deception checks and checks made using a poisoner's kit. For you, expertise dice in Deception and the poisoner's kit can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Master of Poisons

Starting at 3rd level, you learn the recipe for a special injury poison called Blackblade. During a short or long rest, you can use your poisoner's kit to brew a number of doses of this poison equal to your proficiency bonus without spending money or resources doing so. These poisons lose their effectiveness at the start of your next short or long rest.

This poison can be applied to a weapon or piece of ammunition before combat or as a Cunning Action. The first time a poisoned weapon or ammunition deals damage, it deals an additional 3d6 poison damage.

Quick Strike

Starting at 9th level, your quick reflexes allow you to get the drop on opponents. You gain advantage on initiative rolls.

Hidden Resources

Starting at 9th level, when you hide a weapon or small object on your person, you make a Sleight of Hand check with advantage to set the DC for finding it.

Deceptive Mind

Starting at 13th level, when you succeed on a saving throw against an effect that would read your mind, detect whether you are lying, or force you to tell the truth, you are aware of the magical intrusion and can present false thoughts or make a lie appear to be true.

First Blood

You are exceptionally deadly against unprepared opponents. Starting at 17th level, you have advantage on your first attack in combat if it's against a creature who hasn't taken a turn yet. If this attack hits, it is a critical hit.

Investigator

Investigators treat a mystery or a foe as a problem to be solved. They prosper by thwarting their opponents as often as by slaying them. A rogue with an investigative bent might be a bounty hunter, a detective, a vigilante, a con artist, or an archaeologist.

Bonus Expertise

When you choose this archetype at 3rd level, you gain proficiency with Investigation, Insight, and Perception, and you gain an expertise die on checks made using any of these skills. For you, expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice. You can use all three of these skills with your Cunning Action when they'd normally take an action.

Adept Researcher

Starting at 3rd level, you have advantage on rolls made to perform the Research downtime activity.

Teamwork

Starting at 3rd level, you and your allies can work together in combat beyond what each of you can individually achieve. You add the Sanguine Knot tradition to the list of martial traditions you can choose combat maneuvers from. In addition, choose one of the following options.

Helper

By creating a brief diversion or signalling an enemy's vulnerability, your allies can strike true. You can use a bonus action and choose an ally within 30 feet who can see or hear you, granting advantage on the next ability check or attack roll they make before the start of your next turn.

Hinderer

By distracting an enemy, you can reduce its ability to harm you and your allies. You can use a bonus action and choose a creature within 30 feet who can see or hear you, giving it disadvantage on the next ability check or attack roll it makes before the start of your next turn.

Track Recognition

Starting at 9th level, when you examine a creature's trail (footprints or similar signs), you can recall the circumstances under which you examined this individual creature's trail before.

Defiant Mind

Starting at 9th level, you have proficiency with Wisdom saving throws. When a creature targets you with a spell or attack that forces you to make a Wisdom or Intelligence saving throw, and you succeed, you can use your reaction to make a melee or ranged attack against that creature.

Gather Lore

Starting at 13th level, you can try to secretly gather information about a person or object. You can only do so in a settlement in which you have spent at least a week. You must spend a day and 100 gold or more in order to make this attempt. You may only make one such attempt per person or object.

If you are researching a person, you learn at least one location where they were seen within the last month (if any) and one secret about the person, as well as any notable allies, enemies, and current gossip.

If you are researching an object, you learn its last owner and one place it was seen within the last month or its last known approximate location. If the object is magical, you learn any powers it possesses. Unless the Narrator decides otherwise, you don't learn curses and secrets.

Study Weakness

Starting at 17th level, you can recognize a flaw in a creature's defenses. As your Cunning Action, you can study a creature. You gain advantage on all attacks and contested ability checks against that creature. This benefit lasts for 24 hours or until you study a different creature.

Trapsmith

Trapsmiths are expert dungeoneers and mechanically inclined scouts, able to recognize and disarm traps and to set them for their enemies. These rogues prefer to scout ahead and use the terrain to their advantage—a trapsmith might be a monster hunter, guerilla warrior, tinkerer, or dungeon robber.

Bonus Expertise

When you choose this archetype at 3rd level, you gain proficiency with Engineering and tinkerer's tools, and you gain an expertise die on checks made with either, and when using thieves' tools. For you, expertise dice in these skills and tools can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Cunning Trap

Starting at 3rd level, you can use your Cunning Action to spread caltrops or ball bearings, or to throw a vial containing holy water, acid, or the like. Vials are simple weapons for you and have the thrown property (20/40 feet).

Trapmaking

Beginning at 3rd level, with 10 minutes of work you can use your thieves' tools to boobytrap a 5-foot-square area or a Large or smaller object. Your trap can be anything from a needle in a lock to a rockfall in a passageway. Describe the mechanics of your trap to the Narrator. Logic determines which traps can be built where; for instance, a swinging axe can't be hidden in a jewelry box.

The trap's DC is 8 + your Dexterity bonus + your proficiency bonus. A creature can spot the trap by making a Perception check against the trap's DC. Creatures aware of the trap may avoid or disable it without a check. When a creature enters the trapped area or interacts with the trapped object it must succeed on a Dexterity saving throw against the trap's DC. On a failure, the trap is triggered and the creature takes an amount of damage equal to

1d6 damage times half your rogue level. The type of damage dealt (bludgeoning, piercing, slashing, or poison) is determined by the nature of your trap. Once a trap has been triggered, it is disabled.

You can use this feature a number of times equal to your proficiency bonus. You regain all uses of this feature when you finish a short or long rest.

Trap Sense

Also at 3rd level, you have advantage on saving throws made against traps. Ability checks made to detect and disarm traps are made with advantage and can be made using your Cunning Action.

Augmented Trapmaking

At 9th level, you invent a new way to increase the danger posed by your traps. You learn one of the following trap capabilities. When using Trapmaking to create a trap, you can choose to augment it with the new capability, which is triggered when your trap damages a creature.

Immobilization Trap

The target is caught in the jaws of a trap. The target's movement speed is reduced to 0. A creature can use an action or legendary action to make a DC 13 Strength check, freeing itself or another creature on a success. Building this trap requires a hunting trap, which can be recovered after the trap is triggered.

Poison Trap

You may add a contact or injury poison to the trap (see Chapter 6: Maladies, in *Trials & Treasures*), which is consumed. The victim of the trap is affected by the poison.

Vial Trap

Each creature within 5 feet of the trap must make a Dexterity saving throw or be splashed with a liquid, such as acid or alchemists' fire (see Chapter 4: Equipment). The liquid is consumed.

Improvised Crafting

Starting at 13th level, you can use your tinker's tools to create a mundane item during a short or long rest. You can create one of the following items, which lasts until the beginning of the next long or short rest.

- A vial of alchemist's fire or acid.
- Any weapon, ammunition, or gear from Chapter 4: Equipment which costs 20 gold or less (or several identical items with a total cost not exceeding 20 gold). The item functions like the original object but may be made of different materials.

Deadly Trapmaking

Starting at 17th level, the traps you create with your Trapmaking feature deal an amount of damage equal to 1d6 damage times your rogue level.



Sorcerer

A family of farmers awakens one summer morning to find an entire field frostbitten and destroyed, their son sleeping in its center seemingly unfazed by the supernatural cold. Certain that he is cursed and fearful of their livelihood, they drive him off the farm, forcing the boy to learn the truth for himself.

The half-elf drops down from her treetop hiding place as the brigands charge the center of town, and almost as if choreographed, the crew all turn as one to face her as her feet hit the cobble. The instant she has their eyes a brilliant pattern of colorful lights fills the air, their expressions glazing over. "Now!" she shouts, the town militia rushing in to surround and kettle the stunned attackers.

Standing in the eye of a great firestorm, the tiefling feels their hair singe and their stomach curl at the smell of burning, rotted flesh all around them. Guiding the inferno like an artful conductor managing a symphony, they bring the flames down and snuff it out. As the remains of countless undead bodies turn to ash, the tiefling collapses in the charcoal at their feet, exhausted but pleased with their work.



Instinctive

A sorcerer's magics spring from something supernatural within them, something which urges them on—perhaps birthright, or perhaps exposure to a greater power. They may have it under wraps, it may still surprise them, or they may not be able to fully control it but one thing is certain: it fights to be let out.

Fortune or Folly

"Scholarly" spellcasters scoff at sorcerers as if they stumbled into power by luck without any hardships or effort, but while rigorous study may not be the sorcerer's path, theirs is not without tribulations of its own. The discovery of arcane power within can bear stigma from society, expectations from kin, becoming the prey of others, and so much more. While some welcome the opportunities that being a sorcerer provides, to others it is more burden than boon.

Innovators

Many claim to have "invented" spells. Through years of research, arrogant creatures "create" spells and brand their name upon it, as though they own the magic of the multiverse. But sorcerers know they're not inventing—they're just workshopping. By bending the rules of magic and twisting it in unique ways, sorcerers are truly innovative with the arcane. Scholars may call sorcerers fools for playing dice with the universe, yet they would never dare say it in front of one.

TABLE: SORCERER

LEVEL	PROFICIENCY BONUS	SORCERY POINTS	FEATURES	INNOVATIONS KNOWN
1st	+2	—	Sorcerer Archetype, Spellcasting	—
2nd	+2	2	Font of Magic, Manifestation	—
3rd	+2	3	Latent Power, Metamagics	—
4th	+2	4	Ability Score Improvement, Arcane Innovations	1
5th	+3	5	Additional Metamagics	1
6th	+3	6	Arcane Refinement, Sorcerer Archetype Feature	1
7th	+3	7	—	1
8th	+3	8	Ability Score Improvement	2
9th	+4	9	Rapturous Presence	2
10th	+4	10	Additional Metamagics	2
11th	+4	11	—	2
12th	+4	12	Ability Score Improvement, Evolving Manifestation	3
13th	+5	13	—	3
14th	+5	14	Sorcerer Archetype Feature	3
15th	+5	15	Additional Metamagics, Major Metamagic	3
16th	+5	16	Ability Score Improvement	4
17th	+6	17	—	4
18th	+6	18	Sorcerer Archetype Feature	4
19th	+6	19	Ability Score Improvement, Additional Metamagics	4
20th	+6	20	Arcane Clutch, Explosive Magics	5

Creating a Sorcerer

At some point your life was forever changed as your magical nature presented itself. This may have been a joyous moment, or a tragic one. How did you face it? Few sorcerers can remain in quiet lives when their magic begins to blossom, as it fights to be free. Did your sorcerer give up their old life willingly to chase their newfound power, or were they forced out of it? Do they see themself as doomed to failure, or destined for greatness (or neither)?

The nature of your power might have made it an obstacle or a gift depending on your circumstances. Is the font of arcana within you a weight around your neck, a tool with which you accomplish your goals, both, or do you have a different relationship with it? Are you eager to share your abilities with others or do you work hard to conceal them?

CLASS FEATURES

As a sorcerer, you gain the following class features.

Hit Points

Hit Dice: 1d6 per sorcerer level

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

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

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Performance, Persuasion, and Religion

TABLE: SORCERER SPELLS

			SPELL SLOTS PER LEVEL								
LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	4	2	2	—	—	—	—	—	—	—	—
2nd	4	3	3	—	—	—	—	—	—	—	—
3rd	4	4	4	2	—	—	—	—	—	—	—
4th	5	5	4	3	—	—	—	—	—	—	—
5th	5	6	4	3	2	—	—	—	—	—	—
6th	5	7	4	3	3	—	—	—	—	—	—
7th	5	8	4	3	3	1	—	—	—	—	—
8th	5	9	4	3	3	2	—	—	—	—	—
9th	5	10	4	3	3	3	1	—	—	—	—
10th	6	11	4	3	3	3	2	—	—	—	—
11th	6	12	4	3	3	3	2	1	—	—	—
12th	6	12	4	3	3	3	2	1	—	—	—
13th	6	13	4	3	3	3	2	1	1	—	—
14th	6	13	4	3	3	3	2	1	1	—	—
15th	6	14	4	3	3	3	2	1	1	1	—
16th	6	14	4	3	3	3	2	1	1	1	—
17th	6	15	4	3	3	3	2	1	1	1	1
18th	6	15	4	3	3	3	3	1	1	1	1
19th	6	16	4	3	3	3	3	2	1	1	1
20th	6	16	4	3	3	3	3	2	2	1	1

Equipment

You begin the game with 100 gold, which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear, or use one of the packages below. Also consult the Suggested Equipment section of your background.

- **Light Traveler's Set (Cost 37 gold):** Quarterstaff, sling and 20 sling bullets, component pouch, explorer's pack
- **Troublemaker's Set (Cost 71 gold):** 2 daggers, light crossbow and quiver with 20 bolts, explorer's pack, wand arcane focus

Sorcerer Archetype

Something in your past, or in the life of an ancestor, created the magic within you. Choose a sorcerer archetype, which describes what this source was. Your choice grants you features when you choose it, and again at 6th, 14th, and 18th level.

Spellcasting

You have awoken a latent magic within yourself caused by something you were exposed to, a quirk of an ancestor that has now manifested in you, supernatural experimentation, or something else entirely. This conduit, which you may not yet fully understand, fuels your spellcasting.

Cantrips

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer Spells table.

Spell Slots

The Sorcerer Spells table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these sorcerer 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.

Spells Known of 1st-Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.

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

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

Spellcasting Ability

Charisma is your spellcasting ability for your sorcerer spells, as your magic is fueled by an attunement to your very soul. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

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

Font of Magic

At 2nd level, you've begun to understand the well of power within you that you draw from to cast your magics. Up until now, it's just been something abstract, maybe hardly understood, but now you can use it in a precise manner to fuel your magics. It grants you a new resource in the form of sorcery points, as well as a way to use them.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery

Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Conversion. You can transform unexpended sorcery points into one spell slot, or vice versa, as a bonus action. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, or the value of sacrificing a spell slot for sorcery points. You cannot convert spells of 6th-level or higher.

TABLE: CREATING SPELL SLOTS

SPELL SLOT LEVEL	SORCERY POINT COST
1st	2
2nd	3
3rd	5
4th	6
5th	7

Manifestation

At 2nd level, you also choose one of the following manifestations, which represents a kind of energy you are especially effective at producing. When you cast a spell that deals acid, cold, fire, lightning, poison, or thunder damage, you can change the damage type to your manifestation's damage type.

Blizzard (Cold)

When you cast a spell that deals cold damage, you can spend 1 sorcery point and choose one creature you can see. If that creature takes cold damage from the spell, it is also chilled, reducing its movement speeds by 10 feet for a number of rounds equal to the level of the spell (minimum 1 round).

Corrosion (Acid)

When you cast a spell that deals acid damage, you can spend 1 sorcery point and choose one creature you can see. If that creature takes acid damage from the spell, its Armor Class is reduced by 2 until the end of your next turn.

Hurricane (Lightning or Thunder)

You can treat both lightning and thunder as your manifestation's damage types. When you cast a spell that deals lightning or thunder damage, you can spend 1 sorcery point to produce a thunderous blast around you. Large or smaller creatures within 5 feet of you must succeed on a Strength saving throw against your spell save DC or be pushed back 10 feet and knocked prone.

Inferno (Fire)

When you cast a spell that deals fire damage, you can spend 1 sorcery point and choose one creature you can see. If that creature takes fire damage from the spell, it is also set ablaze, taking 2d4 ongoing fire damage for a number of rounds equal to the spell's level, or until it uses an action to put itself out.

Venom (Poison)

When you cast a spell that deals poison damage, you can spend 1 sorcery point, causing creatures immune to poison damage to take half damage, and creatures resistant to poison damage to take full damage.

Latent Power

By 3rd level, your sorcerer archetype starts to manifest as something people can subconsciously sense, even if they know nothing beyond the mundane, and it affects how they see you. Choose one of the following.

All Eyes

You gain an expertise die on Performance and Persuasion checks. In addition, you can use your magic to make your presence known. As a bonus action, you can spend 1 sorcery point to put out

a subtle pulse that causes all creatures within 60 feet to take notice of you, allowing you to speak and be heard even in the midst of chaos. During combat, this notice lasts only a split second—not long enough to distract, but allowing you to make a Charisma check as part of the bonus action used to activate this feature.

Daunting Energy

You gain an expertise die on Intimidation checks. If you fail an ability check or saving throw against a creature trying to intimidate you, or against an effect that would cause you to become frightened, you can spend 1 sorcery point to immediately reroll the check or save.

Unsuspecting

You gain an expertise die on Deception checks. When you fail on a Deception check against a humanoid, you can use a combination of fast-talk and your magic to make them forget your misstep, spending 1 sorcery point to reroll the check. On a success, their memory skips a beat and fills in the gap with your new story. On a failure, not only do they not believe you, but anyone who can cast spells and observed the exchange (including your target, if applicable) knows that arcane subterfuge was attempted.



Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two minor Metamagic options, and one moderate Metamagic option. You gain another minor Metamagic option at 5th level, 10th level, 15th level, and 19th level. You gain an additional moderate Metamagic option at 10th and 19th level. When you gain a level in this class, you can replace one Metamagic option with another, instead of replacing a spell.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Minor Metamagic

Delayed Spell. When you ready a spell, you can spend 1 sorcery point. The spell can be held for up to 1 minute, instead of 1 turn.

Distant Spell. When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. Alternatively, if you cast a spell that has a range of Touch, you can spend 1 sorcery point to make the range of the spell 20 feet.

Persistent Spell. When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double the duration, to a maximum of 24 hours.

Reliable Spell. When you roll a 4 or lower on a spell attack, you can spend 1 sorcery point to reroll the attack. You can use Reliable Spell even if you have already used a different Metamagic option during the casting of the spell.

Subdual Spell. When damage from one of your spells reduces one or more creatures to 0 hit points, you can use your reaction and spend 1 sorcery point to stabilize one of the creatures knocked unconscious by it.

Subtle Spell. When you cast a spell, you can spend 1 sorcery point to cast it without any vocalized or seen components.

Treacherous Spell. When you cast a spell, you can spend 1 sorcery point to alter its components in subtle ways. A creature attempting to identify the spell based on its components perceives it as a different spell of your choice, of the same or lower level. Attempts to *counterspell* this spell are made at disadvantage.

Moderate Metamagic

Careful Spell. When you cast a spell with an instantaneous duration that affects an area, you can spend 1 sorcery point, and choose a number of creatures up to your Charisma modifier in the area (minimum of one creature). A chosen creature is unaffected by the spell.

Empowered Spell. When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Heightened Spell. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell. When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Reflexive Spell. Immediately before rolling initiative, you can spend 2 sorcery points to cast a spell of up to 3rd-level that has a casting time of 1 action or 1 bonus action. The spell activates before any other actions in initiative, but doing so uses your action for your first turn in the combat.

Refracting Spell. When you cast a spell that involves a spell attack roll and targets only a single creature, you can spend an additional 2 sorcery points. If the spell hits, a creature within 5 feet of the original target takes half the spell's damage.

Twinned Spell. When you cast a spell that targets only one creature and doesn't have a range of Self, you can spend a number of sorcery points equal to the spell's level (or 1 for a cantrip) to target a second creature in range with the same spell.

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* are ineligible, but *ray of frost* can be modified by Twinned Spell.

Ability Score Improvement

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

Arcane Innovations

At 4th level, you acquire insights in arcana that others would never realize. You gain an arcane innovation of your choice. Your arcane innovations are detailed at the end of the class description. The Innovations Known column of the Sorcerer table shows when you gain additional innovations.

Arcane Refinement

At 6th level, your command over your magic becomes more precise, and you are able to assert more control over it. Choose one of the following.

Deep Font

You can reach beyond your limits to draw more power from within. When you finish a short rest, you may expend a number of hit dice up to your Charisma modifier to regain some of your magic essence. For each hit die expended in this way, you regain 2 sorcery points. Once you have used this feature, you cannot do so again until you finish a long rest.

Patient Aptitude

You may pick a number of spells with the ritual tag equal to your Charisma modifier. These spells need not be from the sorcerer spell list, but they must be of a level for which you have spell slots. You can cast these spells as rituals, though you don't gain the ability to cast them normally with spell slots, nor do they count toward your spells known. If you increase your Charisma modifier, the number of ritual spells you know also increases. Each time you gain a sorcerer level, you may replace one of these ritual spells with another.

Prodigious Innovator

Choose three cantrips from any spell list. These cantrips don't count toward your cantrips known.

Rapturous Presence

Beginning at 9th level, your magic becomes a presence that noticeably bears down on creatures. Choose one of the following.

Larger Than Life

Your power tends to distort people's perception of you, causing you to seem more dangerous than you are. You have advantage on Intimidation checks made to threaten someone with your magic. On a failure, your target is unconvinced and unless you make good on your threat with an unambiguous show of force to prove your mettle, this feature no longer functions until you prove your reputation again. Additionally, features and traits that attempt to evaluate how tough you are, such as the fighter's Size Up, always give the impression that you are more dangerous than you actually are.

Nobody's Fool

People find it difficult to lie to you or to conceal their motives in your presence. You gain a bonus to Insight checks equal to your Charisma modifier. In addition, you can spend 1 sorcery point as an action to project an aura of honesty. For the next 10 minutes, creatures within 10 feet of you have disadvantage on Deception checks made to lie or conceal the truth. When a creature in this aura fails a Deception check, it accidentally blurts out something it didn't mean to while attempting to spin its lie.

Otherworldly

You have a way with creatures wildly unlike yourself. Select three of the following creature types: aberration, celestial, dragon, elemental, fey, fiend, or undead. You have advantage on Charisma checks to make a first impression on a creature of one of your chosen types, and if you do not share a common language, you can still communicate some simple concepts to them such as "friendly", "help", and "run". In addition, by spending 2 sorcery points and 1 minute in meditation, you can change your creature type to one of the chosen creature types. This transformation lasts for 1 hour, and cannot be reversed early without repeating the meditation and spending the sorcery points again.

Evolving Manifestation

At 12th level, you gain a deeper understanding of your magics. You may either take the improved form of the manifestation you selected at 2nd level, or you may choose an additional feature from the Manifestation list.

Evolving Blizzard

When you cast a spell of 1st-level or higher that deals cold damage, you can spend 1 sorcery point to gain 1d6 temporary hit points per level of the spell cast. While you have these temporary hit points and a creature hits you with a melee weapon attack, the attacker takes 1d10 cold damage. These temporary hit points last for 1 hour.

Evolving Corrosion

When you cast a spell of 1st-level or higher that deals acid damage, you can spend 1 sorcery point to create a 10-foot radius pool of acid centered on either the target of the spell or the spell's point of origin. The area is difficult terrain, and when a creature ends its turn in the area it takes 2d8 acid damage. The pool remains for 1 minute or until you use a bonus action to dismiss it.

Evolving Hurricane

When you cast a spell of 1st-level or higher that deals thunder or lightning damage, you can spend 1 sorcery point to create a 15-foot radius storm centered on you, which moves with you. The area of the storm is heavily obscured and counts as difficult terrain, but you can see and move through it normally. At the end of each subsequent turn you can spend an additional sorcery point to maintain it, otherwise it dissipates.

Evolving Inferno

When you cast a spell of 1st-level or higher that deals fire damage, you can spend 1 sorcery point to store some of the energy of the spell as a flame you hold in one hand. You can use an action to throw this flame, making a ranged spell attack against a target you can see within 30 feet. On a hit, the creature takes 1d8 fire damage per level of the spell cast to trigger this effect. The flame lasts for up to 1 minute or until it is thrown.

Evolving Venom

When you cast a spell that deals poison damage, you can spend 1 sorcery point and choose one creature you can see. If the target creature takes poison damage from the spell, it takes 2d6 ongoing poison damage for 1 minute or until a creature uses an action to treat the victim (requiring a Medicine check against your spell save DC).



Major Metamagic

At 15th level, in addition to a minor metamagic option, you gain one major metamagic option. These are more powerful expressions of your magics, though they come at significantly higher costs. You gain an additional major metamagic option at 20th level.

Major Metamagic Options

Consumptive Spell. When you cast a spell that deals damage, you can spend 4 sorcery points. You, or a creature within 10 feet of you, regain hit points equal to half the damage roll for the spell. If you roll damage multiple times for a spell, you only restore hit points from the first roll.

Contingent Spell. When you cast a spell, rather than have it go off immediately, you can spend 6 sorcery points and describe an external condition. When that condition occurs before you finish a long rest, you can use your reaction to cast the spell. You can only have one Contingent Spell at a time.

Echo Spell. When you cast a spell of 5th-level or lower, you can spend sorcery points equal to the sorcery point conversion cost for a spell slot of that level (see Table: Creating Spell Slots). The spell repeats on the next turn, originating from the same point and aimed at the same target as the first instance of the spell.

Intense Spell. Before rolling damage for a spell or seeing the result of any saving throws or attack rolls for the spell, you can spend sorcery points equal to the spell's level. The spell deals its maximum possible damage to one target.

Arcane Clutch

Starting at 20th level, you can reclaim some fraction of the energies you expend as you cast. Whenever you cast a spell of 3rd-level or higher, you regain sorcery points equal to a third of the expended spell slot's level.

Explosive Magics

Also at 20th level, the magic you bring to bear can be made to build upon itself. When you cast a spell of 4th-level or lower that deals damage, you can spend a number of sorcery points equal to half the spell's level (minimum 1) to reroll any dice that have the maximum result and add them to the total. For example, if you cast an exploding *fireball* and roll three 6s among your damage dice, you roll an additional 3d6, and continue to reroll any 6s adding them to the total damage dealt.

Arcane Innovations

When you gain access to a new arcane innovation, choose one of the following.

Draw Nourishment

You can consume things that most people wouldn't consider sustenance, though it's hardly pleasant. You can spend 3 sorcery points before eating a pound of just about anything organic—bark, grass, cactus flesh, bone, whatever's at hand—and so long as you can stomach the taste, it counts as 1 Supply for you as your body transmutes it into something more edible. A poisonous substance consumed in this way is still poisonous.

Hot Air

The source of your magic is strangely buoyant. Any time you have sorcery points remaining, your weight is reduced by half, and you take half damage from falling. Additionally, if you are carrying less than a quarter of your maximum equipment load, you float on water.

Lingering Touch

When you encounter a shed piece of a creature (such as a lock of hair, bloody bandage, a scale, or a tooth), you can touch that object and instantly attune to it as if it were a magic item. If you are carrying the shed piece and attuned to it when you see the creature from which it originated, you immediately know that it belongs to that creature, at which point the attunement ends. At the Narrator's discretion, you may learn additional cryptic information from being attuned to such things.

Retrace

By spending 1 minute in meditation, you can reflect on the magical aura you leave behind as you travel. After doing so, you can perfectly retrace the steps you've taken in the past 4 hours.

Mage Hunter

When tracking a creature that can cast at least 1 spell, you can attempt to do so by focusing on the mystic energy it leaves in its wake, allowing you to use your Charisma for any ability checks made to track it.

Magnetic Step

You can move along vertical surfaces at half your speed without needing to make an ability check. If you end your turn on such a surface, you immediately fall unless you have some other way to support yourself.

Strange Traces

While traveling, you can spend 1 sorcery point to obscure your trail. For the next hour, any tracks your group leaves become random, zigzagging, and incomprehensible. Creatures have disadvantage on Survival checks to track you and become lost on a failed check.

Ominous Insight

When you know, you *know*, you know? When you fail an Arcana, History, Nature, or Religion check, you can attempt to draw on your magics to find an answer and reroll the check. On a failure, your attempt clouds your mind and you have disadvantage on Intelligence checks until you finish a short rest. While suffering this disadvantage, you can't use Ominous Insight again.

Wode Sense

While traveling, any time you enter an illusory terrain or magic is used to cause you to become lost, you always notice within 1 minute of being affected.

SORCERER ARCHETYPES

At 1st level, you choose an origin, which is the event or circumstance that granted you your power. How exactly your character perceives the origins of their sorcerous abilities—or if they're even fully aware of it—is entirely up to you.

Sorcerer Archetype Spells

You know additional spells from your sorcerer archetype. At 1st level, choose one spell from the 1st-level row of your archetype's Archetype Spells table and add it to your spell list. It does not count against your total spells known. At 3rd, 5th, 7th, and 9th level, choose an additional spell from a row on the table equal to or lower than your sorcerer level. When you gain a level, you can replace one of your archetype spells with an archetype spell of equal or lower level.

Draconist

These sorcerers have a connection to the mightiest dragons, perhaps brought about by a draconic ancestor in their bloodlines, a close encounter with dragons when they were young, an occult experiment by a dragon cult, or some other draconic influence.

TABLE: DRACONIST ARCHETYPE SPELLS

SORCERER LEVEL	ARCHETYPE SPELLS
1st	*animal friendship, burning hands, charm person, thunderwave*
3rd	*alter self, gust of wind, scorching ray, shatter*
5th	*fear, fireball, fly, lightning bolt*
7th	*dominate beast, ice storm, private sanctum, wall of fire*
9th	*cone of cold, dominate person, insect plague, legend lore*

Draconic Resilience

The draconic magic that nestles within you has adapted your body to the harsh trials that lie between you and your destiny. Beginning at 1st level when you choose this archetype, your hit point maximum increases by 1, and increases by 1 again whenever you gain a level in this class.

In addition, when you aren't wearing armor, your AC equals 13 + your Dexterity modifier. How exactly this fortitude manifests on your body can vary widely, but unless actively concealed it marks your connection to dragonkind.

Voice of the Dragon

Also at 1st level, you understand the language of dragons. You can speak, sign, read, and write Draconic. You have advantage on Charisma checks to communicate with dragons, so long as you converse with them in their native tongue.

Lord Among Beasts and Mortals

As the mighty dragon guards its lair, so too do you establish your home wherever you roam. Starting at 6th level, when you start a short or long rest in an area that is not within 1 mile of an established settlement, you can spend 10 minutes in communion with the land to protect your camp until you finish your rest. Beasts who approach within 100 feet of your camp become docile and placid, refusing to attack you or your companions. Additionally, friendly creatures in your camp gain advantage on Perception checks to spot danger, and on Intimidation checks against intruders.

If you repeat this effect every day in the same location for a year, the range of the aura increases to 500 feet and the effect becomes permanent. When you have a permanent lair, your Prestige increases by an amount equal to half your proficiency bonus. You can only have one location prepared in this way at a time, and it fades if you are ever away from your lair for a year or longer. If you die, the effect fades after 2d10 days.

Soaring Wings

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your Speed. You can create or dismiss these wings as a bonus action. You can't manifest these wings while wearing armor unless the armor is made

to accommodate them (increasing the armor's cost by 50%), and clothing not made to accommodate your wings may be destroyed when you manifest them.

Draconic Presence

Starting at 18th level, you can draw upon your draconic nature to inspire awe and terror in those who see you. You can use an action and spend 5 sorcery points to exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute, when a hostile creature starts its turn in this aura it makes a Wisdom saving throw or becomes charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on the saving throw is immune to your Draconic Presence for 24 hours.

Enigma

The magics of enigma sorcerers spring from something ancient and possibly alien, likely dating back to well before the sentient races learned to control arcana—and it can be especially erratic, often surprising even them. Sometimes their inner magical wellspring feels like it has its own personality and motives, and they may even try to negotiate with it in stressful situations where the sorcerer needs it to cooperate.

TABLE: ENIGMA ARCHETYPE SPELLS

SORCERER LEVEL	ARCHETYPE SPELLS
1st	*color spray, faerie fire, grease, hideous laughter*
3rd	*blindness/deafness, enlarge/reduce, levitate, shatter*
5th	*darklight, fear, hypnotic pattern, stinking cloud*
7th	*black tentacles, confusion, hallucinatory terrain, phantasmal killer*
9th	*cloudkill, flame strike, wall of force, wall of stone*

Deeper Understanding

Beginning at 1st level when you choose this archetype, your ancient perspective of magic grants you a deep insight into its mechanisms, whether conscious or not. You gain an expertise die on ability checks made to identify spells being cast or sense the presence of lingering magic in any form.

Reach Beyond

Also at 1st level, your mind opens to a broader spectrum of magic than most. You can use a bonus action to attempt to replace one of your archetype spells. Declare which spell you're trying to replace and make a Charisma saving throw (DC 10 + the spell's level). On a success, you replace the spell with another archetype spell of the same or lower level until you finish a long rest, at which point the original spell returns. This newly-gained spell can't be replaced again.

On a failure, the spell you're attempting to replace goes off, expending no spell slots but targeting a creature or point within range of the Narrator's choice (possibly yourself). The spell is too wild to alter with metamagic, and if it requires concentration it lasts its full duration with no concentration required instead. The archetype spell you attempted to replace is then removed from your spell list until you finish a long rest, at which point it returns.

Retributive Surge

At 6th level, your body becomes infused with chaotic magic that makes harming you a dangerous proposition. When a creature you can see damages you, you can use your reaction to cast a spell of 1st- or 2nd-level. The spell must either target the creature that damaged you or be centered on a space it occupies, it must have a casting time of 1 action or 1 bonus action, and you must spend sorcery points equal to the level of the spell in addition to the spell slot used.

At 14th and 18th level, the highest level of spell you can cast in this way increases by 1.

Tenuous Serenity

At 14th level, you can exert some control over your magics to empower yourself. When you make a Charisma saving throw, you can spend 1 sorcery point to add an expertise die to the roll, or reroll an expertise die used in the roll. You may do this after seeing the result.

Additionally, you can spend time in meditation to attempt to reclaim magics you've lost. When you finish a short rest, select a spell that's been removed from your spell list by one of your class features. You reclaim the spell. You can't perform this meditation again until you finish a long rest.

Erupting Nova

At 18th level, your ability to pour forth energy increases substantially. You can cast two spells simultaneously, spending spell slots for each, so long as both spells have a casting time of 1 action, the sum of their levels is less than 6th-level, and neither spell requires concentration. When you do so, make a Charisma saving throw (DC 12 + the sum of the spells' levels). On a failure, you waste your action (but not any spell slots) and both spells are removed from your spell list until you finish a long rest.



Traveler

The very being of a traveler sorcerer is tied to something from elsewhere in the multiverse that calls to them from beyond the Material Plane. They may be the descendant of an extraplanar ancestor, a survivor of a disastrous conjunction of the planes, the heir of a family curse from a spiteful fey, or something else entirely. One way or another, the traveler sorcerer's very essence seeks to chase horizons unknown—whether they follow its whims proudly or resist its pull, it grants them powers to help them on their travels.

TABLE: TRAVELER ARCHETYPE SPELLS

SORCERER LEVEL	ARCHETYPE SPELLS
1st	*comprehend languages, faerie fire, feather fall, longstrider*
3rd	*darkvision, levitate, misty step, pass without trace*
5th	*blink, fly, protection from energy, water walk*
7th	*banishment, dimension door, freedom of movement, greater invisibility*
9th	*conjure elemental, mislead, teleportation circle, tree stride*

Beyond the Boundary

At 1st level when you choose this archetype, you learn the language of elementals. You can speak, sign, read, and write Primordial.

In addition, you can always choose to use Charisma when making an ability check to navigate, survive in, or remember information about planes of existence other than the Material Plane.

Flutter

Also at 1st level, after casting a spell of 1st-level or higher, you can teleport a short distance to an unoccupied space you can see. The maximum range of this teleportation is equal to 5 feet plus 5 feet per level of the spell.

Gift of Impermanence

Starting at 6th level, once per round when you fail a saving throw against an effect that would cause you to become grappled, incapacitated, paralyzed, petrified, restrained, or stunned, you can spend 1 sorcery point, and reroll one d20 used in the saving throw.

All Terrains

At 14th level, choose one of the following boons:

- You ignore difficult terrain.
- You ignore the effects of extreme heat, extreme cold, and high altitude.
- You gain a swim speed equal to your Speed.
- You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- You can spend 1 sorcery point to gain a fly speed equal to your Speed for 1 hour.

When you finish a long rest, you may switch out your active boon with one other boon from this list.

Touch the Void

At 18th level, you can spend 1 hour in meditation to cast *astral projection*, *dream*, or *etherealness*. Each of these spells is slightly different when cast using this feature, as described below:

Astral Projection. The spell requires no material components, but only affects you.

Dream. You are the messenger in the dream, and while you are influencing the dream you are completely detached from your body.

Etherealness. When the spell ends, you reappear in the space you were in when you originally cast the spell.

After using this feature, you cannot do so again until you finish a long rest.

Sorcerer Spell List

As a sorcerer you may choose from the following spells.

Cantrips

Acid Splash (cjr): Conjure a localized bubble of acid that splashes over creatures.
Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.
Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.
Calculate (div): Instantly know the answer to any mathematical equation.
Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.
Dancing Lights (evo): Create up to four floating, magical lights.
Fire Bolt (evo): Shoot a flame at a creature to deal fire damage.
Friends (enc): Gain an expertise die on a Charisma check.
Light (evo): Enchant one object to emit light.
Mage Hand (cjr): Conjure a hand to manipulate small objects.
Mending (tra): Perform simple repairs on an object.
Message (tra): Send short messages to other creatures.
Minor Illusion (ill): Create a small, limited illusion.
Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.
Prestidigitation (tra): Perform various minor magical tricks.
Ray of Frost (evo): Shoot a ray of cold damage that slows a creature.
Shocking Grasp (evo): Deal lightning damage to a creature within reach.
True Strike (div): Gain advantage on attacks against a single creature.

1st-Level

Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.
Burning Hands (evo): Shoot forth a sheet of flames from your hands, damaging creatures in a cone.
Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Color Spray (ill): Create a flash of brilliant colored light, blinding creatures in front of you.
Comprehend Languages (div): Use magic to better interpret languages you do not understand.
Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.
Detect Magic (div): Sense the presence and school of magical auras.
Disguise Self (ill): Create an illusion that makes you appear like another humanoid.
Expeditious Retreat (tra): Move much faster than normal.
False Life (nec): Gain temporary hit points.
Feather Fall (tra): Reduce or eliminate damage from falling.
Fog Cloud (cjr): Create an area of fog.
Force Punch (evo): Use a blast of magic to punch a creature.
Grease (cjr): Coat an area in grease, making it hard to move through.
Jump (tra): Imbue a creature with astonishing leaping abilities.
Mage Armor (abj): Magically increase your AC.
Magic Missile (evo): Shoot bolts of arcane energy certain to hit one or more creatures.
Shield (abj): Create a temporary barrier of arcane energy around yourself.
Silent Image (ill): Create an illusion that can move but has no other sensory details.
Sleep (enc): Cause enemies to fall into a magical slumber.
Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.
Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Acid Arrow (evo): Create a magical arrow that covers a creature or object in acid.
Alter Self (tra): Use magic to warp your body.
Blindness/Deafness (nec): Strike a creature blind or deaf.
Blur (ill): Cloak yourself in distortion, imposing disadvantage on attacks against you.
Darkness (evo): Shroud an area in magical darkness.
Darkvision (tra): Grant a creature the ability to see in the dark.
Deadweight (tra): Greatly increase the weight of an object.
Detect Thoughts (div): Read the minds of nearby thinking creatures.
Enlarge/Reduce (tra): Increase or decrease a creature's size.
Flex (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.
Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.
Hold Person (enc): Paralyze a humanoid.
Invigorated Strikes (tra): Increase the damage dealt by a creature's unarmed strikes and natural weapons.
Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.
Knock (tra): Open a locked object.
Lemure Transformation (tra): Melt your body into a humanoid-shaped mass of liquid flesh.
Levitate (tra): Cause one creature or object to float.
Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.
Misty Step (cjr): Teleport short distances in a puff of shimmering mist.
Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.
Scorching Ray (evo): Shoot rays of fire damage able to target multiple creatures.
See Invisibility (div): See invisible creatures and objects.
Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.
Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.
Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.
Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.
Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.
Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

Web (cjr): Conjure a 20-foot cube or 5-foot layer of sticky webbing that restrains creatures and is flammable.

3rd-Level

Blink (tra): Have a 50% chance of vanishing each turn to avoid being harmed.
Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.
Counterspell (abj): Interrupt another spellcaster as they cast a spell.
Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.
Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose are able to see.
Daylight (evo): Fill an area with magical daylight.
Dispel Magic (abj): End ongoing magical effects.
Fear (ill): Frighten creatures in a cone-shaped area.
Fireball (evo): Engulf an area in a blast of flame that deals 6d6 fire damage.
Fly (tra): Grant a creature the ability to fly.
Gaseous Form (tra): Make a creature insubstantial and able to fly.
Haste (tra): Allow a creature to move and act more quickly.
Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.
Lightning Bolt (evo): Shoot lighting through multiple enemies.
Major Image (ill): Create a large, realistic illusion.
Slow (tra): Slow time for 6 creatures, making them sluggish and vulnerable.
Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.
Tongues (div): Understand any heard language and be understood by others you speak to.
Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.
Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.
Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.

4th-Level

Banishment (abj): Send a creature to another plane.
Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.
Charm Monster (enc): Make a creature view you as a trusted friend.
Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.
Dimension Door (cjr): Teleport yourself and one willing creature great distances.
Dominate Beast (enc): Take over the mind of a beast.
Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.
Ice Storm (evo): Batter an area with massive shards of ice.
Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.
Polymorph (tra): Temporarily transform a creature into another creature.
Stoneskin (abj): Make a creature resistant to weapon damage.
Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th-Level

Animate Objects (tra): Create constructs to smite foes.
Cloudkill (cjr): Create a cloud of poisonous fog that obscures the area and damages creatures.
Cone of Cold (evo): Create a blast of frigid air, dealing damage in a cone.
Creation (ill): Create from shadow-stuff a physical object no larger than a 5-foot cube.
Dominate Person (enc): Take over the mind of a humanoid.
Hold Monster (enc): Paralyze a creature.
Insect Plague (cjr): Summon a biting, stinging swarm of insects.
Seeming (ill): Craft an illusory appearance for as many creatures as you choose.
Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.
Telekinesis (tra): Use the power of thought to move a creature or object.

Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.
Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.
Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th-Level

Chain Lightning (evo): Fire a bolt of lightning that arcs to multiple foes.
Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.
Disintegrate (tra): Use a magical ray to disintegrate a creature or object.
Eyebite (nec): Use a gaze attack to curse creatures.
Globe of Invulnerability (abj): Create a sphere protected from outside magic.
Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.
Move Earth (tra): Bend the earth to create permanent changes to the terrain.
Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.
True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.
Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Delayed Blast Fireball (evo): Create a fiery explosion that deals more damage the longer it is held before release.
Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.
Etherealness (tra): Enter the border of the Ethereal Plane.
Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.
Inescapable Malady (nec): Infect a creature with an arcane disease.
Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.
Prismatic Spray (evo): Unleash a kaleidoscopic cone of energy that deals various types of damage and harmful effects.
Reverse Gravity (tra): Reverse the gravity of a specific area.
Sporesight (evo): Create a 50-foot radius cloud of spores that allow you to see everything in the area.
Teleport (cjr): Teleport one or more creatures instantly across vast distances.
Unholy Star (cjr): Explode a meteor ripped from the sky into 4 fiery chunks that rain down fiery unholy energies.

8th-Level

Dominate Monster (enc): Take over the mind of a creature.
Earthquake (evo): Shake the ground to damage creatures and structures.
Incendiary Cloud (cjr): Create a roiling cloud of fire and ash that immolates all within it.
Power Word Stun (enc): Stun a creature with a single word.
Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th-Level

Gate (cjr): Create a portal to another plane.
Meteor Swarm (evo): Cause fiery spheres to fall from the sky for up to a mile.
Power Word Kill (enc): Slay a creature with a single word.
Time Stop (tra): Stop time and take extra turns.
Wish (cjr): Duplicate any other spell regardless of requirements, choose from a list of other effects, or create your own—be careful.

Warlock

A wiry youth with equally wiry hair bows before an entity of otherworldly beauty, their outstretched arms presenting a satchel of gifts. "Child of the Old Ways," the entity proclaims, "you may approach. Come speak with me. It has been long since I last had a visitor."

A novice stares into a vat of glowing green fluid with innumerable tadpole-like creatures. She gasps for breath and plunges her clenched fist in all the way to the shoulder, screaming and writhing as the things beneath the frothing surface burrow into her flesh. Now she must dissipate their venom throughout her body, until the symbionts' power becomes her own.

An otherwise nondescript villager rushes headlong down an alley, turning back to catch a glimpse of his pursuer: a cloaked figure with a wide smile and unblinking stare. The man tries to lose the follower however he might—the crowded streets, the temple service, one pub, another, then the next—but everywhere his stalker follows. At nightfall he collapses with exhaustion. The figure looms over him, still smiling, and says, "Your payment is due. You owe me a corpse. Can you pay, or shall I collect?" The man brings himself back to his feet, tears streaming down his face. "No, no," he breathes, "I can pay."



Warlocks meddle with forbidden powers, forces which wiser (or less courageous) folk would leave well enough alone. When fairy tales, ghost stories, and religious narratives strike fear into the masses, you instead sense an opportunity for growth. Following the breadcrumbs to the front door of destiny, you knocked and were forever changed by the power you found on the other side. The bond forged between the seeker and their supernatural patron is called a pact—which can have any number of terms and stipulations, most commonly arcane power in return for work-in-kind. Some pacts are more like curses and afflictions, making unwitting victims of the generations to come.

Arcane Patronage

Every warlock gains their magic from a powerful being, typically an otherworldly or supernatural entity.

The arrangement and relationship between warlock and patron can vary greatly. Many warlocks love power for its own sake and will break any taboo in exchange for arcane supremacy. Some warlocks are, in effect, revivalists of elder magical and religious traditions which have fallen to the wayside or become maligned in the present era (often for good reason). Other warlocks still are mere hapless nobodies entangled in magical arrangements beyond their ken.

Warlock patrons are equally diverse. To speak of a warlock patron conventionally pins the patron as a powerful demon lord, eladrin monarch, or alien intelligence. Although this is often true, the power of such beings often trickles along innumerable tendrils of influence, including powerful envoys, mentor warlocks, intergenerational curses or blessings, relics and rites, corpses of long-dead gods, and extraplanar life forms who find home in the human body. Each vector is enough for the patron to whisper to the warlock the sordid secrets of the multiverse.

Wedged Between Worlds

There is only a small bubble in the multiverse where mortals can safely inhabit, which means any seeker can find a path to eldritch power if they are willing to uncover that which rational society would keep hidden. As a would-be warlock tears at the seams and stitches of sanity (or unwittingly falls through the gaps), there are social and ontological prices to pay. They come to question the state of their soul, mind, and physiology—all of which are subject to contamination by extraplanar forces.

Warlocks are lords over the edges of society, safety, and sanity. They take their name from an ancient word meaning "oathbreaker," because their arts appear to blaspheme against their own lives. Shunned from polite company, warlock collectives are rare and frequently unstable so to find genuine community they must become more than mere mortals—which is precisely the warlock ethos.

Creating a Warlock

Whether you be an unassuming villager, a cunning scoundrel, a seeker of arcane power, or a victim of supernatural circumstance—you have a pact forged with an otherworldly patron, the terms of which set the tone for your entire adventure.

What circumstances drew you into an eldritch pact? The allure of power? Love, fear, and sheer happenstance? Did forming your pact involve anybody else, like someone you know or love? Does your pact have noteworthy conditions and consequences, or is that all a secret? Does your pact leave any outward mark on your person—such as a tattoo or scar—or are the signs of your pact more ephemeral?

Is your patron close at hand or chillingly distant? How did you select your patron? Or is it that your patron chose you? How do you maintain contact with your patron? Or is it that you think you can run away?

CLASS FEATURES

As a warlock you gain the following class features.

Hit Points

Hit Dice: 1d8 per warlock level

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

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

TABLE: WARLOCK

LEVEL	PROFICIENCY BONUS	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	SPELL POINTS	SPELL LEVEL	SECRETS KNOWN	INVOCATIONS KNOWN
1st	+2	Warlock Archetype, Pact Magic, Eldritch Blast	2	2	2	1st	—	—
2nd	+2	Eldritch Invocations, Secrets of Arcana	2	3	4	1st	1	1
3rd	+2	Pact Boon	2	4	6	2nd	1	2
4th	+2	Ability Score Improvement, Invocation of the Courts (1)	3	5	8	2nd	1	2
5th	+3	Extra Blast	3	6	10	3rd	1	3
6th	+3	Archetype Feature, Eldritch Evolution (1)	3	7	11	3rd	1	3
7th	+3	—	3	8	12	4th	1	4
8th	+3	Ability Score Improvement	3	9	13	4th	2	4
9th	+4	—	3	10	14	5th	2	5
10th	+4	Invocation of the Courts (2), Archetype Feature	4	11	17	5th	2	5
11th	+4	—	4	11	21	5th	2	5
12th	+4	Ability Score Improvement, Eldritch Evolution (2)	4	12	22	5th	2	6
13th	+5	—	4	12	24	5th	2	6
14th	+5	Archetype Feature	4	13	25	5th	3	6
15th	+5	—	4	13	26	5th	3	7
16th	+5	Ability Score Improvement, Invocation of the Courts (3)	4	14	27	5th	3	7
17th	+6	—	4	14	28	5th	3	7
18th	+6	Eldritch Evolution (3)	4	15	29	5th	3	8
19th	+6	Ability Score Improvement	4	15	30	5th	3	8
20th	+6	Dread Thaumaturge	4	16	31	5th	3	8

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: Game set (cards)
Saving Throws: Intelligence, Wisdom
Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Equipment

You begin the game with 110 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Heretical Scholar's Set (Cost 73 gold):** Dagger, sickle, padded cloth, grimoire arcane focus, scholar's pack
- **Inconspicuous Civilian's Set (Cost 61 gold):** Quarterstaff, padded cloth, crystal arcane focus, dice set, explorer's pack, laudanum
- **Shadowy Scoundrel's Set (Cost 103 gold):** 2 daggers, light crossbow and quiver with 20 bolts, padded leather, component pouch, dungeoneer's pack

Warlock Archetype

At 1st level, you have reached out to, stumbled upon, or otherwise crossed paths with a powerful entity beyond the ken of mortals, an otherworldly patron who sets you on the path of a Warlock Archetype. Whether you were willing, coerced, tricked—or if you exploited elder magical laws—a bargain was struck and you gained great power in exchange. Your choice of archetype grants you an expanded spell list and features at 1st level and again at 6th, 10th, and 14th level.



Pact Magic

With care, practice, and dedication you have learned how to best siphon and channel the otherworldly powers you've gained from your patron.

Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

Spell Points

The Warlock table shows how many spell points you have. To cast one of your warlock spells of 1st-level or higher, you must spend a number of spell points dependent on the spell's level, shown on the table below. You can also cast a spell you know at a higher spell level by spending the appropriate number of spell points. The maximum spell level you can cast is shown in the Spell Level column of the Warlock table. You regain all expended spell points when you finish a short or long rest.

TABLE: SPELL POINTS

SPELL LEVEL	SPELL POINTS
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spells Known of 1st-Level and Higher

You know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice. Each of these spells must be of a level that you are able to cast. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st- or 2nd-level.

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

Spellcasting Ability

The manner in which you pursue ever greater power from your patron is defined by the nature of that pursuit: through wit, devotion, or fervor. Choose Intelligence, Wisdom, or Charisma to be your spellcasting ability. Once you make this choice, you cannot change it. You use the chosen ability whenever a spell refers to your spellcasting ability. In addition, you use that ability modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your chosen ability modifier

Spell attack modifier = your proficiency bonus + your chosen ability modifier

Spellcasting Focus

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

Eldritch Blast

At 1st level you learn to use your patron's power as a weapon, blasting enemies with an eldritch force that defies even the laws of magic. Choose one of the following features.

Eldritch Disturbance

You can use an action to strike a creature you can see within 60 feet with a reality-distorting curse, blending pain both mental and physical. The target makes a Wisdom saving throw, taking 1d10 force damage on a failure, or half damage on a success.

Eldritch Ray

You can use an action to create a deadly beam that strikes a creature within 120 feet. Make a ranged spell attack against the creature, dealing 1d10 force damage on a hit.

Eldritch Scythe

Once per turn when you would make a melee weapon attack as part of the Attack action or an opportunity attack, you can instead make a melee spell attack, lashing out with an ephemeral and unearthly blade. On hit, the target takes 1d8 force damage. In addition, you can choose a creature that you can see and that is within your reach. It takes half as much damage.

Eldritch Whip

You can use an action to thrash a creature with a scintillating tendril of arcane force. Make a melee spell attack against a creature within 15 feet, dealing 1d6 force damage on a hit.

At the end of your turn you gain a number of temporary hit points equal to half the damage you dealt with Eldritch Whip this turn (minimum 1), which last until the end of your next turn. When you hit a creature with your Eldritch Whip and you already have temporary hit points, you can end the temporary hit points early to gain a bonus to the Eldritch Whip's damage roll equal to half the number of temporary hit points you ended early.

Eldritch Invocations

The gifts of your patron are manyfold—not only can you channel their magic to work spells, but you can also siphon away talents, tricks, and reality-defying essence to perform other impressive magical feats.

At 2nd level, you gain an eldritch invocation of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level. If you should gain a bonus invocation, they do not count against your Invocations known.

Extra Secrets of Arcana. When you are able to learn a new invocation in this way, you may instead choose to learn a secret of arcana.

Secrets of Arcana

Also at 2nd level, you realize that there is power to be taken that your patron may never have meant for you to have. You gain a secret of arcana of your choice. Your secrets are detailed at the end of the class description. The Secrets Known column of the Warlock table shows when you learn more secrets of arcana.

Pact Boon

At 3rd level, the entity to which you are beholden provides a more durable and lasting blessing. Choose one of the following features.

Pact of the Blade

You can use your action to conjure in your empty hand an armament bestowed with power: a pact weapon. Choose any simple or martial weapon when you conjure your pact weapon. You are proficient with it while you wield your pact weapon, and you can use your spellcasting ability for attack and damage rolls with it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

By performing a 1 hour ritual while holding a magic weapon or rare weapon, you can transform it into your pact weapon. If this weapon has a bonus to attack or damage rolls, or if it deals bonus damage, you can apply these to your Eldritch Blast (ranged weapons add these bonuses to Eldritch Ray, and melee weapons to Eldritch Scythe; it has no effect on Eldritch Disturbance or Eldritch Whip). You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the ritual on a different weapon, or if you use a 1 hour ritual to break your bond to it. The weapon is collected by your patron if the bond breaks while it is in the extradimensional space.

Pact of the Chain

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, sprite, or any Tiny creature of CR 1/2 or less. You can also opt for the spirit you call forth to be an aberration, elemental, or undead.

When you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction. Additionally, when you use Eldritch Scythe, you can choose to deliver the attack through your familiar as though you had cast a spell with a range of Touch.

Pact of the Tome

Aware of your drive for knowledge, you awaken to find a grimoire left in your pack by your patron: a Book of Shadows. Choose three cantrips. While the book is in your possession, you know these cantrips and they are treated as warlock spells. They don't count against your number of cantrips known. If you lose your Book of Shadows, you can perform a 1 hour ceremony to receive a replacement from your patron. This ceremony destroys the previous book. The book is collected by your patron when you die.

Ability Score Improvement

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

Invocation of the Courts

Also at 4th level, you gain a bonus invocation—one to help you traffic in courts both otherworldly and mortal. Choose one invocation from the following list: Beguiling Influence, Courts of the Outer Realms, Eyes of the Runekeeper, Gaze of Two Minds, Mask of Many Faces, Ominous Tormentor, Psionic Secrecy, Spellbinding Contract, Voice of the Chain Master, Whispers of the Grave.

You gain another bonus invocation in this way at 10th level and again at 16th level. When you gain a level in this class, you can choose one of the bonus invocations you know and replace it with another bonus invocation from this list that you could learn at that level.

Extra Blast

Beginning at 5th level, your Eldritch Blast becomes more vicious. When you use Eldritch Ray, Eldritch Scythe, or Eldritch Whip as part of your action on your turn, as long as you make no weapon attacks you can attack twice instead of once. At 11th level you can make three attacks, and at 17th level you can make four attacks.

In addition, your Eldritch Disturbance's damage increases by 1d10 at 5th level, and again at 11th level and 17th level (to a maximum of 4d10).

These improvements are based on your warlock level, not your character level. This feature otherwise counts as Extra Attack (for the purpose of qualifying for feats, spell effects, and the like).

Eldritch Evolution

At 6th level, you gain a bonus invocation—one which represents your growth in the lethal lore behind Eldritch Blast. Choose one invocation from the following list: Agonizing Blast, Eldritch Bind, Eldritch Elementalism, Eldritch Grasp, Eldritch Prism, Eldritch Riposte, Eldritch Severance, Eldritch Spear, Eldritch Squall, Eldritch Tentacle, Repelling Blast, Versatile Blast.

You gain another bonus invocation in this way at 12th level and again at 18th level. When you gain a level in this class, you can choose one of the bonus invocations you know and replace it with another bonus invocation from this list that you could learn at that level.

Dread Thaumaturge

At 20th level, you have learned all you can from your patron. You gain the following abilities.

Aura of Anathema

Hostile creatures within 120 feet gain vulnerability to necrotic damage. A creature with resistance to necrotic damage instead loses its resistance, and a creature immune to necrotic damage instead replaces that immunity with resistance.

Whenever you finish a long rest, you can choose a different damage type for your aura.

Highest Arcanum

You learn an ultimate exploit in the laws of magic. Choose one of the following:

- You can cast *plane shift* without material components once between short rests.
- You are under the constant effects of the *foresight* spell. This effect cannot be detected or dispelled by any means short of a *wish* spell.
- Once per day, you can spend 1 minute in arcane contemplation to regain your spent spell points.

Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your warlock level.

Agonizing Blast

When you use your Eldritch Blast, you deal extra damage equal to your spellcasting ability modifier.

Arcane Appropriation

Prerequisite: 5th level

When you use a magic item, you ignore any requirements related to class, culture, heritage, or level.

Armor of Shadows

You are under the constant effects of the *mage armor* spell. This effect does not emit a magical aura.

Beguiling Influence

You gain proficiency in Deception and Persuasion. If you are already proficient in either of these skills, you instead gain an expertise die.

Chains of Carceri

Prerequisite: 15th level, Pact of the Chain feature

You can cast *hold monster* on a celestial, fiend, or elemental without spending spell points or material components. You must finish a long rest before you can use this invocation on the same creature again.

Cosmic Armory

Prerequisite: 17th level

Your patron bestows you with a magic item worth no more than 25,000 gold. Your patron collects this item when you die or lose this invocation.

Courts of the Outer Realms

Choose one creature type from the following: aberration, celestial, elemental, fey, fiend, or undead. You are familiar with the intricacies of society and politics among those creatures, and you have advantage on checks made to interact with them or recall lore about them.

Additionally, you gain proficiency with your choice of either Arcana, Culture, History, or Religion. If you are already proficient in the chosen skill, you instead gain an expertise die.

Deep Patronage

Prerequisite: 11th level

Choose an additional patron expanded spell list. You learn all the spells on that list and they do not count against your spells known.

Dreadful Word

Prerequisite: 7th level

You learn the *confusion* spell, and the spell doesn't count against your number of spells known.

Eighth Arcanum

Prerequisite: 15th level

You learn an 8th-level warlock spell that you can cast once between long rests.

Eldritch Bind

Prerequisite: 7th level, Eldritch Whip feature

When you hit a creature with your Eldritch Whip, you can force it to make a Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, the paralyzed creature can repeat the saving throw, ending the effect on a success.

Once you use this feature, you cannot do so again until you finish a short or long rest. You also regain the use of this feature after you've spent 5 spell points to cast a spell or use other warlock features.

Eldritch Elementalism

When you use your Eldritch Blast, you can spend 1 spell point to choose acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder damage. Until you complete a short or long rest, your Eldritch Blast deals your choice of force damage or the chosen damage type.

Eldritch Grasp

Prerequisite: 7th level

When you hit a Large-sized or smaller creature with your Eldritch Blast or when a Large-sized or smaller creature fails its saving throw against it, you can attempt to grapple the creature, using your spell save DC instead of your maneuver DC. The grapple automatically ends if the creature leaves your Eldritch Blast range or if you attempt to grapple another creature.



Eldritch Prism

Prerequisite: 7th level, Eldritch Disturbance feature

You can use an action to unleash your Eldritch Blast against creatures within a 20-foot diameter cube originating at a point within 60 feet. Each creature in the area makes a Wisdom saving throw, taking force damage equal to 1d10 × your proficiency bonus on a failure, or half damage on a success.

Once you use this feature, you cannot do so again until you finish a short or long rest. You also regain the use of this feature after you've spent 5 spell points to cast a spell or use other features.

Eldritch Riposte

Prerequisite: Eldritch Disturbance or Eldritch Ray feature

When a creature you can see within 30 feet deals damage to you, you can use your reaction and spend spell points to use your Eldritch Disturbance or Eldritch Ray against it. Instead of the normal damage, you deal 1d10 force damage for every 1 spell point spent activating this feature (up to a maximum equal to your proficiency bonus).

Eldritch Severance

Prerequisite: 7th level, Eldritch Scythe feature

You can use an action to unleash your Eldritch Blast against creatures within a 60-foot line that is 5 feet wide. Each creature in the area makes a Dexterity saving throw, taking force damage equal to 1d10 x your proficiency bonus on a failure, or half damage on a success.

Once you use this feature, you cannot do so again until you finish a short or long rest. You also regain the use of this feature after you've spent 5 spell points to cast a spell or use other features.

Eldritch Spear

Prerequisite: Eldritch Ray feature

The range of your Eldritch Ray increases to 300 feet.

Eldritch Squall

Prerequisite: 7th level, Eldritch Ray feature

You can use an action to unleash your Eldritch Blast against all creatures within a 30-foot cone. Each creature in the area makes a Dexterity saving throw, taking force damage equal to 1d10 × your proficiency bonus on a failure, or half damage on a success.

Once you use this feature, you cannot do so again until you finish a short or long rest. You also regain the use of this feature after you've spent 5 spell points to cast a spell or use other features.

Eldritch Tentacle

When you hit a creature with your Eldritch Blast or when a creature fails its saving throw against it, you can pull the creature up to 10 feet straight toward you.

Eldritch Warrior

You gain proficiency with medium armor and martial weapons.

Entity of Myth

Prerequisite: 17th level

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and weapons not made from cold iron.

Eyes of the Rune Keeper

You can read all writing.

Fiendish Vigor

You learn the *false life* spell, and the spell doesn't count against your number of spells known. When you cast it on yourself as a 1st-level spell, you can do so without spending spell points or material components.

Fog Dance

Prerequisite: 13th level, Spellbound archetype

You can cast *misty step* without spending spell points, and if you do not move on your turn you can cast it without using a bonus action.

Frog Fangs

Prerequisite: Pact of the Chain feature

Your familiar can take the Attack action. Attacks made by or delivered through your familiar use your spell attack bonus and deal additional force damage equal to your proficiency bonus.

Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. On subsequent turns you can use a bonus action to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Lifedrinker

Prerequisite: Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your spellcasting ability modifier (minimum 1).

Mask of Many Faces

You can cast *disguise self* without spending spell points.

Minions of the Multiverse

Prerequisite: 7th level

When you choose this invocation, choose one spell of the summoning school of your choice from any spell list, up to a spell level that you are capable of casting (maximum of 5th-level). You can cast this spell once by spending an appropriate number of spell points (see Table: Spell Points). You cannot do so again until you finish a long rest.

Mire the Mind

Prerequisite: 5th level

You can cast *slow* once by spending 5 spell points. You cannot do so again until you finish a long rest.

Misty Visions

You can cast *silent image* without spending spell points or material components.

Noxious Invigoration

Whenever you gain temporary hit points, increase the amount you gain by your proficiency bonus.

Ominous Tormentor

You gain proficiency in Insight and Intimidation. If you are already proficient in either of these skills, you instead gain an expertise die.

Overclocked Concentration

Prerequisite: 15th level

You can maintain concentration on two spells simultaneously. Their cumulative spell-level can be

no higher than 5th-level. You roll once for concentration checks, as if you were concentrating on a single spell, and when you lose concentration both spells end.

Pactkeeper's Reward

Prerequisite: 13th level

You gain an additional Pact Boon of your choice.

Patron Token

Your patron gifts you with a patron token (Chapter 9: Enchanted Gear in *Trials & Treasures*). You are unable to sell your patron token, and if you somehow lose it the next time you finish a long rest you discover it on your person. Once your token is consumed, your patron replaces it and you find it on your person the next time you finish a long rest.

Penultimate Arcanum

Prerequisite: 17th level

You learn a 9th-level warlock spell that you can cast once between long rests.

Potent Witchcraft

Your warlock cantrips deal extra damage equal to your spellcasting ability modifier.

Psionic Secrecy

Prerequisite: 11th level, Alienist archetype

When you cast a warlock spell, you may choose to do so psionically without the need for seen or vocalized components. Once you have used this feature a number of times equal to your spellcasting ability modifier, you cannot do so again until you finish a long rest.

Reanimator

Prerequisite: 5th level

You can cast *animate dead* once by spending 5 spell points; you can instead cast it as 4th-level spell by spending 6 spell points, or as a 5th-level spell by spending 7 spell points. You cannot do so again until you finish a long rest.

Repelling Blast

When you hit a creature with your Eldritch Blast or when a creature fails its saving throw against it, you can push the creature up to 10 feet away from you in a straight line.

Sculptor of Flesh

Prerequisite: 7th level

You can cast *polymorph* once by spending 6 spell points. You cannot do so again until you finish a long rest.

Seething Aura

Prerequisite: 15h level

Choose one of the following damage types: cold, fire, lightning, necrotic, psychic, radiant. Whenever you spend spell points, you can choose to unleash energy that deals an equal amount of damage of the chosen type to hostile creatures within 15 feet of you.

Seventh Arcanum

Prerequisite: 13th level

You learn a 7th-level warlock spell that you can cast once between long rests.

Sixth Arcanum

Prerequisite: 11th level

You learn a 6th-level warlock spell that you can cast once between long rests.

Sign of Ill Omen

Prerequisite: 5th level

You learn the *bestow curse* spell, and the spell doesn't count against your number of spells known.

Spellbinding Contract

Prerequisite: 9th level

You can cast *geas* once by spending 7 spell points. You cannot do so again until you finish a long rest.

If the command of the *geas* is the stipulation of an agreement to which the target consents, the target automatically fails its saving throw against this spell.

Thief of Five Fates

You learn the *bane* spell, and the spell doesn't count against your number of spells known.

Tines of Wyrd

Prerequisite: 15th level

When you fail a saving throw, you can spend 5 spell points to reroll it and take the second result.

Thirsting Blade

Prerequisite: 5th level, Pact of the Blade feature

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Versatile Blast

You learn an additional Eldritch Blast feature of your choice.

You can take this invocation a second and third time, each time learning a new Eldritch Blast feature.

Voice of the Chain Master

Prerequisite: Pact of the Chain feature

So long as you are on the same plane of existence, you can communicate telepathically with your familiar, perceive through your familiar's senses, and also speak through your familiar in your own voice (even if your familiar is normally incapable of speech).

Whispers of the Grave

Prerequisite: 9th level

You can cast *speak with dead* without spending spell points.

Wicked Youth

Prerequisite: 15th level, Diabolist archetype

You are immune to necrotic damage, you are immune to disease, and you cannot be magically aged. When you kill a creature, you can either reduce your apparent age or extend your life span by a number of years equal to the creature's CR. When you would die of old age, you instead become undead, gaining the skeleton or zombie template (*Monstrous Menagerie*, pgs 393, 435) with no changes to your ability scores.

Witch Sight

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Writhing Void

Prerequisite: 7th level

You learn the *black tentacles* spell, and the spell doesn't count against your number of spells known.

Secrets of Arcana

When you gain access to a new secret of arcana, choose one of the following. Some secrets have requirements, such as minimum warlock level, class feature, or another secret. You must meet those requirements before you choose that secret.

Ascendant Step

Prerequisite: 9th level

You can cast *levitate* on yourself without spending spell points or material components.

Beast Speech

You are under the constant effects of the *speak with animals* spell. This effect does not emit a magical aura.

Book of Ancient Secrets

Prerequisite: Pact of the Tome feature

The complex sigils and symbols of ritual magic appear in your Book of Shadows. Choose two 1st-level spells that have the ritual tag. The spells appear in the book and don't count against the number of spells you know. While the book is in your possession, you can cast these spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You

can also cast a warlock spell you know as a ritual if it has the ritual tag.

When you find a spell with the ritual tag, you can transcribe it into your Book of Shadows if the spell's level is equal to or less than half your warlock level (rounded up). For each level of the spell, the transcription process takes 2 hours and costs 50 gold for the rare inks needed to inscribe it.

Devil's Sight

You can see normally in all types of darkness (including magical) to a distance of 120 feet.

Eldritch Sight

You can cast *detect magic* without spending spell points.

Inscrutability

Prerequisite: 13th level

You are under the constant effects of the *nondetection* spell.



Master of Myriad Forms

Prerequisite: 15th level

You can cast *alter self* without spending spell points.

Mirror, Mirror

Prerequisite: 3rd level

Using a reflective object, such as an ordinary mirror or the smooth surface of water, you can commune with your patron or their emissary. You may do so during a short or long rest, receiving or conveying information related to your master's bidding. This entity may also use such surfaces to bridge communication with you on its own terms.

You can also use this feature to cast *augury* without spending spell points. Casting the spell in this way does not require material components, although you do need a reflective surface by which your patron might appear to you. Once you cast the spell in this way, you cannot do so again until you finish a long rest.

One with Shadows

Prerequisite: 5th level

You can use an action to become invisible while you are in an area of dim light or darkness. Your invisibility lasts until you move, take an action, or use your reaction.

Otherworldly Leap

You are under the constant effects of the *jump* spell. This effect does not emit a magical aura.

Portents and Portals

You automatically know when you are within 1 mile of a portal or gateway to another plane, even if it is inactive or malfunctioning (but not destroyed).

You have advantage on checks made to locate this portal, and gain an expertise die on any checks you make to stabilize, activate, or open it.

Shadowveil

Prerequisite: 15th level

You can cast *invisibility* without spending spell points.

Visions of Distant Realms

Prerequisite: 7th level

You can cast *arcane eye* once without spending spell points. You cannot do so again until you finish a long rest.

At 15th level, you can instead cast *arcane eye* at will.

Whiff of the Beyond

You automatically know when an aberration, celestial, elemental, fey, fiend, or undead creature has been in a space within 30 feet of you within the past 24 hours, though not which type of creature triggered this invocation.

Additionally, you gain an expertise die on Perception checks, and you have advantage on checks made to track these creatures.

WARLOCK ARCHETYPES

Warlocks are defined by their approach to eldritch mysteries—their patron may be an ever present menace or a mere cosmic echo. No matter the bargain struck or entity courted, the warlock is the hero of their own story and the pilot of their own fate.

Expanded Spell List

When you choose an archetype, you also choose an expanded spell list your patron grants you access to. Choose one patron expanded spell list. These spells count as warlock spells for you.

The enigmatic and often horrifying patrons of the Alienist convey the secrets of psionics and the stars. Some also teach about the darkness between stars.

The patrons of the Diabolist—often portrayed as demons, devils, and the shadow of the inner self—often grant spells of darkness and fire.

Faeries instruct their Spellbound on capricious spells related to bewilderment and mobility. The spiteful fey of the Unseelie Court also adore spells of darkness, and fairies who guard natural landforms might specialize in a given element like fire.

TABLE: BEWILDERMENT EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	*color spray, sleep*
2nd	*levitate, seed bomb*
3rd	*glyph of warding, wind wall*
4th	*confusion, polymorph*
5th	*insect plague, mislead*

TABLE: DARKNESS EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	*detect poison and disease, inflict wounds*
2nd	*acid arrow, blindness/deafness*
3rd	*bestow curse, phantom steed*
4th	*black tentacles, blight*
5th	*cloudkill, contagion*

TABLE: FIRE EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	*burning hands, fog cloud* (appears as smoke)
2nd	*flaming sphere, scorching ray*
3rd	*darklight, fireball*
4th	*fire shield, wall of fire*
5th	*conjure elemental* (fire only), *flame strike*

TABLE: MOBILITY EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	*feather fall, thunderwave*
2nd	*blur, deadweight*
3rd	*blink, whirlwind kick*
4th	*freedom of movement, greater invisibility*
5th	*storm kick, tree stride*

TABLE: PSIONICS EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	*command, dramatic sting*
2nd	*detect thoughts, enthrall*
3rd	*nondetection, sending*
4th	*dominate beast, resilient sphere*
5th	*dominate person, modify memory*

TABLE: STARS EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	*bane, guiding bolt*
2nd	*moonbeam, silence*
3rd	*aspect of the moon, daylight*
4th	*accelerando, locate creature*
5th	*antilife shell, wall of force*

Alienist

Priests of annihilation, students of maddening stars, those corrupted by artifacts from before the creation of the world. Alienists are scholars of paradox, chaos, and absurdity in all its forms—most especially the forces which twist the body and mind. These warlocks may be agents of alien forces, investigators seeking to root them out, or merely a passerby caught in the snares of interplanetary conflict.

Starstruck

When you take this archetype at 1st level, your study of alien forces conveys mind-altering magical insights. Choose one of the following:

Alien Curse

You can use a bonus action to place a curse on a creature you can see within 30 feet. The curse lasts for 1 minute, and ends early if the target dies, you die, or you become incapacitated. The curse has the following effects:

- When you deal damage against the cursed creature, it takes an additional 1d4 psychic damage. This bonus increases by 1d4 at 10th level, and again at 15th and 20th level.
- You gain a pool of beyond dice, which begins empty. Each beyond die represents a sliver of the future revealed by the use of this gift from your patron. When the cursed creature fails a saving throw, add one beyond die to this pool. You can spend a beyond die when making a saving throw to gain a 1d4 bonus. The pool disappears when you finish a short or long rest.

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

Psionic Awakening

You gain telepathy out to a range of 30 feet. You can telepathically communicate with one creature you can see so long as that creature knows at least one language. If you already have telepathy, its range increases by 30 feet.

Additionally, when you cast a warlock spell you can choose to do so psionically, without the need for vocalized or seen components. Once you have used this feature, you can't use it again until you finish a short or long rest.

Mutated Carapace

At 6th level, your skin mutates and sheds, revealing armor-like patches of barnacles, chitinous plates, glowing crystals, scales, or the like. When you take damage, except for psychic damage, you can use your reaction to reduce the amount taken by your spellcasting ability modifier + your warlock level (minimum 1). Once you have used this feature a number of times equal to half your proficiency bonus, you can't do so again until you finish a long rest.

Subtle Disturbance

At 10th level, your uncanny presence sows unease and panic. You gain the following benefits.

- You gain resistance to psychic damage. When you take psychic damage, the creature that dealt psychic damage to you takes an equal amount of psychic damage.
- If you have telepathy, your telepathy is not limited by language. Your telepathy works on any creature within range that you can see.

Insidious Seed

At 14th level, your psychic tendrils latch on their victim and do not let go. You learn *dominate beast* and *dominate person*, if you do not already know these spells. For you, *dominate beast*, *dominate person*, and *dominate monster* gain the ritual tag.

When you cast one of these spells, you can change the duration to 1 hour per warlock level and do so without the need for concentration.

Once you have used this feature, you can't do so again until you finish a long rest.

Diabolist

Mages of shadow and blood, devotees of a diabolical god, soldiers in the army of hell, and poor wretches who sold their souls. Diabolists are practitioners of the dark arts, wielding magics others deem too cruel. These warlocks might willingly consort with demons, or make use of exploits within elder laws both arcane and divine. Their motivations can be myriad but often include the constant thirst for bloodstained secrets or the desire to take vengeance upon the patron that grants them powers they never asked for—but desperately need.

Sanguine Contract

When you take this archetype at 1st level, your signature on a certain metaphysical compact grants you a pernicious boon. Choose one of the following:

Dark Blessing

When you reduce a creature to 0 hit points, or when a creature under a spell effect you control is reduced to 0 hit points, you gain a number of temporary hit points equal to your spellcasting ability modifier + your warlock level (minimum 1).

Diabolical Curse

You can use a bonus action to place a curse on a creature you can see within 30 feet. The curse lasts for 1 minute, and ends early if the target dies, you die, or you become incapacitated. The curse has the following effects:

- Choose fire damage or necrotic damage. When you deal damage against the cursed creature, it takes an additional 1d4 damage of the chosen type. This bonus increases by 1d4 at 10th level, and again at 15th and 20th level.
- Your patron siphons the cursed creature's life force and pays you a dividend. When the cursed creature dies, you regain hit points equal to your spellcasting ability modifier + your warlock level (minimum 1).

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

Dogs of Hell

Starting at 6th level, when you kill a creature targeted by your Diabolical Curse or under the effects of one of your warlock spells, you can bid your patron conjure into your service either a death dog or a ghoul (your choice) into an unoccupied space within 30 feet. The creature rolls its own initiative, has its own turns, and obeys your verbal commands. The creature disappears after 1 minute, when you are knocked unconscious, or when it is reduced to 0 hit points.

At 15th level, you can have your patron conjure for you either a hell hound or a wight instead.

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

Blasphemous Act

At 10th level, you can siphon away divine power intended for the gods' chosen. At the end of each long rest, you gain a Channel Divinity feature. This feature must be from a cleric archetype and granted to clerics of 2nd level. Alternatively, you can instead gain Turn Undead with the benefit of the Command Undead empowerment.

Once you have used the chosen cleric feature, you can't use it again until you finish a short or long rest.

Hurl Through Hell

At 14th level, you can condemn a creature to see Hell in all its infernal glory. When you hit a creature with an attack, you can use this feature to instantly fling it through the most horrific vistas of the multiverse. The creature disappears until the end of your next turn, reappearing in the space it previously occupied, or the nearest unoccupied space. If the creature is not a fiend, it takes 10d10 psychic, fire, or cold damage (your choice). Once you have used this feature, you can't do so again until you finish a long rest.



Spellbound

Envoys of the Dreaming, knights of eladrin courts, victims of fey mischief, and tricksters of all stripes. The spellbound are people ensorcelled by the touch of the fey, driven into service by fate or devotion. The powers of these warlocks can come from being raised in fey-touched places, a fairy noble simply smiling upon them, the prize of some bargain they struck—or a toll extracted for their folly.

Rewoven With Magic

When you take this archetype at 1st level, your patron sews the powers of the fey into your being. You learn *druidcraft* as a bonus cantrip. Additionally, choose one of the following:

Quickling Sprint

You can use a bonus action to take the Dash or Disengage action. Once you have used this feature a number of times equal to your proficiency bonus, you can't do so again until you finish a short or long rest.

Spellbinder's Curse

You can use a bonus action to place a curse on a creature you can see within 30 feet. The curse lasts for 1 minute, and ends early if the target dies, you die, or you become incapacitated. The curse has the following effects:

- Choose lightning damage or thunder damage. When you deal damage against the cursed creature, it takes an additional 1d4 damage of the chosen type. This bonus increases by 1d4 at 10th level, and again at 15th and 20th level.
- You gain a pool of faerie dice, which begins empty. Each faerie die represents a bit of good fortune from your patron. When the cursed creature makes an ability check or attack roll with disadvantage, add one faerie die to this pool. You can spend a faerie die when making an ability check or attack roll to gain a 1d4 bonus. The pool disappears when you finish a short or long rest.

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

Mischievous Mobility

At 6th level, you learn new ways to travel which help you avoid—and find—trouble. Choose one of the following:

Can't Catch Me

When an attack misses you, you can use your reaction to teleport a distance up to your Speed. Once you have used this feature a number of times equal to your proficiency bonus, you can't do so again until you finish a long rest.

Fairy Dust

Your patron grants you a bag of fairy dust, which contains a number of uses equal to your proficiency bonus. You can use a bonus action to sprinkle this fairy dust on yourself or a creature within 15 feet. A creature benefiting from your fairy dust gains a fly speed of 30 feet (with the ability to hover) for 10 minutes.

A creature other than you attempting to use the fairy dust must succeed on an Arcana check equal to your spell save DC or it has no effect. When you finish a long rest, your previous bag of fairy dust disappears and you receive a new bag of fairy dust.

Toadstool Sanctuary

At 10th level, you gain the power to open a tiny fissure into the Dreaming which serves as a wellspring of revitalizing energy. When you are in a forest, woodlands, or other healthy greenspace, you can dance, sing, or chant for 1 minute to spring forth a circle of mushrooms in the unoccupied space around you. The mushroom circle can have a radius of up to 15 feet (minimum diameter 5 feet). Creatures resting in your toadstool sanctuary for 10 minutes gain the benefits of a short rest.

Your toadstool sanctuary lasts for 1 week, or until you use this feature again. Once you use this feature, you can't use it again until you finish a long rest. Creatures who benefit from your toadstool sanctuary cannot do so again for 24 hours.

Fairies' Retreat

At 14th level, you can instantly traverse the Dreaming to a place of hopeful refuge. You can use an action to teleport yourself and up to five willing creatures you can see within 30 feet, disappearing in flashes of bright color or a vortex of leaves. You each reappear no further than 1 mile away, in the nearest unoccupied space within 30 feet of your Toadstool Sanctuary, or a fairy ring or monolith consecrated to the fey which you have previously seen. If you are already at such a location when you use this feature, you and the creatures instead teleport into or return from the Dreaming.

Once you have used this feature, you can't do so again until you finish a long rest.

Warlock Spell List

As a warlock you may choose from the following spells.

Cantrips

Calculate (div): Instantly know the answer to any mathematical equation.
Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.
Dancing Lights (evo): Create up to four floating, magical lights.
Friends (enc): Gain an expertise die on a Charisma check.
Mage Hand (cjr): Conjure a hand to manipulate small objects.
Minor Illusion (ill): Create a small, limited illusion.
Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.
Prestidigitation (tra): Perform various minor magical tricks.
True Strike (div): Gain advantage on attacks against a single creature.

1st-Level

Air Wave (cjr): Cut through the air with a melee weapon to damage a creature within 30 feet.
Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.

Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.
Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.
Comprehend Languages (div): Use magic to better interpret languages you do not understand.
Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.
Expeditious Retreat (tra): Move much faster than normal.
Force Punch (evo): Use a blast of magic to punch a creature.
Illusory Script (ill): Hide a message with illusion.
Phantasmal Talons (enc): Sprout invisible talons of pure will from your fingers.
Protection from Evil and Good (abj): Protect a creature from certain creature types.
Searing Equation (enc): Whisper an alien equation that injures the minds of creatures and deafens them.
Unseen Servant (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.
Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Darkness (evo): Shroud an area in magical darkness.
Enthrall (enc): Monopolize a creature's attention.
Flex (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.
Hold Person (enc): Paralyze a humanoid.
Invigorated Strikes (tra): Increase the damage dealt by a creature's unarmed strikes and natural weapons.
Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.
Lemure Transformation (tra): Melt your body into a humanoid-shaped mass of liquid flesh.
Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.
Mirror Image (ill): Transform an area of terrain with a convincing, immersive illusion.
Misty Step (cjr): Teleport short distances in a puff of shimmering mist.
Ray of Enfeeblement (nec): Shoot a ray of necrotic damage that weakens a creature.
Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.
Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.
Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.
Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

3rd-Level

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.
Counterspell (abj): Interrupt another spellcaster as they cast a spell.
Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.
Dispel Magic (abj): End ongoing magical effects.
Fear (ill): Frighten creatures in a cone-shaped area.
Fly (tra): Grant a creature the ability to fly.
Gaseous Form (tra): Make a creature insubstantial and able to fly.
Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.
Magic Circle (abj): Create a protective cylinder of magic.
Major Image (ill): Create a large, realistic illusion.
Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.
Remove Curse (abj): Remove all curses from a creature.
Tongues (div): Understand any heard language and be understood by others you speak to.
Vampiric Touch (nec): Make a touch attack that drains life force and heals your wounds.

4th-Level

Banishment (abj): Send a creature to another plane.
Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.
Charm Monster (enc): Make a creature view you as a trusted friend.
Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Divination (div): Ask a higher power about the future.
Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.

5th-Level

Commune (div): Reach out to beyond the realms material to answer your questions.
Commune with Nature (div): Become one with nature to learn about the surrounding land.
Contact Other Plane (div): Risk your sanity in order to question an otherworldly being.
Dream (ill): Invade a creature's dreams to communicate with and possibly terrorize it.
Eldritch Cube (cjr): Summon a black, nonreflective, incorporeal cube that deals psychic damage to creatures that touch it.
Hold Monster (enc): Paralyze a creature.
Scrying (div): Observe a creature on the same plane of existence as you.

6th-Level

Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.
Conjure Fey (cjr): Summon a hag, hound, or redcap.
Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.
Eyebite (nec): Use a gaze attack to curse creatures.
Flesh to Stone (tra): Turn a creature to stone.
Infernal Weapon (cjr): Summon a weapon from Hell.
Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.
Planar Ally (cjr): Entreat cosmic forces for assistance and summon forth an ally—for a price.
True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.
Wall of Flesh (evo): Create a wall of squirming bodies, groping arms and tentacles, and moaning, biting mouths.
Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.
Etherealness (tra): Enter the border of the Ethereal Plane.
Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.
Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.
Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.
Sporesight (evo): Create a 50-foot radius cloud of spores that allow you to see everything in the area.
Unholy Star (cjr): Explode a meteor ripped from the sky into 4 fiery chunks that rain down fiery unholy energies.

8th-Level

Demiplane (cjr): Create a doorway to a dimension you create.
Dominate Monster (enc): Take over the mind of a creature.
Feeblemind (enc): Crush a creature's mind.
Glibness (tra): Gain a bonus to Charisma checks and lie even under magical detection.
Heart of Dis (nec): Magically replace your heart with one forged on the second layer of Hell.
Power Word Stun (enc): Stun a creature with a single word.

9th-Level

Astral Projection (nec): Travel the astral plane.
Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.
Imprisonment (abj): Imprison a creature with one of several powerful binding effects.
Power Word Kill (enc): Slay a creature with a single word.
Raise Hell (tra): Transform the land around you into a blasted hellscape.
True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.
Writhing Transformation (tra): Permanently transform your body into a mass of wriggling worms.

Wizard



In her secret lab the gnome necromancer examines her staff, a large ritual circle with the ingredients for a potent identify spell surrounding it. After hours pass with no reaction she suspects a small mistake has been made somewhere, carefully double checking the runes on the floor. A tiny footprint from a rat has smudged the circle. With a quick correction the magic in the room comes to life—the staff levitates, its sigils glowing, and she cackles as the secrets stored within it unfold before her.

Another obelisk has been uncovered in the archeological dig site. The dwarf excavator exclaims in wonder at his discovery as he uses a thick brush to clear away the dust and earth. Putting on his glasses, he pulls out a tattered old history volume and deciphers the old writings bit by bit. The carvings speak of arcane concepts, the celestial bodies, magical formulas and equations pertaining to time and space. The dwarf writes his findings down in his own spellbook. The puzzle pieces of this lost spell are within reach and all he needs now are the last two obelisks.

A puppet show is playing in the center of the plaza yet this is no ordinary performance, it is a spectacle of colors, summoned creatures, and illusory butterflies and fairies. Even the city guard's attention is drawn away—which is just what the tiefling magician needed. Sending up a single flare as part of a fireworks effect, the illusionist successfully distracts the guards from the noise of his companions breaking out of jail.

Wizards work in all manners of occupations, applying their unique understanding of magic to various kinds of work. Each pride themselves in their discoveries and they are always on the lookout for more spells to add to their repertoire. Some are quiet about their findings while others eagerly debate peers in a library over the perfect material components for spells, the most suitable for certain situations, and clever uses of common arcana. Studious wizards spend years upon years (often under strict teachers and buried in books) learning the basis and workings of the omnipresent force of magic. These mages commonly see magic as a means to power or as a way to enrich their mind. Whether they seek magical power for combat, utility, or both, for them understanding the world is the same as further mastering their control over supernatural forces.

Spellcraft Experts

While schools and instructors can bestow knowledge about the nature of magic and its applications, no one can quite teach how to use magic for it is a unique experience for each individual. Wizards might see magic as mathematical formulas, or describe the process as being more related to their

muscle-memory where practice makes perfect. Some see it as a tool to help them achieve more mundane goals, though those who pursue it as a field of study and dedicate their lives to understanding its nuances are no less practical in the application of the arcane.

Due to the infinite array of spells in existence most wizards specialize in schools of magic which they think are most pertinent to their work. However the idea that all fortune-tellers focus upon divination magic and magicians towards illusions are stereotypes, as arcane magic has greater flexibility than what their books detail. A spellcaster working in a quarry can easily adapt spells of flame to be used for controlled detonation, chemists often have a few necromantic tricks to heal burns, and many hedge wizards conjure helpers during the harvest season. For a spontaneous wizard, having a large selection in their spellbook means they may just find the odd but perfect solution to an unexpected problem.

Academic Minds

A wizard's understanding of magic and subjects related to magic is as much an arsenal as the spells they wield. In their pursuit of arcane knowledge wizards hone their researching skill such that few adventurers can match them—a wizard can be akin to a walking library from which others can easily obtain necessary esoteric knowledge. Other times, their observational talents and striking logic can piece together theories that others have never considered before. The same applies to searches in libraries and ruins, or carousing for the right information. A wizard's intellect can work in the most unexpected of ways to obtain the information or boon their companions need.

Creating a Wizard

When creating your wizard, it is paramount to consider what types of arcana they have studied. Are they amazed at the kinds of magic used to keep enemies at bay, or do they wish to unlock secrets that might revolutionize the world that they live in? Is tricking enemies with illusions or clever traps something you are fascinated by, or do you wish to study magical creatures or phenomena to find their purpose in the ecology of the world?

TABLE: WIZARD

LEVEL	PROFICIENCY BONUS	FEATURES	STUDIES KNOWN
1	+2	Spellcasting, Arcane Recovery	—
2	+2	Wizard Archetype	—
3	+2	Scholarly Excellence	—
4	+2	Ability Score Improvement, Elective Studies	1
5	+3	Signature Spell (1st-level)	1
6	+3	Wizard Archetype Feature	1
7	+3	Spell Study	1
8	+3	Ability Score Improvement	2
9	+4	Wizard's Flair	2
10	+4	Wizard Archetype Feature	2
11	+4	Signature Spell (2nd-level)	2
12	+4	Ability Score Improvement	3
13	+5	Bestow Magics	3
14	+5	Wizard Archetype Feature	3
15	+5	Arcane Defenses	3
16	+5	Ability Score Improvement	4
17	+6	Signature Spell (3rd-level)	4
18	+6	Spell Intensity	4
19	+6	Ability Score Improvement	4
20	+6	Archmage	5

There's no shortage of those who fear or hate the people that seek to control magic, and just as many keen to employ (perhaps by force) a wizard for their own means. Do you bear any ill will for those who might harm you for your pursuit of the arcane? Is there anything you would not do to attain greater magical power, or places you dare not tread, or secrets you feel must remain unknown?

CLASS FEATURES

As a wizard, you gain the following class features.

Hit Points

Hit Dice: 1d6 per wizard level

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

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

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, and quarterstaffs

Tools: One artisan's tool of your choice from alchemist's supplies, calligrapher's supplies, or cartographer's tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

You begin the game with 100 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Arcane Investigator's Set (Cost 81 gold):** Dagger, backpack, 4 candles, chalk, clothes (common), component pouch, spellbook, 2 vials
- **Mage Scholar's Set (Cost 89 gold):** Quarterstaff, abacus, clothes (fine), ink (1-ounce bottle), ink pen, orb arcane focus, 10 sheets of parchment, sack, spellbook
- **Traveling Mage's Set (Cost 86 gold):** Quarterstaff, backpack, bedroll, clothes (traveler's), component pouch, flask of oil, lantern (hooded), mess tin, spellbook

Spellcasting

At 1st level you have a spellbook containing the written spells you study. You use your spellbook to cast your spells.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard Spells table. Additionally, you know the *prestidigitation* cantrip.

Spellbook

At 1st level, your spellbook contains six 1st-level wizard spells of your choice. Your spellbook contains all of the wizard spells you know, except your cantrips, which you maintain in your memory.

Preparing and Casting Spells

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

You prepare the list of wizard spells that are available for you to cast, choosing from the wizard spell list. When you do so, choose a number of wizard spells written in your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

Casting spells doesn't remove them from your list of prepared spells.

You can change your list of prepared spells whenever you finish a long rest by studying your spellbook for at least 1 minute per spell level for each spell on your list.

TABLE: WIZARD SPELLS

		SPELL SLOTS PER LEVEL								
LEVEL	CANTRIPS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1	3	2	—	—	—	—	—	—	—	—
2	3	3	—	—	—	—	—	—	—	—
3	3	4	2	—	—	—	—	—	—	—
4	4	4	3	—	—	—	—	—	—	—
5	4	4	3	2	—	—	—	—	—	—
6	4	4	3	3	—	—	—	—	—	—
7	4	4	3	3	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	4	4	3	3	3	1	—	—	—	—
10	5	4	3	3	3	2	—	—	—	—
11	5	4	3	3	3	3	1	—	—	—
12	5	4	3	3	3	3	1	—	—	—
13	5	4	3	3	3	3	1	1	—	—
14	5	4	3	3	3	3	1	1	—	—
15	5	4	3	3	3	3	1	1	1	—
16	5	4	3	3	3	3	1	1	1	—
17	5	4	3	3	3	3	1	1	1	1
18	5	4	3	3	3	3	1	1	1	1
19	5	4	3	3	3	3	2	1	1	1
20	5	4	3	3	3	3	2	2	1	1

Spellcasting Ability

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

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook.

Spellcasting Focus

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

Learning Spells of 1st-Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spell-

book for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard Spells table.

Your Spellbook

As you research magic and spells, you will add new spells to your spellbook. You might find spells during your adventures, such as spells from other spellcasters' spellbooks, or spells recorded on scrolls.

Copying a Spell into the Book. When you find a wizard spell of 1st-level or higher, you can add it to your spellbook if it is of a spell level that you can prepare, and if you take the time to decipher and copy it.

Copying a spell into your spellbook involves reproducing the instructions of the spell, as well as deciphering any notation or cipher used by the wizard who wrote it. You must also practice the spell until you comprehend any words, sounds, gestures, or materials required to use the spell. Finally, you transcribe the spell into your own spellbook, with any notation or cipher you wish to write it with.

For each level of the spell, the process takes 2 hours and costs 50 gold. The cost represents material components you utilize as you experiment with the spell to master it, as well as the fine inks you use to record it into your spellbook.

Once you have spent this time and money, you can prepare the spell like any other spell in your spellbook.

Replacing the Book. You can copy a spell from your own spellbook into another book, in the case that you want to create a backup copy of your spellbook. This is similar to copying a new spell into your spellbook, but simpler and quicker since you understand your own notation and already know how to cast the spell. You spend 1 hour and 10 gold per level of copying your own spells.

If you lose your spellbook, you can use the same procedure to transcribe spells that you have prepared into a new spellbook.

The Spellbook's Appearance. Your spellbook is as unique as you want it to be, and can have its own decoration, including margin notes and addendums made by you. It could be a simple, leather-bound book, or it can be finely-bound, gilded, leaflets stored in a box, or made of unique materials as well.

Arcane Recovery

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th-level or higher.

Wizard Archetype

At 2nd level, you choose a tradition of magic that you have dedicated your studies to. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.



Scholarly Excellence

At 3rd level, you have a particular set of skills that sets you a cut above a novice mage. Choose one of the following:

Academic

You've got a whole lot of book smarts. You gain 4 specialties from Arcana, Culture, Engineering, History, Nature, and Religion. Unlike normal, academic specialties may be taken twice (increasing the specialty's expertise die to 1d6).

In addition, when you use either Deception or Persuasion to make a point related to an academic specialty, you gain your expertise die from the specialty and use Intelligence for your ability check.

Ritual Efficiency

When you cast a spell as a ritual, you only add 1 minute to the casting time (instead of 10 minutes).

Rote Memorization

Choose one cantrip which has a casting time of 1 action and doesn't deal damage. You can cast that cantrip as a bonus action without any seen or material components a number of times equal to your proficiency bonus. You regain all expended uses of this feature when you finish a long rest, and can switch the cantrip associated with this feature each time you gain a wizard level.

Elective Studies

Your study of magic has uncovered unique ways to explore the world. At 4th level you gain one elective study of your choice. Elective studies are detailed at the end of the class description. The Studies Known column of the Wizard table shows when you learn more elective studies. Unless otherwise noted, you can gain each study only once.

Ability Score Improvement

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

Signature Spells

At 5th level, you have developed your spellcasting skill and honed it into spells that you consider to be your Signature Spells.

Choose one 1st-level wizard spell that is in your spellbook. You always have this spell prepared, it doesn't count toward your maximum prepared spells, and you can cast this spell at its lowest level without expending a spell slot. Once you have cast a Signature Spell in this way, you must finish a short or long rest before you can do so again.

At higher levels, you gain additional Signature Spells, each of which you can cast once between rests. At 11th level, you can choose one 2nd-level Signature Spell. At 17th level, you can choose one 3rd-level Signature Spell. Each time you gain a level in this class, you can replace one of your Signature Spells with another of the same level.

Spell Study

At 7th level, you learn to hone your magic and spells to new power levels thanks to your dedicated studies. Choose one Spell Study that reflects what you have dedicated your arcane studies to.

Arcane Objects

When you touch a magic item, either willingly or when hit by it, you are immediately aware that it's magical. If you hold such an item in your hand, you can cast *identify* on it as an action without spending a spell slot, even if you don't have the spell prepared.

In addition, when you cast *identify* using a spell slot or as a ritual, you also learn if the item is cursed, and the Narrator will give you a hint as to the curse's effects (which may be cryptic and vague, but must not be a lie).

Detective Spell Study

You are adept at sensing magic and its effects. If there are active magical effects near you, such as a spell effect on an object or a spell effect in an area, you automatically sense its presence. You don't know what spell effects there are or where they are, but you can automatically sense the effect of magic in a 20-foot radius around you.

In addition, you have honed your detection spells. Add *detect magic* and *detect thoughts* to your spellbook if they weren't already there. Whenever you cast *detect magic*, the range that you can sense magic is increased to 60 feet. Whenever you cast *detect thoughts*, the range of creatures that you can read thoughts from is increased to 60 feet.

Fauna and Flora

Your research into plants, wildlife, and the natural workings of magic grants you superior insights into the magic of living creatures and flora. When a plant or beast makes a saving throw against a spell that you cast, it makes the saving throw with disadvantage.

Wizard's Flair

At 9th level, you have created a flair that you use when casting spells. Choose a flair from the options below. When you finish a long rest, you may replace your flair with another.

Whenever you cast a spell of 1st-level or higher, you can choose to cast it with your flair. You can do so again when you finish a short or long rest.

Awe and Wonder

Choose one creature affected by the spell. It must succeed on a Wisdom saving throw or be charmed by you until the end of its next turn. While charmed in this way, it is incapacitated, has a movement speed of 0, and does nothing but stare blankly at the dazzling effects of your magic. If it takes any damage or is forced to make another saving throw, the charm effect ends.

Terror

Choose one creature within 30 feet that can see you when you cast the spell. It must succeed on a Wisdom saving throw or become frightened of you until the end of its next turn. While frightened in this way, it starts its turn by using its full movement to get away from you in the most direct manner possible, avoiding obvious hazards along the way.

Brilliance

Choose one creature within 30 feet that can see you when you cast the spell. It must succeed on a Constitution saving throw or be blinded until the end of its next turn.

Warding

After casting the spell, until the start of your next turn, a creature who attempts to attack you must make a Wisdom saving throw. On a failure, it must choose a new target or waste its attack.

Bestow Magics

At 13th level, your understanding of magic is so thorough that you can even grant it to others. You can spend 1 minute touching a willing creature and concentrating, spending a spell slot of 3rd-level or lower. When you do, choose a spell you have prepared of that level or lower. The creature can cast the spell using the slot you expended, following its normal rules for casting time, spell components, range, and concentration, but using your spellcasting ability modifier, spell attack modifier, and spell save DC. You can only have one spell imbued at a time, and if you bestow a spell upon a different creature the previous spell dissipates, its magic unspent and the spell slot used to imbue it expended.

Arcane Defenses

At 15th level, your training has granted you certain protections against magic. Choose one of the following:



Mental Discipline

Your mind is sheltered from intrusion. When you fail an Intelligence, Wisdom, or Charisma saving throw, you can choose to succeed instead. You can't do so again until you finish a short or long rest.

Mystic Mantle

Magic layers upon you into a defensive ward that you can extend to even protect your allies. You and creatures within 10 feet of you have resistance to the damage of spells.

Superior Countermagic

When you make an ability check as part of casting *counterspell* or *dispel magic*, you add your proficiency bonus to the roll.

In addition, when you cast one of these spells, treat the spell slot level of the spell as one level higher than the actual slot you spent. The slot you use to cast the spell must still be at least 3rd-level.

Spell Intensity

At 18th level, you gain new ways to intensify the power of your spells, sometimes at cost to yourself. Choose one of the following features, which can be used to augment your wizard spells of 5th-level or lower. You must choose whether or not to augment the spell when you declare you're casting it, before any rolls are made.

The first time you use this feature to augment a spell, you suffer no adverse effect. If you use this feature again before finishing a long rest, your current and maximum hit points are both reduced by 1d12 per level of the spell augmented (cantrips count as 1st-level spells for this purpose). This reduction lasts until you finish a long rest.

Binding

After you have affected a creature with a spell that has a duration and it is able to end the spell's effect on itself with a successful saving throw, it must succeed on that saving throw twice to end the effect.

Burn

Any creature that takes damage from the spell takes that damage again at the start of your next turn, unless a *dispel magic* spell of any level is cast on it before then or it's in an *anti-magic field* at the time.

Chain

When you cast a spell that can normally only target a single creature, it can also target up to 2 more creatures within 15 feet of the initial target.

Duality

When you cast a spell that requires concentration while already concentrating on another spell, you can maintain concentration on both spells simultaneously. If you're forced to make a Constitution saving throw to maintain concentration, the minimum DC is 10 + the combined levels of the two spells. On a failure, both spells end.

Overchannel

When you would roll damage for a spell, you instead deal maximum damage with that spell.

Swift Signature

At 19th level, you're especially efficient with your Signature Spells. When you cast a spell that has a casting time of 1 action using your Signature Spell feature, you can cast it as a bonus action instead.

Archmage

At 20th level, you have achieved a rare level of achievement and prestige, gaining the following features.

Magesight

Your eyes become attuned to the supernatural. You cannot be blinded, and you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

When you can see a creature use Spellcasting to cast a spell you instinctively know what spell is being cast before the casting is complete. This does not tell you what level spell slot is being used to cast the spell.

True Magician

When you have a 1st-level wizard spell prepared, you are able to cast it as a 1st-level spell without expending a spell slot.

Elective Studies

When you gain access to a new elective study, choose one of the following. Some studies have requirements, such as minimum wizard level, or another study. You must meet those requirements before you can choose that study.

Air Lift

You can use an action to increase your vertical jump distance to 15 feet until the end of your turn. When you jump in this way, you can also glide with the updraft, allowing you to move 10 feet horizontally for every 5 feet you descend vertically.

Detect Magic Savant

Prerequisite: Able to cast detect magic

Whenever you cast *detect magic*, you can choose one of the following benefits to amplify the spell.

Lengthened Detect Magic. The duration of *detect magic* is increased by 10 minutes.

Extended Detect Magic. The detection radius of *detect magic* is increased by 30 feet.

Penetrating Detect Magic. The spell can penetrate most barriers, and it is only blocked by 2 feet of stone, 2 inches of common metal, a 1-inch sheet of lead, or 6 feet of wood or dirt.

Eidetic Memory

Your memory is nearly perfect. You can accurately recall anything you've read or seen in the past month. Additionally, when retreading a travel route you've traveled in the past month, you have advantage on ability checks made against environmental hazards on that route, unless the landscape has been significantly altered in that time.

Illusion Detective

Prerequisite: At least one illusion spell in your spellbook.

You have advantage on Investigation checks and Intelligence saving throws made against illusion. When you succeed on an ability check or saving throw to see through an illusion, all allies within 30 feet of you gain advantage on checks to see through that illusion for the next minute.

Loremaster of Creatures

You are well-studied on naturally occurring creatures of the world. When you choose this study, choose one creature type: beasts, constructs, dragons, elementals, fey, fiends, giants, oozes, plants, or undead. This creature type becomes your Loremaster Creature Specialty. When you encounter a creature of the same type as your Loremaster Creature Specialty, you automatically know any history, legends, or myths related to it.

Loremaster of Travel

You are well-travelled and well-studied. You have advantage on History checks to recall information relating to myths and legends that are location-based. In addition, when you arrive at a settlement for the first time, choose one of the following subjects: culture, etiquette, government, or populace. The Narrator will give you a useful fact about that subject. You can take an expertise die on ability checks related to that subject in this settlement.

Persistent Mending

Prerequisite: The ability to cast mending

When you finish a long rest, choose up to 6 creatures who rested with you, including yourself. Choose one piece of their equipment to enchant with a persistent mending effect. The chosen item instantly fixes itself if it becomes damaged. If you choose an item from the following list, it also grants an additional benefit. This effect lasts for 12 hours.

Coat. Choose either hot or cold weather. The creature gains an expertise die on Constitution saving throws made to resist the effect of that kind of weather.

Goggles. The creature's vision can never be reduced to less than 20 feet due to inclement weather.

Shoes. The creature gains an expertise die on Constitution saving throws made to undertake a forced march.

Presto, Prestidigitation!

Prerequisite: The ability to cast prestidigitation

If you are not actively casting *prestidigitation* or concentrating on a spell, the magic of *prestidigitation* is always keeping you, your clothes, and your gear sparkling clean.

The following effects are added to the list of options you can choose from when you cast *prestidigitation*.

- You transmute a small piece of string in your hands into a sturdy 30-foot long rope. For the duration, it functions as a regular hempen rope.
- Using the heads side of a coin like a lens, you can hold the coin over one of your closed eyes and see through it. While looking through the coin in this way, you gain darkvision to a range of 30 feet. The coin's darkvision effect ends when the spell ends.
- A pebble you touch becomes a sensor that you can use to see through. For the duration as long as you are within 10 feet of the pebble, you can use an action to see through the pebble to a range of 30 feet. While seeing through the pebble, you are blinded and deafened with regard to your own senses.
- On a piece of parchment or paper, you can create an exact copy of another piece of parchment or paper, including any writing, drawings, or other markings that appear on the original. The paper does not change size to accommodate any differences in size between the two. The copy you create lasts for the duration of this spell, and disappears when the spell ends.

WIZARD ARCHETYPES

Wizards are much more than the list of spells they've scribed onto the pages of their spellbook. Although the magics that each employ play a large role in defining who they are as a mage, the techniques with which they amplify or transform their arcana are far more telling as to what sort of wizard they really are.

Arcanist

These wizards embody the traditional ideals of a mage, studying the eight classical schools of magic and their methods. They usually come to their magics by way of a mentor or schooling, where they learned the arcane arts from a pragmatic, historical lens.

Scholarly Specialty

When you choose this archetype at 2nd level, choose one classical school of magic as your Scholarly Specialty: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. The gold and time you must spend to copy spells from this school into your spellbook is halved. If a feature refers to your chosen school, it refers to the school selected in this feature.

Esoteric Talent

Also at 2nd level, you gain one of the following benefits, which represents a minor talent you've picked up over the course of your studies.

Bend Magic

When you cast a wizard spell with an instantaneous duration that deals damage to an area, you can choose a number of creatures equal to your Intelligence modifier in the area that you can see. The chosen creatures take no damage from the spell.

Flash of Insight

You can use a bonus action to roll a d20, record the result, and choose a creature you can see within 30 feet. The next time that creature makes an attack roll, ability check, or saving throw, it takes that d20 result instead of rolling. If you use this feature again before finishing a short rest, you must sacrifice a spell slot of 1st-level or higher to do so.

Quick Step

After you cast a wizard spell of 1st-level or higher, you can immediately move up to 15 feet without provoking opportunity attacks or spending any of your normal movement.

Refined Learning

At 6th level, you've developed an impressive expertise in spells of your chosen school. Choose one of the following benefits:

Arcane Armor

When you cast a wizard spell of 1st-level or higher, you store some of its magic to protect yourself, gaining temporary hit points equal to twice the level of the spell, or three times the spell's level if the spell is from your chosen school. Instead of gaining these temporary hit points yourself, you can use your reaction to grant them to a creature within 30 feet.

Energy Retention

When you expend a spell slot of 2nd-level or higher to cast a wizard spell from your chosen school, you regain one expended spell slot. The regained spell slot must be of a level no more than half the level of the expended spell slot.

War Magic

When you deal damage with a wizard spell from your chosen school, you deal additional damage equal to your Intelligence modifier on the first damage roll for that spell.

Superior Talent

At 10th level, you've discovered even greater ways to use your magic to your advantage. Choose one of the following benefits:

Perfect Control

When concentrating on a wizard spell of your chosen school, you only need to roll to maintain concentration when you take damage from an attack, effect, or spell equal to or greater than your Intelligence score + your wizard level.

Secondary Learning

Choose a second school to count as your Scholarly Specialty, and an additional feature from either Esoteric Talent or Refined Learning.

Splinter Spell

When you cast a wizard spell from your chosen school that only affects one creature, you can have it affect an additional creature within range. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Specialized Mastery

At 14th level, you've reached the pinnacle of your chosen magics. Choose one of the following benefits:

Battle Hardiness

When concentrating on a wizard spell from your chosen school, you reduce incoming bludgeoning, piercing, and slashing damage by an amount equal to the level of the spell.

Heightened Potency

When you cast a wizard spell from your chosen school, it is always treated as though it were cast with a spell slot one level higher (maximum 9th-level) than the one you used, so long as you expended a spell slot to cast it. The slot you use to cast the spell must still be at least equal to the level of the spell.

Precise Understanding

When you see a creature cast a spell from your chosen school, you automatically know what spell it's casting. You also have advantage on saving throws against spells.

Mage

Dabbling in all schools of magic, mages are generalist wizards. Their training is often less formal than arcanists but still involves a lot of research and study to master. Despite their non-standard education, mages don't suffer in their command of magical secrets.

Broad Knowledge

As a generalist, you have some basic competence in all schools of magic. At 2nd level when you choose this archetype, the cost of copying spells into your spellbook is reduced to 40 gold per level of the spell (instead of 50 gold).

Flexible Thinking

Also at 2nd level, you can use an action to replace one spell you have prepared with any other spell in your spellbook. You regain the ability to do so when you finish a short or long rest.

Flux

At 6th level, you gain the ability to bend your magic in flexible, constantly-changing ways. When you finish a short or long rest, you can choose a benefit from the following list. You can expend your Flux to use that benefit.

When you cast a spell of 1st-level or higher, you can change your benefit to a different one, recharging your Flux. Otherwise your Flux recharges when you finish a short or long rest.

Ad Hoc Defense. When you take damage, you can use your reaction to reduce the damage by an amount equal to your proficiency bonus.

Elusive. You can use a bonus action to teleport 15 feet to a space you can see.

Reactive Ward. When you make a saving throw, you can use your reaction to add your Intelligence modifier to the result. You may do so after the roll is made, but before any effects of it are resolved.

Spell Intensity. When you deal damage with a spell, you can increase the first damage roll of that spell by an amount equal to your Intelligence modifier.

Fluent Control

At 10th level, you can use your Flexible Thinking feature as a bonus action (instead of an action).

In addition, you add your Intelligence modifier to Constitution saving throws made to maintain concentration on spells.



Multitalented

At 14th level, you have an incredible breadth of magical understanding. When you see a creature cast a spell of a level equal to or lower than your Intelligence modifier, you automatically know what spell it is.

In addition, choose one Flux effect. The chosen effect doesn't interfere with your normal use of Flux and can be used an unlimited number of times. When you gain a level in this class, you can replace it with a different Flux effect.

Pyromancer

The wizard most classically associated with war, pyromancers can manipulate powerful conflagrations against their foes. Despite its roots in battle however, these mages are often far more complex than many expect—much like how fire destroys but also gives warmth, pyromancers tend to be highly spiritual and understand the cycle of creation and destruction more intimately than any other wizard.

Cleansing Fire

When you choose this archetype at 2nd level, you learn how to use flame to not just harm but heal. When you expend a spell slot to cast a spell of 1st-level or higher that deals fire damage, you can choose one creature that would take damage from the spell. Instead of taking damage from the spell, it is healed for a number of hit points equal to the spell's level plus your proficiency bonus.

Rituals of Fire

Also at 2nd level, you can peer into flames to learn of what lies ahead. By spending 10 minutes meditating while staring into a flame that fills at least a 5-foot cube, you can cast *augury* without spending any spell slots.

At 6th level, by burning an object with a connection to a creature and spending 10 minutes in meditation, you can cast *locate creature* in this way.

At 10th level, by creating a fire large enough to fully immerse yourself in and stepping into it (taking no damage), you can cast *dream*, with yourself as the messenger. If the fire goes out before you end the spell, you take 4d6 psychic damage and the spell ends. After casting it in this way, you cannot do so again until you finish a short or long rest.

Clinging Flames

At 6th level, when you cast a spell that deals fire damage and forces a saving throw, creatures that fail their first saving throw against it suffer ongoing fire damage equal to your Intelligence modifier. At the start of each of its turns a creature repeats the saving throw, ending the ongoing fire damage on a success.

Blazing Mastery

At 10th level, your flames can scorch even those typically resilient to them. Fire damage from your spells treats immunity to fire as though it were fire resistance, and ignores fire resistance entirely. Additionally, you gain resistance to fire damage, and you ignore fire damage dealt by your own spells.

Offerings in Kind

At 14th level, you can seek the aid of higher powers in your time of need. As an action, you urge the spirits of fire to intervene, and roll 1d100. If the result is equal to or lower than your wizard level, the intervention comes immediately. If not, the spirits make a demand in turn (which may be a high price) and do not intervene until the price is paid. The Narrator determines the price, and the exact nature of the intervention, though a wizard spell of any level is usually appropriate. If intervention occurs, this feature can't be used again for 7 days. Otherwise, you can try again after a long rest. The complete scope of this power is dependent on the Narrator's discretion—for a high enough price, anything is possible.

Finally, your insight into fire magic deepens as a result of your connection to fire spirits. If you can find a written record of it, you can copy any fire spell into your spellbook as if it were a wizard spell. Once you do, it is a wizard spell for you.



Wizard Spell List

As a wizard you may choose from the following spells.

Cantrips

Acid Splash (cjr): Conjure a localized bubble of acid that splashes over creatures.
Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.
Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.
Calculate (div): Instantly know the answer to any mathematical equation.
Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.
Dancing Lights (evo): Create up to four floating, magical lights.
Fire Bolt (evo): Shoot a flame at a creature to deal fire damage.
Friends (enc): Gain an expertise die on a Charisma check.
Light (evo): Enchant one object to emit light.
Mage Hand (cjr): Conjure a hand to manipulate small objects.
Mending (tra): Perform simple repairs on an object.
Message (tra): Send short messages to other creatures.
Minor Illusion (ill): Create a small, limited illusion.
Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.
Prestidigitation (tra): Perform various minor magical tricks.
Ray of Frost (evo): Shoot a ray of cold damage that slows a creature.
Shocking Grasp (evo): Deal lightning damage to a creature within reach.
True Strike (div): Gain advantage on attacks against a single creature.

1st-Level

Alarm (abj): Set a magical warning against intrusion.
Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.
Burning Hands (evo): Shoot forth a sheet of flames from your hands, damaging creatures in a cone.
Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Color Spray (ill): Create a flash of brilliant colored light, blinding creatures in front of you.
Comprehend Languages (div): Use magic to better interpret languages you do not understand.
Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.
Detect Magic (div): Sense the presence and school of magical auras.
Disguise Self (ill): Create an illusion that makes you appear like another humanoid.
Expeditious Retreat (tra): Move much faster than normal.
False Life (nec): Gain temporary hit points.
Feather Fall (tra): Reduce or eliminate damage from falling.
Find Familiar (cjr): Summon a magical creature to aid you.
Floating Disk (cjr): Create a floating platform which can carry up to 500 pounds.
Fog Cloud (cjr): Create an area of fog.
Grease (cjr): Coat an area in grease, making it hard to move through.
Hideous Laughter (enc): Cripple a creature with humor.
Identify (div): Divine the nature of an enchanted item.
Illusory Script (ill): Hide a message with illusion.
Jump (tra): Imbue a creature with astonishing leaping abilities.
Longstrider (tra): Increase a creature's Speed.
Mage Armor (abj): Magically increase your AC.
Magic Missile (evo): Shoot bolts of arcane energy certain to hit one or more creatures.
Protection from Evil and Good (abj): Protect a creature from certain creature types.
Searing Equation (enc): Whisper an alien equation that injures the minds of creatures and deafens them.
Shield (abj): Create a temporary barrier of arcane energy around yourself.
Silent Image (ill): Create an illusion that can move but has no other sensory details.
Sleep (enc): Cause enemies to fall into a magical slumber.
Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.
Traveler's Ward (abj): Protect a creature from pickpockets.
Unseen Servant (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.
Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Acid Arrow (evo): Create a magical arrow that covers a creature or object in acid.
Alter Self (tra): Use magic to warp your body.
Arcane Lock (abj): Make a nearly permanent magical lock.
Arcanist's Magic Aura (ill): Disguise the true magical nature of an object or creature.
Blindness/Deafness (nec): Strike a creature blind or deaf.
Blur (ill): Cloak yourself in distortion, imposing disadvantage on attacks against you.
Continual Flame (evo): Create a torch-like flame that can't be extinguished.
Darkness (evo): Shroud an area in magical darkness.
Darkvision (tra): Grant a creature the ability to see in the dark.
Deadweight (tra): Greatly increase the weight of an object.
Detect Thoughts (div): Read the minds of nearby thinking creatures.
Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.
Enlarge/Reduce (tra): Increase or decrease a creature's size.
Flaming Sphere (cjr): Create and control a 5-foot diameter burning sphere.
Gentle Repose (nec): Prevent a corpse from decaying or being raised as undead.
Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.
Hold Person (enc): Paralyze a humanoid.
Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.
Knock (tra): Open a locked object.
Lemure Transformation (tra): Melt your body into a humanoid-shaped mass of liquid flesh.
Levitate (tra): Cause one creature or object to float.
Locate Object (div): Know the whereabouts of a specific, nearby object.

Magic Mouth (ill): Enchant an object to repeat a message in certain circumstances.
Magic Weapon (tra): Imbue a weapon with magic, making it more powerful.
Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.
Mirror Image (ill): Transform an area of terrain with a convincing, immersive illusion.
Misty Step (cjr): Teleport short distances in a puff of shimmering mist.
Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.
Ray of Enfeeblement (nec): Shoot a ray of necrotic damage that weakens a creature.
Rope Trick (tra): Create a pocket dimension at the end of a suspended rope.
Scorching Ray (evo): Shoot rays of fire damage able to target multiple creatures.
See Invisibility (div): See invisible creatures and objects.
Seed Bomb (cjr): Conjure 4 seeds and imbue them with a variety of explosive effects.
Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.
Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.
Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.
Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.
Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.
Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.
Web (cjr): Conjure a 20-foot cube or 5-foot layer of sticky webbing that restrains creatures and is flammable.

3rd-Level

Animate Dead (nec): Create undead to do your bidding.
Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.
Blink (tra): Have a 50% chance of vanishing each turn to avoid being harmed.
Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.
Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.
Counterspell (abj): Interrupt another spellcaster as they cast a spell.
Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose are able to see.
Dispel Magic (abj): End ongoing magical effects.
Fear (ill): Frighten creatures in a cone-shaped area.
Fireball (evo): Engulf an area in a blast of flame that deals 6d6 fire damage.
Fly (tra): Grant a creature the ability to fly.
Gaseous Form (tra): Make a creature insubstantial and able to fly.
Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.
Haste (tra): Allow a creature to move and act more quickly.
Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.
Lightning Bolt (evo): Shoot lighting through multiple enemies.
Magic Circle (abj): Create a protective cylinder of magic.
Major Image (ill): Create a large, realistic illusion.
Nondetection (abj): Hide a person, place, or thing from divination magic for 8 hours.
Phantom Steed (ill): Conjure an ephemeral creature to use as a mount.
Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.
Remove Curse (abj): Remove all curses from a creature.
Sending (evo): Send a short message to another creature, no matter their location.
Slow (tra): Slow time for 6 creatures, making them sluggish and vulnerable.
Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.
Tiny Hut (evo): Create an immobile dome of protective force that shelters the party.
Tongues (div): Understand any heard language and be understood by others you speak to.

Vampiric Touch (nec): Make a touch attack that drains life force and heals your wounds.
Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.
Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.
Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.

4th-Level

Arcane Eye (div): Use a magical eye to invisibly scout.
Banishment (abj): Send a creature to another plane.
Black Tentacles (cjr): Summon forth tentacles from the ground to restrain and damage creatures.
Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.
Charm Monster (enc): Make a creature view you as a trusted friend.
Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.
Conjure Minor Elementals (cjr): Summon one, two, or three elementals.
Control Water (tra): A body of water moves at your command.
Dimension Door (cjr): Teleport yourself and one willing creature great distances.
Fabricate (tra): Magically transform raw materials into finished items.
Faithful Hound (cjr): Summon a stationary, invisible magical guard dog.
Fire Shield (evo): Gain resistance to and deal fire or cold damage to creatures that hit you.
Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.
Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.
Ice Storm (evo): Batter an area with massive shards of ice.
Locate Creature (div): Know the whereabouts of a specific, nearby creature.
Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.
Phantasmal Killer (ill): Manifest a creature's fears, causing it to take damage and become frightened.
Polymorph (tra): Temporarily transform a creature into another creature.
Private Sanctum (abj): Secure an area from spying and intrusion.
Rage of the Meek (tra): Become a fearsome arcane-empowered warrior.
Resilient Sphere (evo): Create an impenetrable sphere of energy around a creature.
Secret Chest (cjr): Hide a storage chest in the Ethereal Plane and recall it at will.
Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.
Stoneskin (abj): Make a creature resistant to weapon damage.
Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th-Level

Animate Objects (tra): Create constructs to smite foes.
Arcane Hand (evo): Conjure a magical hand that crushes, grapples, slaps, and wards away enemies.
Cloudkill (cjr): Create a cloud of poisonous fog that obscures the area and damages creatures.
Cone of Cold (evo): Create a blast of frigid air, dealing damage in a cone.
Conjure Elemental (cjr): Summon a bound elemental to aid you.
Contact Other Plane (div): Risk your sanity in order to question an otherworldly being.
Creation (ill): Create from shadow-stuff a physical object no larger than a 5-foot cube.
Dominate Person (enc): Take over the mind of a humanoid.
Dream (ill): Invade a creature's dreams to communicate with and possibly terrorize it.
Eldritch Cube (cjr): Summon a black, nonreflective, incorporeal cube that deals psychic damage to creatures that touch it.
Geas (enc): Give a creature a command with an extremely long duration.
Hold Monster (enc): Paralyze a creature.
Legend Lore (div): Magically obtain knowledge about a creature or topic.

Mislead (ill): Confuse those around you by replacing yourself with a duplicate.
Modify Memory (enc): Alter a creature's memory.
Passwall (tra): Create a hole in certain surfaces for easy passage.
Planar Binding (abj): Force a creature from another plane of existence to become your servant.
Scrying (div): Observe a creature on the same plane of existence as you.
Seeming (ill): Craft an illusory appearance for as many creatures as you choose.
Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.
Telekinesis (tra): Use the power of thought to move a creature or object.
Telepathic Bond (evo): Create a telepathic link between creatures.
Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.
Wall of Force (evo): Create a wall of invisible force in the shape of a hemisphere, sphere, or flat surface that is almost invulnerable.
Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.
Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th-Level

Chain Lightning (evo): Fire a bolt of lightning that arcs to multiple foes.
Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.
Contingency (evo): Prepare a spell to trigger under certain conditions.
Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.
Disintegrate (tra): Use a magical ray to disintegrate a creature or object.
Eyebite (nec): Use a gaze attack to curse creatures.
Flesh to Stone (tra): Turn a creature to stone.
Freezing Sphere (evo): Unleash an arctic blast that deals 8d8 cold damage and freezes water in the area.
Globe of Invulnerability (abj): Create a sphere protected from outside magic.
Guards and Wards (abj): Ward an area, making it difficult to traverse for those that you do not permit.
Instant Summons (cjr): Enchant an item so that it can be summoned with a word.
Irresistible Dance (enc): Cripple a creature with the urge to dance.
Magic Jar (nec): Move your soul into a jar in order to possess another creature.
Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.
Move Earth (tra): Bend the earth to create permanent changes to the terrain.
Programmed Illusion (ill): Set an illusion that triggers once a specified condition is met.
Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.
True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.
Wall of Flesh (evo): Create a wall of squirming bodies, groping arms and tentacles, and moaning, biting mouths.
Wall of Ice (evo): Create a wall of ice in the shape of a hemisphere, sphere, or flat surface that deals cold damage.
Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Angel Paradox (evo): Deal 40 radiant damage that ignores resistances and protects a corpse from being turned into undead.
Arcane Sword (evo): Create a deadly sword-shaped force that attacks at your command.
Delayed Blast Fireball (evo): Create a fiery explosion that deals more damage the longer it is held before release.
Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.
Etherealness (tra): Enter the border of the Ethereal Plane.

Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.
Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.
Inescapable Malady (nec): Infect a creature with an arcane disease.
Magnificent Mansion (cjr): Create a magnificent extradimensional dwelling.
Mirage Arcane (ill): Transform an area of terrain with a convincing, immersive illusion.
Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.
Prismatic Spray (evo): Unleash a kaleidoscopic cone of energy that deals various types of damage and harmful effects.
Project Image (ill): Create an illusionary duplicate you can sense through.
Reverse Gravity (tra): Reverse the gravity of a specific area.
Sequester (tra): Place a willing creature in suspended animation and hide them away.
Simulacrum (ill): Create a copy of a creature.
Sporesight (evo): Create a 50-foot radius cloud of spores that allow you to see everything in the area.
Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.
Teleport (cjr): Teleport one or more creatures instantly across vast distances.
Unholy Star (cjr): Explode a meteor ripped from the sky into 4 fiery chunks that rain down fiery unholy energies.

8th-Level

Antimagic Field (abj): Negate magic within a small area.
Antipathy/Sympathy (enc): Create an attraction or distaste in intelligent creatures.
Clone (nec): Create a duplicate of a creature that awakens upon the original's death.
Control Weather (tra): Alter the weather in a 5-mile radius.
Demiplane (cjr): Create a doorway to a dimension you create.
Dominate Monster (enc): Take over the mind of a creature.
Feeblemind (enc): Crush a creature's mind.
Heart of Dis (nec): Magically replace your heart with one forged on the second layer of Hell.
Incendiary Cloud (cjr): Create a roiling cloud of fire and ash that immolates all within it.
Maze (cjr): Banish a creature to a maze contained within its own demiplane.
Mind Blank (abj): Prevent a creature's mind from being read.
Power Word Stun (enc): Stun a creature with a single word.
Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th-Level

Astral Projection (nec): Travel the astral plane.
Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.
Gate (cjr): Create a portal to another plane.
Imprisonment (abj): Imprison a creature with one of several powerful binding effects.
Meteor Swarm (evo): Cause fiery spheres to fall from the sky for up to a mile.
Power Word Kill (enc): Slay a creature with a single word.
Prismatic Wall (abj): Create a wall of potent kaleidoscopic energy that inflicts a number of effects on those that trespass.
Raise Hell (tra): Transform the land around you into a blasted hellscape.
Shapechange (tra): Take on the form of another creature.
Time Stop (tra): Stop time and take extra turns.
True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.
Weird (ill): Create nightmarish illusions for all creatures in a 30-foot sphere, causing both fright and psychic damage.
Wish (cjr): Duplicate any other spell regardless of requirements, choose from a list of other effects, or create your own—be careful.
Writhing Transformation (tra): Permanently transform your body into a mass of wriggling worms.



CHAPTER 4

Equipment

- *The halfling stares at the orc in awe. The warrior carries a multitude of swords, flails, and axes. A mighty two-handed maul is strapped to his warhorse, and from his belt hangs a curved wooden weapon unlike any she had seen before.*

- *The doors to the wizard's tower swing silently open as she approaches, her prehistoric guardians parting to allow entrance. As she climbs the winding staircase to her private laboratory at the top, she pauses to gaze out across the lands she protects.*

- *The ranger tosses his mithral shirt down upon the counter. The smith whistles slightly, impressed, at the rare elven armor, wondering what beast could have ripped a tear across the back.*

Whether you find yourself in the cobbled confines of an alleyway meeting an alchemist of ill repute, peering into the weathered face of a tinker as she shows you her wares, or navigating the bustling crowds and heady aromas of a marketplace to find a traveling armorer, the world offers many objects to enhance your adventures. You may find mundane and miraculous items ranging from the small and inconsequential to the legendary and deadly.

For day-to-day adventuring there are some staples that come in handy at any level. A sturdy length of rope, well-made armor, and a source of light could well be the difference between a successful quest and an early demise.

In this chapter you'll find both common items and more unusual knickknacks that you may find most efficacious in your travels.

Starting Equipment

Your character's beginnings determine the supplies they have access to at the start of your adventure. Choices made during character creation provide a list of default gear, but there is also the option to forgo this standard list and select items that you feel better fit your character. Simply choose your class from the table below and spend the allotted amount of gold on the equipment detailed in this chapter.

How your character came by your starting equipment is up to you. Perhaps they pickpocketed gold until they could afford the shiniest axe, or excelled in transmutation class and were given a beautiful crystal spell focus as a reward. An herbalism kit may be passed down through generations of village healers, or a holy text may be a treasured inheritance from a devout relative. These items are not simply useful implements for your adventuring—they are opportunities to flesh out your character.

TABLE: STARTING GOLD PER CLASS

CLASS	FUNDS
Adept	30 gp
Bard	135 gp
Berserker	120 gp
Cleric	125 gp
Druid	115 gp
Fighter	140 gp
Herald	200 gp
Marshal	200 gp
Ranger	150 gp
Rogue	125 gp
Sorcerer	100 gp
Warlock	110 gp
Wizard	100 gp

Trading

While gold pieces and other coinage are used to describe the value of items throughout this chapter, they are not the only way wealth manifests itself in the world. Merchants and crafters accept coins, and most people will have access to coins to give as quest rewards. Other types of currency and trade are common too. Gems, information, services, and exchanged goods are useful ways for the average person to acquire what they need. Working people of every stripe may find it easier to barter day-to-day, and many local governments accept taxes in valuable items that meet the amount due—whether that be poultry or fine wines. The wealthy may trade in the same way albeit on a grander scale such as with deeds, parcels of land, or full bars of precious metal.

Currency

Coinage varies widely in appearance across realms and sometimes even between cities. Coins are minted with the faces of different rulers and in different shapes or patterns. Sometimes these designs represent their originating culture, and sometimes simply to make a forger's job harder and rightly so—despite best efforts to thwart them, forgeries are common. Merchants and vendors may be suspicious if your character's spending power is incongruous with their appearance, and may test coins (either openly or surreptitiously).

Most coins from across the world are made from the same weight of their respective metal, ensuring easy trade across continents and oceans. A gold piece is the usual standard unit of wealth, and when discussing deals and trade merchants will often refer to value in gold pieces even if the final trade involves gems, metal bars, or services.

The average day's wage for a skilled artisan such as a tailor, carpenter, or armorer is a single gold piece.

One gold piece is equivalent to 10 silver pieces. A silver piece is half a day's wages for an unskilled laborer.

One silver piece is equivalent to 10 copper pieces, the most common coinage amongst the lower-paid working class.

TABLE: EXCHANGE RATES AND RELATIVE VALUE

CURRENCY	COPPER PIECE	SILVER PIECE	ELECTRUM PIECE	GOLD PIECE	PLATINUM PIECE
Copper	1	1/10	1/50	1/100	1/1,000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/5	1/20
Gold	100	10	5	1	1/10
Platinum	1,000	100	20	10	1
Common Goods	Soap	One sheet of parchment	One day of rations (1 Supply)	Bedroll	A bottle of ink

Other coins of less common metals may be found while traveling. Electrum and platinum are not unheard of, but may not spend easily. Cautious merchants may avoid unfamiliar currency to avoid being duped by a forgery.

On average, 50 coins of any value weigh 1 pound.

Trading Valuables and Treasure

It's likely that on your adventures you'll come across an immense variety of valuables ranging from unusual trinkets to weapons and armor of every make, shape, and size. While common items can be sold in almost any town, some more unique items may be difficult to sell without locating a specialist or a sufficiently wealthy collector.

Used Weapons, Armor, and Equipment

Used equipment in good working order will usually sell, but it may be worth half (or even less) than a new item. This is not a hard and fast situation and vendors may be swayed into giving more—how your character persuades someone to do that is up to them.

Magic Items

The ease of selling magic items differs from place to place. If in a region where magic is commonplace—perhaps an arcane academy is nearby—selling these items is relatively straightforward and can be highly profitable. In regions where magic is rare, vendors may not believe the item is genuine let alone be willing to buy it. If they can be sold, magic items are valuable and often cost more gold than the average person would see in a year or even a lifetime.

Treasure and Art

Items such as gems, precious metals, jewelry, and art are valuable because they are sought after across the world. For this reason they rarely diminish in price and may even gain value as time goes by. Lost relics or pieces by master crafters are especially likely to bring in vast amounts of gold despite their lack of magical or practical utility.

Basic Trade Goods

Trade goods such as grain, salt, and domesticated beasts are sought after everywhere and so are unlikely to diminish much in value from place to place. Because of their almost universal usefulness, these are the items most commonly used to barter for the average person.

Armor, Shields, and Weaponry

An assassin's lucky dagger, a knight's heraldic shield, a tavern brawler's favorite pair of brass knuckles—the tools of your character's trade can come to define them almost as much as their physical abilities. For an adventurer, danger lurks around every corner. The quality, maintenance, and properties of your gear can be the difference between life and death. Your character class grants proficiency with different types of weapons and armor, but your background determines what materials and styles of gear you're most comfortable with.

When selecting your character's gear, think about its origins. Did they purchase their equipment, or were parts of it a gift? Did they scrounge mismatched pieces off a battlefield, or commission a fine piece from their family artisan? What aesthetics and functionality did the original maker of a piece put into it, and why? You can also think about why your character uses a certain piece of gear and what it means to them. Do they see the sword as an extension of their arm, or is it a tool to pick up and discard as needed? The answers to these questions can help give a sense of who your character is on the battlefield, and how they came to be that way.

Weapons

Your class grants proficiency with certain weapons, representing the weapons you have been trained to use. Different weapons deal different amounts of damage, have different properties, and can be used to attack from different ranges. Melee weapons are held or thrown, while ranged weapons propel ammunition great distances. When making an attack with a weapon, you add either your Strength or Dexterity modifier to the roll, depending on the weapon's type, as well as your proficiency bonus, if applicable.

Simple Weapons. All NPC humanoids are proficient with simple weapons, and adventurers are able to wield most of them (if not all). The list of simple melee weapons include the club, dagger, handaxe, greatclub, mace, quarterstaff, sickle, and spear, and simple ranged weapons include the blowgun, heavy crossbow, light crossbow, and sling.

In addition to being noted in its properties, a simple weapon is also marked with [S].

Martial Weapons. Martial weapons are more complicated to use and require training to be proficient with. You must be proficient with a weapon to gain your proficiency bonus on attack rolls made with it. Unless noted otherwise, the weapons in this chapter are considered martial weapons.

Weapon Attacks

All creatures are proficient with their natural weapons and unarmed strikes. Unless otherwise noted, an unarmed strike deals bludgeoning damage equal to 1 + Strength modifier. Attacks made with natural weapons and unarmed strikes are considered to be melee weapon attacks, and a thrown weapon is considered to be a ranged weapon attack. Creatures have a reach of 5 feet with their melee weapon attacks, though larger creatures may have greater reach.

Rare Weapons. Unless a trait or feature grants it, you can only gain proficiency with a rare weapon by training during downtime (page 426). Depending on the campaign setting and at the Narrator's discretion, some rare weapons may be considered martial weapons or they may not exist at all.

Melee Weapons

Adventurers use a wide variety of weapons in hand-to-hand combat. The table below indicates some of the most common melee weaponry, though different cultures name weapons differently, and some weapons are completely unique (see Cultural Weapons). If you want to use a weapon not listed here, see the Customizing Armaments section later in this chapter. A melee weapon uses your Strength modifier for attack and damage rolls.

Ranged Weapons

Ranged weapons require ammunition to use. If you use a ranged weapon to make a melee attack, it is treated as an improvised weapon. A sling must be loaded to be used in this way. A ranged weapon uses your Dexterity modifier for attack and damage rolls.

Miscellaneous Weapons and Accessories

Some weapons have special properties unique to them.

TABLE: MELEE WEAPONS

DAMAGE DIE	COST	WEIGHT	PROPERTIES	DAMAGE TYPE
1d4				
Brass knuckles	4 gp	1/2 lb.	Dual-wielding, hand-mounted	Bludgeoning
Club[S]	1 sp	2 lbs.	Simple	Bludgeoning
Dagger[S]	2 gp	1 lb.	Dual-wielding, finesse, simple	Piercing
Dueling dagger	6 gp	1 lb.	Dual-wielding, finesse, parrying	Piercing
Light hammer	2 gp	2 lbs.	Dual-wielding, thrown (20/60)	Bludgeoning
Punching dagger	4 gp	1 lb.	Dual-wielding, hand-mounted	Piercing
Sickle[S]	1 gp	2 lbs.	Dual-wielding, simple	Slashing
Throwing dagger	3 gp	1/2 lb.	Dual-wielding, finesse, thrown (30/80)	Piercing
Whip	2 gp	3 lbs.	Finesse, parrying immunity, reach (15), trip	Slashing
1d6				
Handaxe[S]	5 gp	2 lbs.	Breaker (wood), defensive (light), dual-wielding, simple, thrown (20/60)	Slashing
Javelin	5 sp	2 lbs.	Thrown (30/120)	Piercing
Mace[S]	5 gp	4 lbs.	Defensive (medium), simple	Bludgeoning
Quarterstaff[S]	2 sp	4 lbs.	Parrying, simple, two-handed	Bludgeoning
Scimitar	20 gp	3 lbs.	Defensive (light), dual-wielding, finesse	Slashing
Shortsword	10 gp	2 lbs.	Defensive (medium), finesse, parrying	Slashing
Spear[S]	1 gp	3 lbs.	Defensive (heavy), simple, thrown (20/60), versatile (1d8)	Piercing
Trident	10 gp	3 lbs.	Mounted (1d8/1d10), thrown (20/60), versatile (1d8)	Piercing
1d8				
Bastard sword	35 gp	5 lbs.	Parrying, versatile (1d10)	Slashing
Battleaxe	10 gp	6 lbs.	Breaker (wood), versatile (1d10)	Slashing
Flail	20 gp	3 lbs.	Parrying immunity, trip	Bludgeoning
Greatclub[S]	5 sp	10 lbs.	Simple, versatile (1d10)	Bludgeoning
Longsword	20 gp	3 lbs.	Defensive (medium)	Slashing
Morningstar	15 gp	4 lbs.	Defensive (medium)	Bludgeoning
Rapier	25 gp	2 lbs.	Defensive (light), finesse	Piercing
Saber	30 gp	3 lbs.	Defensive (light), finesse, mounted (1d10)	Slashing
Warhammer	15 gp	3 lbs.	Breaker, versatile (1d10)	Bludgeoning
War pick	5 gp	2 lbs.	Breaker (stone)	Piercing

TABLE: MELEE WEAPONS (CONTINUED)

DAMAGE DIE	COST	WEIGHT	PROPERTIES	DAMAGE TYPE
1d10				
Glaive	12 gp	5 lbs.	Reach, two-handed	Slashing
Halberd	25 gp	7 lbs.	Heavy, reach, trip, two-handed	Piercing or slashing
Pike	5 gp	13 lbs.	Defensive (heavy), heavy, reach*	Piercing
Scythe	1 gp	12 lbs.	Heavy, parrying, two-handed	Slashing
1d12				
Greataxe	30 gp	9 lbs.	Breaker (wood), heavy, two-handed	Slashing
2d6				
Greatsword	50 gp	7 lbs.	Heavy, parrying, two-handed	Slashing
Maul	20 gp	11 lbs.	Breaker, heavy, two-handed	Bludgeoning

** You have disadvantage when you use a pike to attack a target within 5 feet of you.*

TABLE: RANGED WEAPONS

DAMAGE DIE	COST	WEIGHT	PROPERTIES	DAMAGE TYPE
1d4				
Blowgun[S]	1 gp	1/2 lb.	Loading, range (25/100), simple	Piercing
Dart	5 sp	1/4 lb.	Range (20/60)	Piercing
Sling[S]	2 sp	—	Range (30/120), simple	Bludgeoning
1d6				
Hand crossbow	60 gp	3 lbs.	Dual-wielding, loading, range (30/120)	Piercing
Shortbow	25 gp	2 lbs.	Range (80/320), two-handed	Piercing
1d8				
Composite bow	200 gp	2 lbs.	Compounding, heavy, range (150/600), two-handed	Piercing
Light crossbow[S]	45 gp	5 lbs.	Loading, range (80/320), simple, two-handed	Piercing
Longbow	50 gp	2 lbs.	Heavy, range (150/600), two-handed	Piercing
1d10				
Heavy crossbow[S]	100 gp	15 lbs.	Heavy, loading, range (100/400), simple, two-handed	Piercing

TABLE: MISCELLANEOUS WEAPONS AND ACCESSORIES

WEAPON	COST	WEIGHT	PROPERTIES	DAMAGE	SPECIAL PROPERTIES
Garrotte	3 sp	—	Two-handed	None (see description)	When wielding a garrotte, you may make a melee weapon attack at disadvantage against a Large or smaller creature that requires air to breathe. On a hit, the creature is grappled and begins to suffocate (page 420).
Lance	10 gp	6 lbs.	Defensive (medium), reach	Piercing (1d12)	You have disadvantage when you use a lance to attack a target within 5 feet of you. If you are not mounted, you must use two hands to wield the lance.
Net	1 gp	2 lbs.	Thrown (5/15)	None (see description)	A corporeal Large or smaller creature that cannot move through a space one inch or smaller who is hit by a net is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. A net has AC 10, 5 hit points, and is immune to bludgeoning damage.
Spear-thrower	10 gp	4 lbs.	Loading, range (80/320)	Piercing (see description)	A spear-thrower can be used to increase the effectiveness of a javelin, spear, or trident. A weapon thrown in this manner deals an additional 1d6 damage when the target is within its normal range.

Weapon Properties

All weapons may deal the same basic types of damage, but they also have special properties that make each unique. You can only benefit from properties marked with † if you are proficient with the weapon.

Breaker. This weapon deals double damage to unattended objects, such as doors and walls. If this property only applies to a specific type of material, such as wood, it is stated in parentheses after this property.

Compounding†. You can only use your Strength modifier for attack and damage rolls made with this weapon.

Defensive†. This weapon is designed to be used with a shield of the stated degree or lighter (light, medium, or heavy). When you make an attack with this weapon and are using a shield designed for it, you can use a bonus action to either make an attack with your shield or increase your Armor Class by 1 until the start of your next turn.

Dual-Wielding†. This weapon is designed to be wielded in concert with another weapon. When wielding another weapon in your main hand that does not have the heavy property, you can use your bonus action to make an attack with this weapon (see Two-Weapon Fighting on page 446 in Chapter 8: Combat).

Finesse. You may choose to use your Dexterity modifier for attack and damage rolls made with this weapon.

Hand-Mounted†. This weapon is affixed to your hand. You can do simple activities such as climbing a ladder while wielding this weapon, and you have advantage on saving throws made

to resist being disarmed. You cannot use a hand that is wielding a hand-mounted weapon to do complex tasks like picking a pocket, using thieves' tools to bypass a lock, or casting spells with seen components.

Heavy. This weapon is too large for Small creatures to use effectively. Small creatures have disadvantage on attack rolls with heavy weapons.

Loading. This weapon must be loaded before it can be used. You may only make one attack with a loading weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Mounted†. This weapon deals the damage listed in parentheses when you are wielding it while mounted.

Parrying†. When you are wielding this weapon and you are not using a shield, once before your next turn you can gain an expertise die to your AC against a single melee attack made against you by a creature you can see. You cannot use this property while incapacitated, paralyzed, rattled, restrained, or stunned.

Parrying Immunity. Attacks with this weapon ignore the parrying property and Armor Class bonuses from shields.

Range. This weapon fires ammunition. The range lists two numbers after it, both measured in feet—the first is the weapon's normal range, and the second is the weapon's maximum range. You have disadvantage on attack rolls made beyond the weapon's normal range, and you cannot make attacks against targets beyond the weapon's maximum range.

Reach. This weapon can be used to make attacks against targets within 10 feet. If a weapon has a longer reach, it is stated in parentheses after this property.

Simple. This weapon can be used with very little skill or training, and all creatures gain proficiency with it.

Thrown. This weapon can be thrown as a ranged weapon attack. The thrown property lists two numbers after it, both measured in feet—the first is the weapon's normal thrown range, and the second is the weapon's maximum range. You have disadvantage on attack rolls made beyond the weapon's normal range, and you cannot make attacks against targets beyond the weapon's maximum range. Additionally, when using this weapon to make a ranged weapon attack, you may choose to use your Strength modifier or Dexterity modifier for its attack and damage roll.

Trip†. When used with a combat maneuver that trips a creature or the Knockdown attack, this weapon increases your Maneuver DC by 1. If the target is mounted, your Maneuver DC is instead increased by 2.

Two-Handed. You must use two hands to wield this weapon.

Versatile. This weapon may be wielded with one or both hands. If wielded with both hands, it deals the damage listed in parentheses.

Vicious. A vicious weapon scores a critical hit on a roll of 19 or 20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Improvised Weapons

Sometimes you won't have your weapons ready at hand. An improvised weapon includes a tankard, a wagon tongue, or a dead (or alive!) creature that you can lift and wield as a weapon. At the Narrator's discretion, an improvised weapon that is similar to a weapon with the simple property may be treated as a simple weapon. For example, the leg of a table might be used as a club. An object that bears no resemblance to a weapon deals 1d4 damage of a type determined by the Narrator. Improvised thrown weapons have a normal range of 20 feet and a maximum range of 60 feet.

Ammunition

Ranged weapons require ammunition to fire. Typically that ammunition is made from bone, bronze, iron, steel, or wood; sling pellets are usually stone or metal. However at the Narrator's discretion, special ammunition may be available.

Explosive. An attack made with explosive ammunition cannot benefit from expertise dice and can only hit targets within its normal range, but on a hit it deals an extra 1d6 thunder damage.

Flaming. This ammunition can be lit as a bonus action. A weapon firing this ammunition can only hit targets within its normal range, but on a hit it deals an extra 1d4 fire damage.

Punching. On a critical hit, this ammunition decreases an armored target's Armor Class by 1. This cannot reduce the target's Armor Class to less than 10 + its Dexterity modifier.

TABLE: AMMUNITION

AMMUNITION	COST	WEIGHT
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1 1/2 lbs.
Explosive arrows (4)	80 gp	1/2 lb.
Firearm bullets (10)	10 gp	1 1/2 lbs.
Flaming arrows (4)	60 gp	1/2 lb.
Punching arrows (4)	100 gp	1 lb.
Sling bullets (20)	4 cp	1 1/2 lbs.

Cultural Weapons

Many weapons have equivalents in various cultures, both in the real world and in fantasy campaign settings. Below is a selection of weapons from different cultures which you may choose to include in your game, along with notes on how they are represented in *Level Up*. Availability of these weapons is at the discretion of the Narrator.

Boomerang (Aboriginal, 5 silver). There are many forms of boomerang. This club has the thrown property (range 100/300), and cannot be used as a melee weapon. A boomerang designed to flush out or distract prey goes a shorter distance (range 50/150), but on a miss it returns to the location it was thrown from at the end of the turn.

Butterfly Sword (Chinese, 20 gold). These use the statistics of shortswords, and are usually wielded in pairs. They have the dual-wielding property.

Chakram (Indian, 2 gold). This circular, bladed throwing weapon uses the statistics of a ring blade.

Claymore (Scottish, 50 gold). This cross-hilted weapon uses the statistics of a greatsword.

Dao (Chinese, 20 gold). A curved broadsword that uses the statistics of a scimitar.

Hooked Hammer (Gnomish, 15 gold). This uses the statistics of a small warhammer which does 1d6 bludgeoning or piercing damage and has the trip property.

Katana (Japanese, 60 gold). This weapon uses the statistics of a fine bastard sword.

Khopesh (Egyptian, 1 gold). This sickle-shaped sword uses the statistics of a scimitar.

Kusarigama (Japanese, 10 gold). This is a sickle on a chain. It uses the statistics of a sickle that weighs 5 pounds and has the dual-wielding, parrying immunity, reach (10 ft.), and two-handed properties.

Labrys (Greek, 10 gold). This ornate weapon uses the statistics of a battleaxe. It has two blades, one on each side of the haft.

Machahuitl (Aztec, 30 gold). This club with embedded obsidian blades functions as a fine longsword.

Main-Gauche (European, 4 gold). This parrying dagger may be used as a dagger or as a light shield.

Nine-Section Whip (Chinese, 15 gold). This whip deals 1d6 slashing damage.

Ninjato (Japanese, 20 gold). This uses the statistics of a straight-bladed shortsword with the storage property (often used to contain poison).

Nunchaku (Okinawan, 1 gold). This weapon uses the statistics of a club, but is considered a double weapon.

Rungu (Zambian, 3 silver). This club has the thrown property (range 30/150).

Shuriken (Japanese, 3 silver). This weapon uses the statistics of a throwing dagger. It can only do 1 damage in melee. It has the quick-draw property.

Slingstaff (Halfling, 1 gold). This weapon can be used as a quarterstaff or as a sling.

Spiked Gauntlets (Any, 8 gold). Spiked gauntlets function as brass knuckles, but do piercing damage.

Stonebow (Dwarven, 25 gold). This weapon functions as a shortbow, but fires sling bullets which inflict bludgeoning damage.

Tessen (Japanese, 5 gold). This war fan can be used as a light shield and as a dagger, and has the flamboyant property.

Thinblade (Elven, 50 gold). This weapon uses the statistics of a rapier but is so sharp that it has the vicious property.

Tomahawk (Native American, 5 gold). A tomahawk uses the statistics of a handaxe.

Urgosh (Dwarven, 20 gold). This spear and axe double weapon can be used as either.

Wakizashi (Japanese, 15 gold). This blade uses the statistics of a shortsword.

Wooden Stake (Any, 0 gold). This simple weapon uses the statistics of a dagger, but any vampire reduced to 0 hit points with it is permanently destroyed. It is made of wood.

Rare Melee Weapons

Most rare melee weapons are secretive, meant to be concealed or utilize a hidden advantage to take foes by surprise.

Assassin's Gauntlet/Boot Dagger. At a glance this item seems to be perfectly typical, but it conceals a spring-loaded blade deployed by pressing a switch when it is used to make an attack. A creature observing it only realizes that the item is a weapon with a DC 15 Investigation check (made with disadvantage if the weapon is being worn at the time and not deployed). Once deployed, a bonus action is required to resheathe the blade. You gain an expertise die on your attack roll when you deploy this weapon as part of an attack against a target that is unaware you have it.

Double Weapon. Wielded not unlike a quarterstaff, each side of this weapon has a blade, weighted head, or other injurious implement. Most double weapons are two-bladed swords or double-axes, but there have been gnome warriors known to wield hooked hammers and elvish clades specialized in swordspears. Double weapons use the statistics for whichever weapon is used to attack and are considered to have the dual-wielding and parrying properties.

Mercurial Maul. The liquid metal inside of the shaft and head of this weapon makes it difficult to wield but all the deadlier in expert hands. The minimum result on a damage die rolled with this weapon is a 2.

Ring Blade. This metal hoop has sharpened edges that make it deadly whether thrown or used in hand. It costs only 1 exertion point to use the Ricochet combat maneuver with this weapon. In addition, when you throw this weapon, you may make the attack with disadvantage, and on a hit it returns to your hand.

Shields. At the Narrator's discretion, shields may be treated as rare weapons to gain proficiency with them for attack rolls.

Sword Pistol. When this weapon is used to hit a target with a melee weapon attack, you can use your reaction to fire the gun in the handle, gaining a 1d6 expertise die on an immediate ranged weapon attack against the same target.

Rare Ranged Weapons

Ranged rare weapons require ammunition to use, although some firearms can hold multiple bullets at a time.

Geared Slingshot. Constructed much like a crossbow, this shoulder-mounted weapon bears a striking resemblance to a miniature catapult. It is typically used to fire hand-sized rocks but any Tiny object can be used as ammunition instead.

Ratcheting Crossbow. This crossbow has a large winding wheel affixed to its drawstring which feeds into extra machinery along the stock that catches and pulls the string back again after it is fired. Winding a ratcheting crossbow for a single bolt requires a bonus action or action, and



TABLE: RARE MELEE WEAPONS

DAMAGE DIE	COST	WEIGHT	PROPERTIES	DAMAGE TYPE
1d4				
Assassin's gauntlet	50 gp	8 lbs.	Finesse, stealthy	Piercing
Boot dagger	75 gp	4 lbs.	Finesse, stealthy	Piercing
1d6				
Ring blade	10 gp	6 lbs.	Thrown (30/90)	Slashing
1d8				
Double weapon	150 gp	varies	Dual-wielding, parrying, two-handed	Two from bludgeoning, piercing, or slashing
Sword pistol	200 gp	5 lbs.	Finesse, loading, range (10/30)	Piercing
2d4				
Spiked chain	35 gp	20 lbs.	Heavy, parrying immunity, reach (10 ft.), two-handed	Bludgeoning and slashing
2d6				
Mercurial maul	150 gp	15 lbs.	Breaker, heavy, two-handed	Bludgeoning

TABLE: RARE RANGED WEAPONS

DAMAGE DIE	COST	WEIGHT	PROPERTIES	DAMAGE TYPE
d6				
Geared slingshot	110 gp	25 lbs.	Bulky, heavy, loading, range (60/180), two-handed	Bludgeoning
d10				
Pistol	120 gp	3 lbs.	Loading, range (20/60)	Piercing
Shotgun	150 gp	6 lbs.	Loading, range (30/90)	Piercing
d12				
Carbine	150 gp	5 lbs.	Loading, range (50/150), two-handed	Piercing
Ratcheting crossbow	125 gp	20 lbs.	Heavy, loading, range (150/600), two-handed	Piercing
2d6				
Revolver	300 gp	3 lbs.	Loading*, range (60/180)	Piercing
2d8				
Musket	350 gp	10 lbs.	Heavy, loading, range (60/180), two-handed	Piercing

**Loading a revolver (which holds 6 bullets) requires an action. A revolver can be used to make one ranged attack per bullet loaded into it.*

it can be wound to prepare two bolts. Masterwork ratcheting crossbows can be prepared to fire up to four bolts, or be constructed smaller (with statistics like a hand crossbow).

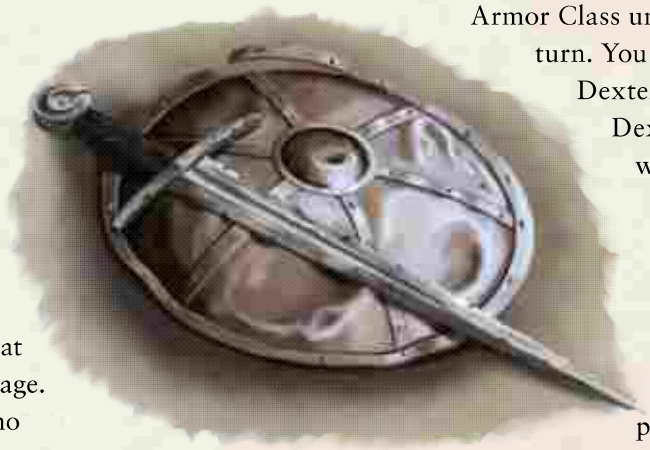
Revolver. When a revolver is loaded, it holds up to 6 bullets. The revolver only needs to be loaded after all of its ammunition has been fired.

Shotgun. When this weapon is used to make an attack roll with advantage, the attack becomes a critical hit if both d20 rolls would result in a hit. When this weapon is used to make an attack roll with disadvantage and only one attack roll would result in a hit, you instead deal 1d4 piercing damage (adding no bonuses to damage from ability score modifiers or enchantments)

Which weapons are rare — and which are not — help tell a world's story. For example, in the *ZEITGEIST* campaign setting technology has made for more advanced weaponry. Hand crossbows and pistols are considered to be simple weapons while carbines, muskets, and shotguns are considered to be martial weapons.

Shields

Shields can range from a dueler's fencing buckler to the tower shields of mercenary armies. You may wield two shields, but only gain the defensive benefits of one shield at a time. When it is used to attack, a shield is treated as an improvised weapon that deals 1d4 bludgeoning damage.



Donning a shield grants no benefit to Armor Class if you are not proficient with shields, and you are unable to take cover behind it, plant it on the ground, or sacrifice it.

A creature one size category larger than the shield was designed for treats it as a shield that is one degree lighter, while a creature one size category smaller treats it as a shield that is one degree heavier. If that would make a light shield lighter or a heavy shield heavier, the shield cannot be used by that creature.

The costs and weights in Table: Shields are for shields made from steel.

Light. Light shields increase your Armor Class by 1. You may throw this shield, treating it as an improvised weapon that deals 1d6 bludgeoning damage.

Medium. Medium shields increase your Armor Class by 2.

Heavy. Heavy shields increase your Armor Class by 2 and you gain an expertise die on Dexterity saving throws. When you take the Dodge action while wielding a heavy shield, you may instead take cover behind your shield, gaining an expertise die to your Armor Class until the start of your turn. You have disadvantage on Dexterity (Acrobatics) and Dexterity (Stealth) checks while wielding a heavy shield, and you cannot squeeze through spaces smaller than your size category.

Tower. Tower shields share the properties of a heavy shield. These shields cover the entire body and reduce your Speed by 10 feet. On your turn, you may use an object interaction to plant it in the ground, gaining half cover (+2 bonus to AC, Dexterity saving throws, and ability checks made to hide) and advantage on saving throws made to resist being shoved or knocked prone and while you remain behind it. Unplanting a tower shield requires a bonus action.

Tower shields are bulky items, and count as such even when donned.

Improvised Shields

If you are proficient with shields, you can use an action to pick up a nearby object of your size category or larger to use as a shield. The size of the

object determines the degree of shield it becomes: an object your size can be used as a light shield, or an object of one size category larger can be used as a medium shield.

An improvised shield is destroyed when you take a critical hit (it cannot be sacrificed), it cannot be repaired or customized, and it becomes useless after 10 rounds of combat.

Sacrifice Shield

When you take a critical hit, you can use your reaction to block it and sacrifice your shield, turning the critical hit into a regular hit. Afterwards your shield is broken, or if your shield is magical it instead becomes mundane for 1 hour.

TABLE: SHIELDS

SHIELD	COST	WEIGHT	AC BONUS
Light	10 gp	4 lbs.	+1
Medium	20 gp	8 lbs.	+2
Heavy	35 gp	20 lbs.	+2
Tower	75 gp	25 lbs	+2

Armor

The durability of your armor is a combination of the style of armor and its material. Less durable materials, such as cloth and leather, are comfortable, lightweight, and inexpensive but struggle to turn a hit. Metals may turn a hit more easily, but require more physical strength to wear and cost more coin. The different styles of armor are outlined below.

When you are wearing armor that you aren't proficient with, you have disadvantage on ability checks, attack rolls, and saving throws using Strength or Dexterity, and you are unable to cast spells.

Padded. Layers of cloth or supple leather are quilted together to create a lightweight tunic and pair of trousers. Padded cloth tunics are worn under breastplates and suits of mail for comfort, and are already counted in their AC.

Brigandine. A tunic made of cloth, leather, or hide which has small panels of metal, scale, or bone stitched to the interior for extra protection. When the panels are external and overlap closely, the brigandine is termed scale mail.

Breastplate. A fitted bone, leather, or metal plate that covers the chest, stomach, and vital organs.

Mail. A suit made entirely of metal, though styles can differ greatly. A chain shirt is a shirt woven from small metal rings, while a full set of chain mail (a hauberk) is longer and includes a coiff. Half plate covers most of the body in shaped metal plates, but offers minimal leg protection, while full plate covers the entire body and includes gauntlets, boots, and a helm. Splint mail is similar to half plate but covers the limbs in strips of mail bolted to leather, rather than shaped metal plates.

Bulky Armor. Half plate and full plate are bulky (page 330), but while worn they do not count against the number of bulky items you can carry at once.

Helms

Helms fit over your head to protect your skull, though in exchange they limit your vision and hearing. No proficiency is required to wear a helm.

Helm. This hard leather or metal covering protects the head but not the face, with the exception of a strip over the nose. While wearing this helm you gain an expertise die on saving throws made to resist being stunned or rattled, and your passive Perception score is reduced by 2.

Visored Helm. This helm covers the entirety of the head, including the face; the visor may be moved out of the way of the face as an object interaction, in which case the visored helm functions as a standard helm. While wearing a visored helm you gain an expertise die on saving throws made to resist being charmed, stunned, or rattled, and your passive Perception score is reduced by 5.

Additionally, whenever you take damage from falling, you reduce that damage by 5.

TABLE: ARMOR

TYPE	COST	WEIGHT	AC	MATERIAL PROPERTIES	STRENGTH REQUIREMENT	DEXTERITY (STEALTH) PENALTY	REPAIRABILITY
Light							
Padded cloth	5 gp	6 lbs.	11 + Dexterity modifier	Comfortable, flaw (piercing), underarmor	—	—	DC 5; sewing kit
Padded leather	15 gp	8 lbs.	12 + Dexterity modifier	Comfortable, flaw (piercing)	—	—	DC 10; sewing kit
Medium							
Cloth brigandine	5 gp	7 lbs.	12 + Dexterity modifier	Comfortable, flaw (piercing), underarmor	—	—	DC 5; sewing kit
Leather brigandine	20 gp	10 lbs.	13 + Dexterity modifier	Comfortable, flaw (piercing)	—	—	DC 10; sewing kit
Hide armor	10 gp	15 lbs.	13 + Dexterity modifier (maximum 2)	Comfortable, wild	—	—	DC 10; sewing kit
Chain shirt (steel)†	50 gp	15 lbs.	13 + Dexterity modifier (maximum 2)	Low-maintenance (expertise die)	—	—	DC 15; smith's tools, access to a forge
Chain shirt (mithral)*	150 gp	8 lbs.	13 + Dexterity modifier (maximum 2)	High-quality, lightweight, low-maintenance (advantage)	—	—	DC 25; smith's tools, access to a forge
Scale mail (steel)†	50 gp*	35 lbs.	14 + Dexterity modifier (maximum 2)	Low-maintenance (expertise die)	Str 14	Disadvantage	DC 15; smith's tools, access to a forge
Breastplate (bone)*	100 gp	10 lbs.	14 + Dexterity modifier (maximum 2)	Flaw	—	—	DC 10; sewing kit
Breastplate or cuirass (steel)†	400 gp	20 lbs.	14 + Dexterity modifier (maximum 2)	Low-maintenance (expertise die)	Str 11	Disadvantage	DC 12; smith's tools, access to a forge
Breastplate or cuirass (bronze)*	300 gp	35 lbs.	14 + Dexterity modifier (maximum 2)	Weighty (+1)	Str 12	Disadvantage	DC 12; smith's tools, access to a forge
Elven breastplate (mithral)*	1,200 gp	10 lbs.	14 + Dexterity modifier (maximum 2)	High-quality, lightweight, low-maintenance (advantage)	—	—	DC 25; smith's tools, access to a forge
Half plate (steel)†	750 gp	40 lbs.	15 + Dexterity modifier (maximum 2)	Low-maintenance (expertise die)	Str 13	Disadvantage	DC 15; smith's tools, access to a forge

Strength Requirement: While wearing armor for which you do not have the minimum Strength score, your Speed is reduced by 10 feet.

* *Material modifiers already included.*

† *For metal armor the default is considered to be steel.*

TABLE: ARMOR (CONTINUED)

TYPE	COST	WEIGHT	AC	MATERIAL PROPERTIES	STRENGTH REQUIREMENT	DEXTERITY (STEALTH) PENALTY	REPAIRABILITY
Heavy							
Hauberk (steel)†	150 gp	20 lbs.	16	Low-maintenance (expertise die)	Str 13	—	DC 15; smith's tools, access to a forge
Splint (steel)†	450 gp	30 lbs.	17	Low-maintenance (expertise die)	Str 15	Disadvantage	DC 15; smith's tools, access to a forge
Full plate (steel)†	1,500 gp	55 lbs.	18	Low-maintenance (expertise die)	Str 15	Disadvantage	DC 15; smith's tools, access to a forge
Elven plate (mithral)*	4,500 gp	28 lbs.	18	High-quality, lightweight, low-maintenance (advantage)	—	—	DC 25; smith's tools, access to a forge
Dwarven plate (stone)*	4,500 gp	110 lbs.	19	Fortified, weighty (+2)	Str 17	Disadvantage	Not repairable
Helms							
Helm	12 gp	4 lbs.	—	—	—	—	—
Visored helm	25 gp	8 lbs.	—	—	—	—	—

** Material modifiers already included.*
† For metal armor the default is considered to be steel.

Donning, Doffing, Sizing, and Sleeping in Armor

Armor is typically fitted to its wearer. When you first acquire a set of armor, if it is nonmagical you must make or pay for alterations. Making the alterations yourself requires tool proficiencies as if you were repairing the armor. If the armor is not appropriately sized to you but is of your size category, you must make a DC 12 Constitution saving throw at the end of each day, acquiring a level of fatigue on a failure. You may alter armor that is a size category larger than you are, but you cannot fit into armor that is too small—a Medium human could trim down an ogre's breastplate, but could not resize a halfling's full plate to fit their larger form.

It is assumed that cloth armor is worn under breastplates and suits of mail. Aside from cloth, leather, and hide, armor is too rigid and uncomfortable for a restful night's sleep. If you sleep in medium or heavy armor other than hide, you are roughing it, you regain half the usual number of hit dice, and if you have any levels of fatigue or strife neither is reduced upon finishing the long rest (see page 425 in Chapter 7: Adventuring).

The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. Your Armor Class is only increased by armor that you have fully donned.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

TABLE: DONNING AND DOFFING ARMOR

CATEGORY	DON	DOFF
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

Materials

The materials your gear is made from determine its effectiveness, durability, ease of repair, and aesthetic. Your gear may be made from the materials on pages 322–323.

Fine and Masterwork

Some weapons and armor are crafted with extreme skill, often as the crowning accomplishment of a craftsperson's life. These pieces are visually distinctive and cost more than similar items of lower quality. Typically, only masterwork items are enchanted, as flimsier pieces tend to not be able to withstand the magical forces—a fine item can become a magic item of up to uncommon rarity, and a masterwork item can become a magic item of up to any rarity. When purchasing or commissioning a masterwork item, work with the Narrator to determine what it looks like, who made it, and how it could be enchanted in future.

A fine item always costs at least full price plus either 50% of the full price or 25 gold, whichever is greater. A masterwork item costs at least full price plus either 100% of the full price or 125 gold, whichever is greater.

An item must be originally created as a fine or masterwork item; it cannot be upgraded to a higher quality level.

Customizing Armaments

Many weapons and pieces of armor have slight differences across cultures and are referred to with different names (see Cultural Weapons). If you wish to use a weapon that is functionally similar to one on this table, work with the Narrator to determine how it changes visually. You may also use a combination of the weapon or armor properties and the additional properties listed here to create functionally distinct gear.

As a general rule of thumb, weapons should have no more than three properties unless one of those properties is a restriction. Shields and armor should have no more than two properties.

Particularly skilled craftspeople may be able to include the following properties when crafting standard gear, as well. Typically, such an addition costs a minimum of 50 gold or the full cost of the base item, whichever is higher.

Camouflaged (Armor Only). The terrain type for camouflaged armor is chosen when it is crafted. You gain an expertise die on Stealth checks while wearing camouflaged armor crafted for the terrain you are in.

Flamboyant (Weapons Only). Creatures have disadvantage on saving throws made to resist being distracted by this weapon, and you have advantage on Intimidation or Performance checks made with the use of it.

Quickdraw (Weapons Only). If you would normally only be able to draw one of these weapons on a turn, you may instead draw a number equal to the number of attacks you make.

Rebounding (Thrown Weapons and Shields Only). When you make a ranged attack with this weapon or shield, you may make the attack with disadvantage. If you hit, the weapon returns to your hand. Piercing weapons cannot have this trait.

Spiked (Armor Only). A creature that begins its turn grappling you takes 1 piercing damage while you are wearing spiked armor.

Stealthy. This armor or weapon has been disguised to look like a piece of clothing or other normal item. A creature observing the item only realizes that it is armor or a weapon with a DC 15 Investigation check (made with disadvantage if the armor is being worn at the time or the weapon is sheathed).

Storage. This piece contains a hidden compartment the size of a small vial. On weapons, this compartment may have a release that allows liquid placed in the compartment, such as poison, to flow out and coat the blade or head. You can use a bonus action to release the liquid stored in a weapon.

TABLE: MATERIALS

DESCRIPTION	WEIGHT	COST	PROPERTIES	REPAIRABILITY
Adamantine				
As weighty as iron, as flexible as steel, and harder than both, adamantine is the most durable material for weapons and armor, as well as the most expensive.	×1.5	×4	Hardy, low-maintenance (advantage), weighty (+2)	DC 25; smith's tools, access to a forge
Bone				
Bones can be shaped into points for arrows and spears or tied together, along with shells and scales, to form a durable but high-maintenance armor. Due to its brittleness, bone requires constant repairs and has a short lifespan.	×1/2	×1/4	Flaw, lightweight	DC 10; sewing kit Weapons are not repairable
Bronze				
Bronze is durable but weighty, and tends to be more brittle than steel.	×1.5	×3/4	Weighty (+1)	DC 12; smith's tools
Cloth				
Cloth is the flimsiest of materials but also the lightest. Padded layers can be worn as independent armor, or underneath metal armors to increase comfort.	—	—	Comfortable, flaw (piercing), underarmor	DC 5; sewing kit
Cold iron				
Alloys of iron and phosphorus are called cold iron. Cold iron is a semi-magical material which many fey creatures are vulnerable to.	—	x2	Feybane	DC 20; smith's tools
Hide				
Tanned animal hides provide more protection than cloth, but are still easily punctured by blades and arrows. Leather that is left untreated or with the fur or scales still on is known as hide.	—	—	Comfortable, wild	DC 10; sewing kit

TABLE: MATERIALS (CONTINUED)

DESCRIPTION	WEIGHT	COST	PROPERTIES	REPAIRABILITY
Iron				
Iron is weighty and brittle, typically alloyed with carbon (to form steel).	×1.5	×1/2	Rust, weighty (+2) Iron gear can rust if left unmaintained, particularly after exposure to water.	DC 15; smith's tools
Leather				
Tanned animal hides provide more protection than cloth, but are still easily punctured by blades and arrows.	—	—	Flaw (piercing)	DC 10; sewing kit
Mithral				
Lighter than steel, mithral is a prized material for its ability to be worked into light, comfortable, and beautiful armor or weapons.	×1/2	×3	High-quality, lightweight, low-maintenance (advantage)	DC 25; smith's tools, access to a forge
Silver				
Usually an iron-silver alloy rather than pure silver.		×2	Silvered	DC 20; smith's tools
Steel				
Steel is an alloy of iron and carbon that is lighter and sturdier than its counterparts, but requires skill and great heat to make. Steel is the basis of many sets of armor, including chain, plate, and the metalwork inside brigandine.	—	—	Low-maintenance (expertise die)	DC 15; smith's tools, access to a forge
Stone				
Hard and heavy. Stone can be challenging to shape beyond a knapped short blade and is quite brittle.	×2	Weapons ×1/2 Armor ×3	Fortified, weighty (+2)	Not repairable
Wood				
Wood is widely accessible and typically used for weapons. Weapons made of wood tend to be fire-hardened with special oils to increase their durability.	—	—	Flaw (armor only)	DC 15 woodworker's tools

Customizing Shields

Some shields have special properties to respond to specific situations.

Hands-Free (25 gold). This shield mounts to your arm, leaving your hand free. You cannot wield a weapon with this hand unless it has the hand-mounted property. Only light shields may be hands-free. Hands-free shields cannot be thrown.

Mirrored (50 gold). Only shields of fine or masterwork quality can be mirrored. This shield has been polished to a mirror-like finish capable of showing a reflection. When you would be targeted or affected by a gaze effect, you can use your reaction to cause the effect to instead target either the source of the effect or a creature of your choice within 30 feet of you. While wearing this shield you have disadvantage on Stealth checks.

Spikes (75 gold). Some shields are equipped with spikes. When you use your shield to make an attack, you deal 1d4 piercing damage instead of 1d4 bludgeoning damage. When you use your shield to shove or knock someone prone, but would not normally deal damage, you instead deal 1d4 piercing damage on a success. Only light or medium shields may be spiked in this way.

Maintenance

Like all gear, mundane weapons and armor wear out over time, and keeping them in good working order requires maintenance and repair. Regular day-to-day maintenance is assumed—your bowstring is oiled, your blade is sharpened, and your armor is polished. However adventurers frequently encounter unusual events that are exceptionally hard on gear. In that case, the Narrator can call for a DC 10 maintenance check (or DC 15 if the stress was particularly severe). If you are proficient with the tools required to repair your gear, as listed in Table: Materials, add your proficiency bonus to the check. On a success, the gear is restored to full working order. On a failure or until the roll is made successfully, gear is damaged.

Damaged. An action is required to draw a damaged weapon or prepare a damaged spellcasting focus. Travel pace is halved for a damaged vehicle.

Some examples of when the Narrator may call for a maintenance check include:

- After the party traverses difficult terrain, such as mud or water.
- After the party has a particularly messy combat encounter.
- After a party member fails a check that could result in damage to gear (like failing an Athletics check while climbing and taking fall damage).
- After a party member drops to 0 hit points (with one roll per time rendered unconscious, if applicable).
- After a party member is swallowed by a creature.

When you fail a maintenance check and your gear is already damaged, it becomes broken and cannot be used with its full effectiveness until repaired.

Broken. A broken item is also damaged. In addition, the bonus to Armor Class granted from broken armor and broken shields is halved (minimum 1), and a broken weapon deals half damage. The bonus to Armor Class granted by armor equals its AC – 10.

Repairing damaged or broken gear requires a tool check against the DC listed for the gear's material. You can make one check to repair gear per short or long rest, or hire someone to repair the gear for you (which is an automatic success). The typical cost for hiring out the repair of broken or damaged gear is equal to 1/5th the item's cost.

Material Properties

The materials a weapon or suit of armor is made from determines how best it protects the adventurer using it, as well as how it needs to be maintained.

Comfortable. Armor with this property is comfortable enough to sleep in without penalty.

Feybane. When using a feybane weapon you have advantage on attacks made against fey. While you are wearing feybane armor fey have disadvantage on attacks made against you.

Flaw. A weapon with the flaw property breaks when you roll a natural 1 on an attack roll made with it. Armors break when you take a critical hit or roll a natural 1 on a Dexterity saving throw. If a damage type is noted in parentheses, the armor only breaks on a critical hit from that damage type, or the weapon only breaks if it does damage of that damage type.

Fortified. Fortified armor increases the Armor Class it grants by 1.

Hardy. While wearing hardy armor, the first critical hit against you since your last short rest becomes a normal hit. You cannot use this feature again until you make adjustments to the armor during a short or long rest.

High-Quality. These weapons and armor are considered one quality level higher (standard becomes fine, and fine becomes masterwork).

Lightweight. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the lightweight version of the armor doesn't.

Low-Maintenance. You gain advantage or an expertise die on maintenance checks made on low-maintenance gear.

Rust. When exposed to water and not maintained, this gear cannot be repaired.

Silvered. Weapons made from an alloy of silver are considered silvered for the purposes of damage resistances.

Underarmor. This armor can be worn under medium and heavy armors.

Weighty. The heaviness of some materials results in an increase to the armor's Strength requirement, if the armor has one. The increase is noted in parentheses.

Wild. While wearing hide armor you cannot gain expertise dice on Deception and Persuasion checks made in urban environments.

Adventuring Gear

Not all battles are won with sword or sorcery, and life or death can often hinge on adequate rations, the light of a torch, or a well-timed smoke bomb. The following section describes the many common items and special gear useful when adventuring.

Medicinals

Not everyone has access to magical healing spells. The following herbal remedies and potions may be commonly available from apothecaries and herbalists, at the Narrator's discretion.

Drinking or administering a potion or remedy takes an action.

Expertise dice granted by the use of medicine can only be gained from that type of medicine once between long rests.

Adderwort Roots. Chewing these dark roots bolsters your body's natural defenses, and after you eat it you gain an expertise die on Constitution saving throws for 1 hour.

Antitoxin. Consuming the dark bitter liquid in this vial removes the poisoned condition and you gain advantage on saving throws against poison for 1 hour.

Bandage. These strips of sterilized cloth staunch bleeding and cover wounds. You can use an action to apply a bandage to yourself or another creature to end ongoing piercing or slashing damage. When using improvised bandages there is a 50% chance of exposure to a disease (see Chapter 6: Maladies, in *Trials & Treasures*).



TABLE: MEDICINALS

ITEM	COST	WEIGHT
Adderwort roots	10 gp	—
Antitoxin	75 gp	—
Bandage	1 sp	—
Dried yewclaw bark	5 gp	—
Fairy cap	5 gp	—
Healer's satchel (10 uses)	5 gp	3 lbs.
Healing potion (basic)	50 gp	1/2 lb.
Healing potion (greater)	150 gp	1/2 lb.
Healing potion (superior)	550 gp	1/4 lb.
Healing potion (supreme)	1,500 gp	1/4 lb.
Ironwood acorn	5 gp	—
Jar of leeches (5 uses)	25 gp	1 lb.
Laudanum	35 gp	1/4 lb.
Lavender paste (5 uses)	10 gp	1/2 lb.
Medicinal salve (3 uses)	75 gp	1/2 lb.
Pressed spiderbulb	10 gp	—
Sycamore petal poultice	10 gp	—

Dried Yewclaw Bark. Eating strips of this dried yellow bark calms and clarifies the mind, and after consuming this bark you gain an expertise die on Intelligence saving throws for 1 hour.

Fairy Cap. Consuming this small red mushroom cap removes inhibitions and creates confidence, and after you eat it you gain an expertise die on Charisma saving throws for 1 hour.

Healer's Satchel. This leather pouch contains medical implements used to patch up wounds. As an action, you can expend one use of this item to stabilize a creature that has 0 hit points, without needing to make a Medicine check.

Healing Potion. These potions have auras of evocation magic invisible to mundane eyes.

Basic: When you drink the bright red liquid in this flask, you regain 2d4 + 2 hit points.

Greater: When you drink the pure red concoction in this flask, you regain 4d4 + 4 hit points.

Superior: Requiring rare ingredients, the recipes for these potions are jealously guarded by master herbalists. When you drink the glowing crimson liquid in this vial, you regain 8d4 + 8 hit points.

Supreme: Only a few herbalists every generation master the precise artistry required to brew these serums. When you drink the iridescent liquid in this vial you regain 10d4 + 20 hit points.

Ironwood Acorn. This tough acorn must be swallowed whole to fortify your muscles and sinews, and after you eat it you gain an expertise die on Strength saving throws for 1 hour.

Jar of Leeches. This jar contains bloodthirsty medicinal worms useful for curing many maladies. You can expend one use of this jar during a short rest to administer leeches to yourself or a willing creature. A creature who has leeches administered to them cannot regain hit points during this short rest due to blood loss, but it may repeat a saving throw to remove the poisoned condition or a blood-borne disease (DC equal to the original effect).

Alternatively, as an action you can throw this jar up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the jar as an improvised weapon. On a hit, if the target is a Large or smaller creature it takes 1d4 ongoing damage. A creature can end this damage by using its action to remove the leeches.

Laudanum. This mixture of ambergris, saffron, and other rare ingredients can calm the nerves and ease mental pain. When you drink the bitter reddish-brown concoction in this vial you recover a level of strife. Roll 1d10. On a 1, you gain a short-term mental stress effect. Once a creature benefits from laudanum, it cannot do so again until it finishes a long rest.

Lavender Paste. Mixing lavender petals with herbs creates a natural insect repellent. You can use an action to apply the paste to yourself or a willing creature, granting immunity to insect-based hazards in swampy terrain. In addition,

the creature gains benefits equivalent to mosquito netting (page 330) for the next 24 hours.

Medicinal Salve. Made from herbal ingredients, this tin of soothing salve can help mend grievous injuries. You can apply medicinal salve to your or a willing creature's wounds during a short rest. A creature treated with medicinal salve rolls a bonus hit die and adds the result to the total number of hit points regained during the short rest. When used with a bandage, the bonus hit die from a medicinal salve restores the maximum amount of hit points. Once a creature benefits from a medicinal salve, it cannot do so again until it finishes a long rest.

Pressed Spiderbulb. Consuming this dried flower grants you energy and tightens your reflexes, and after you eat it you gain an expertise die on Dexterity saving throws for 1 hour.

Sycamore Petal Poultice. Consumption of these pulped petals heightens your senses, and after you eat it you gain an expertise die on Wisdom saving throws for 1 hour.

Spellcasting Foci

Many spellcasters rely on a magical focus, an item that allows them to channel their power. Using a spellcasting focus allows a spellcaster to forgo many material components for their spells (as described in Chapter 10). A wide variety of items can be turned into magical foci, which fall into three primary categories:

- **Arcane Focus:** These foci are soaked in arcane power and often engraved or painted with eldritch symbols and cosmic iconography. Orbs, crystals, grimoires, staves, or wands are often used as spellcasting foci by sorcerers, warlocks, and wizards.
- **Divine Focus:** These foci (often called holy symbols) are representations of a deity, pantheon, or ideal. They usually depict the crest or icon of a specific god or are of symbolic importance to a particular faith. Reliquaries, censers, amulets, emblems, or tattoos are often used as spellcasting foci by clerics and heralds.
- **Nature Focus:** These foci typically incorporate furs, feathers, living plants, sacred wood, or the bones or teeth of sacred animals. Staves, wands, wonders, fetishes, or totems are typically used as spellcasting foci by druids and rangers.

Focus Tattoo. Some spellcasters permanently mark their bodies with symbols of their deity, eldritch runes, or ritualistic symbols. You can apply a focus tattoo over the course of a long rest, after which it functions as a spellcasting focus. Focus tattoos draw on a bearer's own magics, and must be attuned like a magic item in order to function and require an attunement slot (information on attunement is in *Trials & Treasures*). When you cast spells with a focus tattoo in this way, you must briefly touch your focus tattoo with your free hand.

Grimoire. These large and imposing tomes can function both as a spellbook and as a spellcasting focus.

TABLE: SPELLCASTING FOCI

ITEM	COST	WEIGHT
Amulet	5 gp	1 lb.
Censer	15 gp	2 lbs.
Crystal	10 gp	3 lbs.
Emblem	5 gp	—
Focus tattoo	75 gp	—
Grimoire	25 gp	5 lbs.
Orb	10 gp	3 lbs.
Reliquary	5 gp	2 lbs.
Rod	10 gp	2 lbs.
Staff	5 gp	4 lbs.
Totem	1 gp	—
Wand	10 gp	1 lb.
Wonder	30 gp	—

Staff. In addition to its use as a spellcasting focus, a staff can also be used as a quarterstaff (page 310).

Wonder. A wonder is an unusual spellcasting focus such as a sacred flower that never wilts, a prismatic crystalized skull, or a polished burl that whispers with the language of the trees. If you lose a wonder, you can replace it as a ritual that takes 10 minutes and requires 5 gold worth of rare materials. You must be able to cast ritual spells to restore a lost wonder in this way. When you do so, any previous wonders created this way are destroyed.

Common Poisons

While some poisons require exotic or expensive ingredients (see the Maladies chapter in *Trials & Treasures*), many effective concoctions can be obtained or made with little effort. The following poisons may be commonly available from apothecaries and herbalists, at the Narrator's discretion.

Applying a poison takes an action. A creature immune to the poisoned condition is immune to any effects from poisons.

Curare. You can use the poison in this vial to coat one slashing or piercing weapon, or up to three pieces of ammunition. The poison retains its potency for 1 minute or until you hit with the weapon or ammunition. When a creature takes damage from the coated weapon or ammunition, it makes a DC 13 Constitution saving throw or is stunned until the end of its next turn.

Ether. You can use the chemicals in this flask to soak a rag or other small cloth item. An open flask of ether or an ether-soaked rag retains its potency for 1 minute or until you hit with it. While you are grappling a creature, you may make a special melee weapon attack against it using ether. On a hit, the creature makes a DC 12 Constitution saving throw or fall unconscious. The creature remains unconscious for 1 minute, until it takes damage, or until an action is used to shake or slap the creature awake.

TABLE: SIMPLE POISONS

ITEM	COST	WEIGHT
Curare (vial)	100 gp	—
Ether (flask)	20 gp	1 lb.
Poison, basic (vial)	25 gp	—
Poison, advanced (vial)	50 gp	—
Poison, potent (vial)	100 gp	—

Poison. You can use the poison in these vials to coat one slashing or piercing weapon or up to three pieces of ammunition. The poison retains its potency for 1 minute or until you hit with the weapon or ammunition.

Basic: When a creature takes damage from the coated weapon or ammunition, it makes a DC 12 Constitution saving throw or takes 2d4 poison damage and is poisoned until the end of your next turn.

Advanced: When a creature takes damage from the coated weapon or ammunition, it makes a DC 13 Constitution saving throw or takes 2d6 poison damage and is poisoned until the end of your next turn.

Potent: When a creature takes damage from the coated weapon or ammunition, it makes a DC 14 Constitution saving throw or takes 2d8 poison damage and is poisoned until the end of your next turn.

Survival Gear

Adverse weather and gnawing hunger can claim just as many lives as monsters and traps. The following items are necessities when facing inhospitable environments and harsh journeys:

Bedroll. This essential commodity provides insulation and comfortable sleep on rocky, wet, or uneven terrain.

Blanket. Provides warmth while resting in cold environments.

Climbing Gear. A set of climbing gear includes special pitons, boot tips, gloves, and a harness. You can use the climbing gear as an action to anchor yourself; when you do, you can't fall more than 25 feet from the anchor point, and you can't climb more than 25 feet away from that point without undoing the anchor.

Cold Weather Gear. Cold weather gear includes special boots, gloves, warm padding, and face protection. This gear can be worn over or under any armor and takes 5 minutes to don or remove. While wearing cold weather gear you automatically succeed on saving throws against effects caused by an environment of extreme cold, but have disadvantage on saving throws against effects from environments of extreme heat and spells or effects that deal fire damage. This gear can also be worn to provide warmth while resting in cold environments.

Compass. This device has a free-turning needle that always points towards the magnetic north.

Fishing Trap. Whenever you retrieve this arrangement of netting, wires, and weights from a body of water with aquatic life, roll a d20 and add a bonus equal to the number of hours the trap has been set. On a 21 or higher the trap has captured fish or other aquatic animals totaling 1d4 Supply.

Hunting Snare. This simple arrangement of stakes, wires, and ropes can be set for catching small game in woodlands, forests, or other hunting grounds. Whenever you retrieve the snare, roll a d20 and add a bonus equal to the number of hours the snare has been set. On a 21 or higher the snare has captured and killed a Tiny game animal with 1d4 Supply.

Hunting Trap. Once you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate makes a DC 13 Dexterity saving throw or it takes 2d4 piercing damage and stops moving. On a failed save, until the creature breaks free of the trap its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1d4 piercing damage to the trapped creature. Hunting traps of higher quality are more complex and effective, increasing the DC of each saving throw and ability check (by 2 for fine hunting traps, or by 4 for masterwork hunting traps).

TABLE: SURVIVAL GEAR

ITEM	COST	WEIGHT
Bedroll	1 gp	7 lbs.
Blanket	5 sp	3 lbs.
Climbing gear	25 gp	12 lbs.
Cold weather gear	15 gp	12 lbs.
Compass	60 gp	1/2 lb.
Fishing trap	5 gp	10 lbs.
Hunting snare	5 gp	5 lbs.
Hunting trap	5 gp	25 lbs.
Map (local)	20 gp	—
Map (distant)	75 gp	—
Map (frontier)	200 gp	—
Marshland gear	10 gp	6 lbs.
Mosquito netting	2 gp	1/2 lb.
Rations (1 Supply)	5 sp	2 lb.
Tent (one person)	1 gp	10 lbs.
Tent (two person)	2 gp	20 lbs.
Tent (communal)	15 gp	40 lbs.
Torch	1 cp	1 lb.
Torch (alchemical)	25 gp	1 lb.

Rations and Supply

Basic rations include food and water, typically costing 5 silver for 1 Supply. At the Narrator's discretion, food and water may cost more or less than this, especially if an adventurer is choosing to purchase finer foodstuffs or in a locale where resources are scarce.

Map. When using a map, you may travel at a fast pace without taking a penalty to your passive Perception while within the area it depicts. If you also use a compass in conjunction with a map, you gain an expertise die on checks made to avoid becoming lost.

Local: This map depicts an area that is well known to its makers and shows the full details as well as routes within the realm, including the names of hamlets, villages, and towns.

Distant: This map depicts a region far-flung from those that made it, and it only shows the major geographical features and best known routes within the realm.

Frontier: This map depicts an area only recently explored by those that made it and the information is often incorrect or incomplete. When consulting this map, the Narrator rolls a secret d20. On a result of 5 or less, the outdated or false information wastes travel time turning around and doubling back and the party only progresses half as much distance towards their destination.

Marshland Gear. Marshland gear includes special boots, gloves, and clothes designed to repel moisture and muck. This gear can be worn over light armor and takes 5 minutes to don or remove. While you are wearing marshland gear, you can move at a normal pace through nonmagical swamps and marshes, but you have disadvantage on Dexterity checks and saving throws made on dry or rocky terrain.

Mosquito Netting. This thin mesh cloth provides protection from small insects while sleeping in jungles, swamps, or similar environments.

Rations. Rations can vary wildly depending on the culture, but they usually consist of a day's worth of water and dry foods suitable for extended travel like jerky, dried fruit, hardtack, or nuts. One unit of rations provides 1 Supply.

Tent. These stitched together canvases, hides, or tarps provide protection from the elements so long as there is a flat space for them to be deployed.

One Person: Suitable for a Medium-sized creature. Occupies a 5-foot by 10-foot space when set up.

Two Person: Suitable for up to 2 Medium-sized creatures. Occupies a 10-foot by 10-foot space when set up.

Communal: Suitable for up to 6 Medium-sized creatures. Occupies a 15-foot by 15-foot space when set up.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. When you use a burning torch as a club to make a melee attack, it deals an extra 1 fire damage on a hit.

Torch (Alchemical). The rough, sticky tar at the end of this torch burns through even the most adverse conditions. An alchemical torch burns for 1 hour even in heavy rains, strong winds, and underwater (albeit poorly when submerged, shedding only dim light in a 5-foot radius). Dimmer than a normal torch, it sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Bulky. **A bulky item weighs 40 pounds or more (for example a bag with 2,000 or more gold coins) or is greater than 4 feet in any direction (like a large ornate rug). Any creature can carry one bulky item plus one additional bulky item for every point of its Strength modifier. When a creature is not carrying any Supply, it can carry one additional bulky item.**

Carrying Things. **A Medium-sized creature's carrying capacity equals its Strength score × 15 pounds. Aside from its gear, a Medium-sized creature can carry Supply equal to its Strength score.**

Containers

Adventuring means surviving the elements, desperately searching for your next meal after rations have run out while traveling far from civilization, and overcoming other rigorous obstacles that are part of any epic journey.

Table: Containers has the most common types of containers, though it's typical for many adventurers to get by with just a backpack and a waterskin.

Miscellaneous Adventuring Gear

The many essentials that make adventuring into the unknown possible:

Acid. You can use an action to splash the contents of this vial onto a target within 5 feet of you, or throw the vial up to 20 feet where it shatters on impact. In either case, make a ranged weapon attack against the target, treating the acid as an improvised weapon. On a hit, the target takes 2d4 ongoing acid damage. This damage persists for 3 rounds. A creature ends all ongoing damage from mundane acid by using its action to wipe away the corrosive liquid.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. You can use an action to throw this flask up to 20 feet where it shatters on impact. Make a ranged weapon attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d6 ongoing fire damage. This damage persists for 1 minute. A creature can end all ongoing damage being dealt by alchemist's fires by using its action to either make a DC 14 Dexterity check to extinguish the flames or by dousing the target with at least 1 gallon of water.

Ball Bearings. You can use an action to spill these tiny metal balls from their pouch and cover a level, square area that is 10 feet on each side. A creature moving across the covered area makes a DC 12 Dexterity saving throw or falls prone. A creature moving through the area at half speed doesn't need to make the save.

TABLE: CONTAINERS

CONTAINER	CAPACITY	COST	WEIGHT
Backpack*	30 pounds of gear or 1 cubic foot	2 gp	5 lbs.
Barrel	40 gallons liquid or 4 cubic feet solid	2 gp	70 lbs.
Basket	40 pounds of gear or 2 cubic feet	4 sp	2 lbs.
Bottle, glass	1 1/2 pints liquid	2 gp	2 lbs.
Bucket	3 gallons liquid or 1/2 cubic foot solid	5 cp	2 lbs.
Case, crossbow bolt	20 crossbow bolts	1 gp	1 lb.
Case, map or scroll	10 paper sheets or 5 parchment sheets	1 gp	1 lb.
Chest	300 pounds gear or 12 cubic feet	5 gp	25 lbs.
Flask or tankard	1 pint liquid	2 cp	1 lb.
Jug or pitcher	1 gallon liquid	2 cp	4 lbs.
Pot, iron	1 gallon liquid	2 gp	10 lbs.
Pouch	6 pounds of gear or ⅕ cubic foot	5 sp	1 lb.
Quiver	20 arrows	1 gp	1 lb.
Sack	30 pounds of gear or 1 cubic foot	1 cp	1/2 lb.
Vial	4 ounces liquid	1 gp	—
Waterskin	4 pints liquid	2 sp	5 lbs. (full), 1/2 lb. (empty)

** You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.*

Black Powder Charge. A pound of black powder inside a wooden shell with a fuse can make a simple but potent explosive. You can use an action to set and light one or more black powder charges which explode at the beginning of your next turn. Any creatures or objects within 10 feet of the exploding charge must make a DC 14 Dexterity saving throw, taking 1d6 force damage and 1d6 fire damage on a failed save or half damage on a success. Increase the explosion's damage by 1d6 force and 1d6 fire for each doubling of the number of charges set beyond the first. For example, 4 black powder charges deal 3d6 force and 3d6 fire damage, 8 black powder charges deal 4d6 force and 4d6 fire damage, 32 black powder charges deal 6d6 force damage and 6d6 fire damage, and so on.

For each charge beyond the first, the area increases as follows: 2 charges—20-foot radius, 4 charges—30-foot radius, 8 charges—40-foot radius, 16 charges—50-foot radius, 32 charges—60-foot radius.

Black powder charges become useless and are destroyed when submerged in water or left exposed to rain.

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle along with a length of rope allows you to hoist up to four times the weight you can normally lift.

Book. A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section). Any book of masterwork quality covers in detail one specialty (see Specialties on page 408 in Chapter 6: Using Ability Scores). You gain an expertise die on checks made regarding the specialty detailed in the last masterwork book you've read.

Cage. This metal cage can comfortably contain a creature of the size it is designed to hold. The cage has a simple door held with a latch that requires an Intelligence score of 5 or more to open.

TABLE: MISCELLANEOUS ADVENTURING GEAR

ITEM	COST	WEIGHT
Abacus	2 gp	2 lbs.
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	35 gp	1 lb.
Ball bearings (bag of 1,000)	1 gp	2 lbs.
Bell	1 gp	—
Black powder charge	35 gp	1 lb.
Block and tackle	1 gp	5 lbs.
Book	25 gp	5 lbs.
Cage (Medium)	5 gp	25 lbs.
Cage (Large)	20 gp	100 lbs.
Cage (Huge)	120 gp	500 lbs.
Caltrops (bag of 20)	1 gp	2 lbs.
Candle	1 cp	—
Chain (10 feet)	5 gp	10 lbs.
Chalk (1 piece)	1 cp	—
Clothes (common)	5 sp	3 lbs.
Clothes (costume)	5 gp	4 lbs.
Clothes (fine)	15 gp	6 lbs.
Clothes (traveler's)	2 gp	4 lbs.
Component pouch	25 gp	2 lbs.
Crowbar	2 gp	5 lbs.
Eyepatch	2 sp	—
Fishing tackle	1 gp	4 lbs.
Flash bomb	50 gp	3 lbs.
Grappling hook	2 gp	4 lbs.
Hammer	1 gp	3 lbs.
Holy water (flask)	25 gp	1 lb.
Hook hand	15 gp	1 lb.

TABLE: MISCELLANEOUS ADVENTURING GEAR (CONTINUED)

ITEM	COST	WEIGHT
Hourglass	25 gp	1 lb.
Incense (block)	5 gp	1/2 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Ladder (10 foot)	1 sp	25 lbs.
Lantern (standard)	5 sp	1 lb.
Lantern (bullseye)	10 gp	2 lbs.
Lantern (hooded)	5 gp	2 lbs.
Lock	10 gp	1 lb.
Magnifying glass	25 gp	—
Manacles	2 gp	6 lbs.
Merchant's scale	5 gp	3 lbs.
Mess tin	2 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
Oil (flask)	1 sp	1 lb.
Paint pot	1 gp	1/4 lb.
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Pick, miner's	2 gp	10 lbs.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lbs.
Portable ram	4 gp	35 lbs.
Prosthetic (arm/hand)	125 gp	4 lbs. (varies)
Prosthetic (leg/foot)	75 gp	8 lbs. (varies)
Robes	1 gp	4 lbs.
Rope, hempen (50 feet)	1 gp	10 lbs.
Rope, silk (50 feet)	10 gp	5 lbs.

ITEM	COST	WEIGHT
Sand bag	2 cp	1 lb.
Sealing wax	5 sp	—
Shovel	2 gp	5 lbs.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Sledgehammer	2 gp	10 lbs.
Smoke bomb	50 gp	3 lbs.
Soap	1 cp	—
Spellbook	50 gp	3 lbs.
Spikes, iron (10)	1 gp	5 lbs.
Spyglass	150 gp	1 lb.
String (10 feet)	1 sp	—
Tanglefoot bag	50 gp	3 lbs.
Tinderbox	5 sp	1 lb.
Travel enclosure (Tiny)	10 gp	2 lbs.
Travel enclosure (Small)	35 gp	15 lbs.
Unstable arcanum	120 gp	—
Vestments	1 gp	4 lbs.
Wheelchair	100 gp	25 lbs.
Whetstone	1 cp	1 lb.



Medium: The cage (AC 16, 25 hit points) can be burst open with a DC 22 Strength check.

Large: The cage (AC 17, 40 hit points) can be burst open with a DC 24 Strength check.

Huge: The cage (AC 18, 55 hit points) can be burst open with a DC 26 Strength check.

Caltrops. You can use an action to spread a bag of caltrops that covers a square area 5 feet on a side. Any creature that enters the area makes a DC 15 Dexterity saving throw or it stops moving this turn and takes 1d4 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until it regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle. A lit candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet for up to 1 hour.

Chain. A chain (AC 16, 10 hit points) can be burst with a DC 20 Strength check.

Clothes (Any). Clothes of varying styles can be appropriate to any number of cultures or social situations and can be worn over light armor. A DC 14 Perception check is required to notice light armor hidden underneath clothes.

Component Pouch. A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Crowbar. You gain advantage on Strength checks when you are able to apply leverage with this hooked metal bar.

Eyepatch. Eyepatches can be used to prepare one eye for lower light vision, especially for working on deck and in the relative darkness of a ship. When you are wearing an eyepatch and enter an area of darkness or dim light from a brightly lit area, you can use a bonus action to swap it from one eye to the other to gain an expertise die on Perception checks until you enter an area of bright light or for the next 10 minutes.

Fishing Tackle. This includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Flash Bomb. You can use an action to throw this glass bauble, making a ranged weapon attack against a creature within 20 feet and treating the flash bomb as an improvised weapon. The target makes a DC 14 Constitution saving throw or it is blinded until the end of your next turn.

Holy Water. You can use an action to splash the contents of this flask on an adjacent creature. Alternatively, you can throw it up to 20 feet where it shatters on impact. Make a ranged weapon attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage and becomes slowed until the end of your next turn.

A cleric or herald can create holy water by performing a special ritual that takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

Hook Hand. Prosthetic hook hands are common replacements for missing hands. You cannot gain advantage or expertise dice on Sleight of Hand checks made with a hook hand. In addition, a hook is a natural weapon which you can use to make unarmed strikes that deal piercing damage equal to 1d6 + your Strength modifier.

Lantern. Once lit, a lantern burns for 6 hours on a flask of oil (1 pint).

Standard: Casts bright light in a 15-foot radius and dim light for an additional 30 feet.

Bullseye: Casts bright light in a 60-foot cone and dim light for an additional 60 feet.

Hooded: Casts bright light in a 30-foot radius and dim light for an additional 30 feet. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock. A key is provided with the lock. Without the key, a DC 15 thieves' tools check can pick this lock. At the Narrator's discretion, there may be better locks available for higher prices.

Magnifying Glass. This lens allows a closer look at small objects. When you use a magnifying glass to appraise or inspect an item that is Tiny or highly detailed, you gain an expertise die. A magnifying glass is also useful for starting fires. Lighting a fire with a magnifying glass requires

light as bright as sunlight to focus, tinder to ignite, and 5 minutes of remaining stationary.

Manacles. These metal restraints (AC 16, 20 hit points) can restrain a Small or Medium creature. You can restrain an unwilling creature which requires an action, and for the creature to be either restrained, or both grappled and prone. Escaping the manacles requires a DC 20 Dexterity check, and breaking them requires a DC 20 Strength check. Each set of manacles comes with one key. Without the key, a DC 15 thieves' tools check can pick this lock.

Merchant's Scale. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. You can use a scale to measure the exact weight of Tiny objects, such as raw precious metals or trade goods, to help determine their worth.

Mess Tin. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan while the other is used as a plate or shallow bowl.

Oil. Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask up to 20 feet, shattering it on impact. Make a ranged weapon attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute) it takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square level area. When lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Paint Pot. This small clay pot contains about a pint of a single color of paint, enough to cover 50 square feet. Alternatively, as an action, you can splash the contents of this pot up to 20 feet, shattering it on impact. Make a ranged weapon attack against a creature within 20 feet, treating the paint pot as an improvised weapon. On a hit, the target is covered in bright paint. The paint can only be removed with at least 1 minute of vigorous scrubbing. While covered in paint, a creature has disadvantage on Stealth checks.

Portable Ram. You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. When another creature helps you use the ram, you gain an expertise die (as well as advantage, as normal).

Prosthetic. Prosthetics are usually metal and custom made to replace whatever portion of a limb has been lost.

Arm or Hand: You cannot gain advantage or expertise dice on Sleight of Hand checks made with this prosthetic. However, prosthetics can provide an unexpected block, and when you use it defensively you gain a +1 bonus to your AC as if you were wielding a hands-free light shield with the prosthetic. Prosthetics used defensively in this way cannot wield weapons.

Leg or Foot: While you are standing on your prosthetic, you cannot gain advantage or expertise dice on saving throws made to resist being knocked prone, and you take half damage from caltrops, spikes, and difficult terrain that deals damage. Depending on how your prosthetic is constructed, you can use it to store up to one concealed Tiny item (DC 15 Investigation or Perception check to notice).

Rope. Rope, whether made of hemp or silk, has an AC of 10, 2 hit points, and can be burst with a DC 17 Strength check.

Smoke Bomb. This metal sphere's casing is pockmarked with holes and capped with a thick fuse. When lit, it spews suffocating black smoke that heavily obscures a 10-foot cube for 1 minute. Air-breathing creatures within the smoke must make a DC 10 Constitution saving throw, or have disadvantage on ability checks, attack rolls, and saving throws made while breathing the fumes. A wind of moderate or greater speed suppresses the smoke effect for 1 round.

Spellbook. Essential for wizards, a spellbook is a leather bound tome with 100 blank vellum pages suitable for recording spells.

Spyglass. Objects viewed through a spyglass are magnified to twice their size. You can use a spyglass to make Perception checks on areas you can see that are more than a quarter mile away.

Tanglefoot Bag. Unguents and adhesives fill this airtight sack. You can use an action to throw this bag at a target within 20 feet, treating it as a ranged weapon attack with an improvised weapon. On a hit, rapidly hardening sap covers the target and it makes a DC 13 Strength check or becomes grappled. At the start of each of its turns, the target repeats the check, ending the effect on itself on a success. The sap can also be destroyed (AC 13, 6 hit points).

Tinderbox. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Travel Enclosure. This fine wire mesh bag is reinforced with metal beams, making a durable but flexible enclosure. Creatures of an appropriate size can comfortably reside within the enclosure if provided with some appropriate substrate (soft bedding for rodents, loamy soil for toads, and so on).

Tiny: A single Tiny creature residing within the enclosure has total cover while inside it and automatically succeeds on saving throws to resist area effects.

Small: Up to 3 Tiny creatures or a single Small creature residing with the enclosure have total cover while inside it and automatically succeed on saving throws to resist area effects.

Unstable Arcanum (Vial). This small vial of unstable magical waste can make for a powerful explosive. You can set and light one or more vials of unstable arcanum as an action, causing each to explode at the start of your next turn. Any creatures or objects within 10 feet of the exploding charge make a DC 14 Dexterity saving throw, taking 2d10 force damage on a failure, or half damage on a success. Increase this damage by 2d10 for each charge set beyond the first. Whenever a creature carrying unstable arcanum takes damage from a spell or cantrip, it must roll a d4. On a result of a 1 the unstable arcanum instantly explodes as if set and lit.

Wheelchair. This durable device provides tactical mobility without requiring use of the legs. While mounted on a wheelchair you are considered to be wearing the wheelchair as a piece of gear. The wheelchair is mechanically complex, and can ascend stairs and ramps slowly, or provide a boost of speed on the descent. You



have a movement speed of 30 feet while mounted on a wheelchair and treat inclines and stairs as difficult terrain, but while moving down slopes, stairs, or other significant declines you may take the Dash action as a bonus action. At the Narrator's discretion, more advanced and tactical wheelchairs may be available.

Equipment Packs

The starting equipment gained from your class includes a collection of useful adventuring gear put together in a pack. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Assassin's Pack (175 gp). Includes a chest, a vial of advanced poison, 3 vials of basic poison, a set of fine clothes, a bottle of ink, an ink pen, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, a costume, and a flash bomb.

Burglar's Pack (16 gp). Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 Supply, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Demolitions Pack (250 gp). Includes a backpack, a vial of unstable arcanum, 10 feet of string, a bell, 5 candles, 3 black powder charges, a hooded lantern, 3 flasks of oil, a tinderbox, and 10 sand bags.

Diplomat's Pack (39 gp). Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (12 gp). Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 Supply, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack (40 gp). Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 Supply, a waterskin, and a disguise kit.

Explorer's Pack (10 gp). Includes a backpack, a bedroll, a mess tin, a tinderbox, 10 torches, 10 Supply, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Pirate's Pack (70 gp). Includes a backpack, a bedroll, an eyepatch, a compass, a distant map, 10 Supply, and a waterskin.

Priest's Pack (19 gp). Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 Supply, and a waterskin.

Scholar's Pack (40 gp). Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Tools

Many trades and crafts require special tools or sets of tools needed to do things like pick a lock, paint a portrait, or brew a potion.

Any character can use a tool kit, but many characters also gain proficiency with specific tools. When you are proficient, you add your proficiency bonus to any ability checks made with them.

Tool use is not tied to any single ability score and your Narrator may decide your work may require any sort of ability check. For example, you may be asked to make a Dexterity check with your glassblower's tools while making a delicate glass chalice, but you may be asked to make a Charisma check for creating an artistic glass sculpture.

Masterwork Tools. When using tools of masterwork quality, if you are proficient you gain an expertise die on checks made with them.

Trade Tools

These are the tools of specific trades and primarily used for gainful employment, but they can also be utilized where appropriate to the situation—using cartographer's tools to accurately map a dungeon, or calming a savage beast using the melodious notes of a lyre. Trade tools are divided into artisan's tools, gaming sets, and musical instruments.

Artisan's Tools. These tools allow you to turn a specific type of raw material into generic trade goods using your time, effort, and skill. The type of tool determines the materials and amount of

TABLE: ARTISAN'S TOOLS AND PROFESSION CHECKS

TOOL KIT	COST	WEIGHT	MATERIAL	TIME	DC 15 VALUE	DC 20 VALUE	DC 25+ VALUE
Alchemist's supplies	50 gp	8 lbs.	10 gp of alchemical ingredients	8 hours	15 gp	20 gp	30 gp
Brewer's supplies	20 gp	9 lbs.	5 cp of malt, hops, and yeast	8 hours (2 week delay)	2 gp	5 gp	20 gp
Calligrapher's supplies	10 gp	5 lbs.	15 gp of ink and paper	1 month (8 hours per day)	45 gp	90 gp	300 gp
Carpenter's tools	8 gp	6 lbs.	1 sp of lumber	8 hours	1 gp	2 gp	10 gp
Cartographer's tools	15 gp	6 lbs.	12 gp of ink and paper	1 week (8 hours per day)	20 gp	75 gp	200 gp
Cobbler's tools	5 gp	5 lbs.	1 cp of leather and nails	2 hours	5 cp	5 sp	5 gp
Cook's utensils	1 gp	8 lbs.	5 cp of food	1 hour	1 sp	1 gp	5 gp
Glassblower's tools	30 gp	5 lbs.	2 cp of sand	1 hour	1 sp	5 sp	10 gp
Jeweler's tools	25 gp	2 lbs.	25 gp in jewels and precious metals	8 hours	35 gp	75 gp	150 gp
Leatherworker's tools	5 gp	5 lbs.	2 cp of leather	3 days (8 hours per day)	2 gp	5 gp	15 gp
Mason's tools	10 gp	8 lbs.	1 sp of stone	1 week (8 hours per day)	10 gp	30 gp	50 gp
Painter's supplies	10 gp	5 lbs.	5 gp of paint	1 week (8 hours per day)	10 gp	50 gp	200 gp
Potter's tools	10 gp	3 lbs.	1 cp of clay	1 hour	5 cp	1 sp	2 gp
Tinker's tools	50 gp	10 lbs.	10 gp of mechanical parts	1 week (8 hours per day)	15 gp	90 gp	150 gp
Weaver's tools	1 gp	5 lbs.	1 gp of wool	2 weeks (8 hours per day)	20 gp	50 gp	100 gp
Woodcarver's tools	1 gp	5 lbs.	5 cp of lumber	1 hour	5 sp	1 gp	5 gp

TABLE: GAMBLING OUTCOMES

GAMBLING CHECK	RESULTS
1	Lose wager + 50%
2–14	Lose wager
15–19	Break even
20–24	Earn twice your wager
25+	Earn three times your wager

TABLE: PERFORMANCE OUTCOMES

PERFORMANCE CHECK	RESULTS
1–5	Banned from venue
6–14	1d4 cp
15–19	1d4 sp
20–24	1d4 gp
25+	3d4 gp

TABLE: GAMING SETS

ITEM	COST	WEIGHT
Dice set	1 sp	—
Board game set	1 gp	1/2 lb.
Playing card set	5 sp	—

TABLE: MUSICAL INSTRUMENTS

ITEM	COST	WEIGHT
Bagpipes	30 gp	6 lbs.
Casaba	2 gp	1/2 lb
Castanet	2 gp	1/2 lb.
Drum	6 gp	3 lbs.
Dulcimer	25 gp	10 lbs.
Flute	2 gp	1 lb.
Harp	35 gp	25 lbs.
Horn	3 gp	2 lbs.
Lute	35 gp	2 lbs.
Lyre	30 gp	2 lbs.
Maraca	1 gp	½ lb.
Ocarina	3 gp	1 lb.
Pan flute	12 gp	2 lbs.
Trombone	15 gp	4 lbs.
Violin	25 gp	1 lb.

time needed. After spending the needed time and materials, you make a profession check with those tools which determines the value of the resulting generic trade goods (on a result of 15 or lower the materials used are wasted).

Gaming Sets. These items can be played to simply pass the time or to gain money through gambling. Gambling can potentially earn or lose money, depending on the amount you wager and the outcome of your check. You can also attempt to cheat opponents by making a Sleight of Hand check opposed by the highest Perception check among observers, turning your opponents hostile on a failure, or gaining advantage on a success. Not all opponents can cover all wagers, and most refuse to wager for more than a quarter of their net worth. For each hour spent gambling, make a check using your tool set and consult Table: Gambling Outcomes (though in most situations, there's only so much money to be won, and usually a few sore losers when the house is cleaned out).

Musical Instrument. Examples of some common types of musical instruments are on Table: Musical Instruments but any instrument can be played for coin. Doing so requires a public space with at least 10 people, or an official gig at an establishment with a musical venue like a tavern or club. In either case make a check using your instrument for each hour you spend performing and consult Table: Performance Outcomes to determine the amount of gold you receive, though you may receive more or less than that at specific musical venues at the Narrator's discretion. Bards can also use musical instruments as a spellcasting focus (see page 327). Each type of musical instrument requires a separate proficiency.

TABLE: MISCELLANEOUS TOOLS

ITEM	COST	WEIGHT
Disguise kit	25 gp	3 lbs.
Forgery kit	15 gp	5 lbs.
Herbalism kit	5 gp	3 lbs.
Navigator's tools	25 gp	2 lbs.
Poisoner's kit	50 gp	2 lbs.
Sewing kit	2 gp	1 lb.
Smith's tools	20 gp	8 lbs.
Thieves' tools	25 gp	1 lb.

Miscellaneous Tools

The following tools allow you to perform specific actions or have very specific uses, such as using thieves' tools to carefully disable a trap mechanism or a forgery kit to make a false invitation to a noble's gala.

Disguise Kit. This pouch of props, costuming, and cosmetics lets you change your physical appearance. A creature observing you after you make a disguise kit check must make a Perception check (DC equal to the result of your disguise kit check) in order to see through your disguise.

Forgery Kit. This small box contains a wide variety of papers, inks, and sealing waxes needed to create convincing forgeries of specific documents. A creature examining a false document made using a forgery kit must make an Investigation check (DC equal to the result of your forgery kit check) in order to realize it is a fake.

Herbalism Kit. This kit contains the tools needed to carefully harvest and process rare herbs into remedies. You can attempt to harvest rare herbs from areas with abundant flora by spending an hour searching and making an herbalism kit check. You randomly obtain one of the following medicinals on a result of 16–22: adderwort roots, dried yewclaw bark, fairy cap, ironwood acorn, pressed spiderbulb, sycamore petal poultice. On a result of 23–27 you instead obtain one rare herb, and on a result of 28 or higher you obtain 2 rare herbs. With 1 minute of preparation a rare herb can be quickly processed into a *basic healing potion*, 2 rare herbs can be made into an antitoxin, or 3 rare herbs can be made into a *greater healing potion*.

Navigator's Tools. These precision instruments allow you to relate your position to the position of the stars. So long as you are on the Material Plane and can freely observe the stars, once per night you can make a navigator's tools check. On a result of 15–19 you learn one of the following pieces of information, or two pieces of information on a result of 20 or higher:

- The approximate time of year.
- Your approximate distance from the equator (assuming the world has a known axis).
- Your approximate distance from the place you last made this check.
- Your current distance from a major landmark and the approximate amount of time it will take to reach it.

Poisoner's Kit. Everything necessary for carefully harvesting and processing natural poisons and venoms can be found in this kit. You can attempt to harvest poisons from areas with abundant flora by spending an hour searching and making a poisoner's kit check. On a result of 1–14 you accidentally poison yourself and suffer the effects of a basic poison. On a result of 15–19 you obtain a vial's worth of basic poison. On a result of 20–24 you obtain a vial's worth of advanced poison, and on a result of 25 or higher you obtain a vial's worth of potent poison.

Alternatively, with 10 minutes of work you can use a poisoner's kit to harvest poison from the fresh corpse of a creature that naturally contained poisons. Make a poisoner's kit check against a DC equal to the DC of the creature's poison (if the creature's poison has no saving throw, use 8 + the creature's CR). On a failed check you suffer the effects of the creature's poison, and on a success you harvest a vial's worth of poison. You can use the creature's poison to coat one slashing or piercing weapon or up to 3 pieces of ammunition as an action. The poison retains its potency for 1 minute or until you hit with the weapon or ammunition. Weapons or ammunition you coat in a creature's poison inflict the same effects as shown

in the creature's statistics. Once you harvest the poison of a creature, that corpse cannot be harvested from again.

Sewing Kit. This kit of threads, thimbles, buttons, and scissors is primarily used to mend clothing. With 1 hour of work you can use a sewing kit to mend clothing and some suits of armor. The DC of a sewing kit check is determined by the material being worked (pages 322–323).

Smith's Tools. These hammers and clamps are a poor replacement for a full forge but can be instrumental for repairing metal items. With 1 hour of work you can use smith's tools to mend many weapons and armors. The DC of a smith's tools check is determined by the material being worked (pages 322-323).

Thieves' Tools. This set of often sharp and slender metal instruments are needed to crack locks and carefully spy into mechanisms. You can use an action to open a lock by making a thieves' tools check against a DC determined by the quality of the lock being picked.

TABLE: MOUNTS

ITEM	COST	SPEED	CARRYING CAPACITY	STRENGTH
Camel	50 gp	50 ft.	480 lbs.	16
Donkey or mule	8 gp	40 ft.	420 lbs.	12
Draft horse	50 gp	40 ft.	540 lbs.	18
Elephant	500 gp	40 ft.	1,320 lbs.	22
Mastiff	25 gp	40 ft.	195 lbs.	13
Pony	30 gp	40 ft.	225 lbs.	15
Riding horse	75 gp	60 ft.	480 lbs.	16
Warhorse	400 gp	60 ft.	540 lbs.	18

Mounts

From the mighty warhorse to the humble pack mule, mounts can be an integral part of your battle plan or simply a way to carry your excess gear. This section concerns the cost, upkeep, and carrying utility of your mounts (details on mounted combat are on page 440).

In order to be used as a mount, a creature must be at least one size category larger than you, and must have an Intelligence score of 4 or lower. You may be able to convince creatures with a higher Intelligence score to let you ride them, but they are considered independent creatures (not mounts).

You can utilize a mount as a pack animal instead of riding it. A pack animal can carry a number of Supply based on its size (see Tracking Supplies in Chapter 4: Exploration of *Trials & Treasures*) in addition to its normal carrying capacity, and it can carry a number of bulky items equal to its Strength modifier + 1. If you intend to ride a mount as well

Feed

Mounts are living creatures and they need to eat. Thankfully, most common mounts are herbivorous animals able to feed themselves if allowed to graze for at least 1 hour a day in grassy areas. Other mounts — especially carnivorous ones — may not be so easy to keep fed. Carnivorous mounts and herbivorous mounts without grazing areas must be fed Supply each day, or else they suffer fatigue just like characters. Medium mounts require 1 Supply each day, Large mounts require 2 Supply each day, and mounts that are Huge size or larger require an amount of Supply determined by the Narrator.

If using the casual supplies rules, mounts are assumed to either feed themselves or are carrying enough feed to last any journey.

If using the desperate supplies rules, feed for mounts must be tracked separately. Throughout the course of a day, Large-sized mounts must consume at least 4 pounds of food and 4 gallons (32 pounds) of water. Huge-sized mounts must consume at least 16 pounds of food and 16 gallons (128 pounds) of water. When a mount finishes a long rest without having consumed its required food and water, it gains a level of fatigue.

as carry items with it, it can only carry half as many Supply and bulky items.

Many beasts commonly used as pack animals and mounts are especially adept at carrying heavy loads, and animals such as horses and mules have a much higher carrying capacity than their Strength score would normally provide, as shown on Table: Mounts.

An animal pulling a drawn vehicle can move weight up to 5 times its carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they add their carrying capacities together.

Mounts other than those listed here may be commonly available in your setting, or may be rare creatures awarded for the completion of a quest. Many large pets could also be used as mounts (examples of exotic mounts can be found on page 354).

Mount Gear

The following items are associated with keeping proper care of a mount.

Barding. Barding is armor designed to fit an animal. Any type of armor (as shown on Table: Armor, page 319) can be purchased as barding, but it costs 4 times as much as the equivalent humanoid armor and it weighs twice as much.

Mount Traits

Every mount is different. For each mount, there is a chance of it having a special trait. Roll 1d6. On a roll of 6, roll 1d20 on the following table.

1. **Fleet.** The mount is unusually fast. Increase its Speed by 5 feet.
2. **Loyal.** The mount will always come to you when called or whistled for.
3. **Aggressive.** The mount's attack bonuses are increased by 1.
4. **Skittish.** When the mount or its rider is first attacked in combat, roll 1d6. On a 1, the mount panics and flees in a random direction for 1 round.
5. **Proud.** The mount will carry its rider but refuses to carry bags.
6. **Kicks.** The mount attacks anybody who wanders close while it is not being ridden.
7. **Protective.** Once per long rest the mount will take a hit for its rider
8. **Dislikes barding.** The mount will not wear barding of any kind.
9. **Bestial.** The mount is unusually bestial looking. The rider gains an expertise die on Intimidation checks.
10. **Unusual color.** The mount is an unusual color for its species, making it somewhat unique.
11. **Placid.** The mount is usually docile and friendly, and will not attack foes.
12. **Devil-touched.** The mount has some devilish blood, given away by its red eyes. It has resistance to fire damage.
13. **Vertigo.** The mount is afraid of heights. Taking the mount across high places (like on a ledge with a 10 foot drop below it) requires coaxing with a DC 10 Animal Handling check.
14. **Fey-touched.** The mount has some fey blood. It and its rider gain advantage when making saving throws against enchantment spells.
15. **Greedy.** The mount chows down on unattended food, and requires double the normal Supply.
16. **Fearful.** The mount is afraid of fire and will not move with 10 feet of it without a DC 10 Animal Handling check.
17. **Willing.** The mount is eager to please, and lowers itself to assist when being mounted. Mounting this mount is a free action.
18. **Jump-shy.** The mount will not attempt jumps of any kind.
19. **Spirited.** The mount and its rider gain +1 to initiative checks.
20. **Protective.** The mount can stand watch and alert the party if it detects approaching creatures.

Saddles. Saddles make for an easier ride and help prevent the rider from falling off. You gain an expertise die on any check made to remain mounted while using a saddle. Saddles for particularly unusual creatures are more expensive and cost 5 times the price of a regular saddle.

Saddlebags. Saddlebags allow you to pack items onto a creature beside the saddle. You cannot use a mount to carry Supply or bulky items without saddlebags.

Stabling. In a city your mount will need lodging just like you do. The cost found on Table: Mount Gear is the average cost to house and feed a Large-sized or smaller mount for 24 hours at most stables. Particularly exotic or larger mounts may cost more to stable.

TABLE: MOUNT GEAR

ITEM	COST	WEIGHT
Barding	×4	×2
Saddle	10 gp (50 gp for exotic saddles)	25 lbs.
Saddlebags	4 gp	8 lbs.
Stabling (per day)	5 sp (2 gp for Huge mounts)	—

Vehicles

From chariot races to pirate ship attacks to airship journeys, countless adventures take place atop speeding vehicles.

All vehicles have the following properties:

- **Terrain:** Vehicles fall into three terrain categories: land vehicles, water vehicles, and air vehicles. Vehicles travel in the terrain of their category. Proficiency with a category of vehicles allows a creature to add its proficiency bonus to any checks made regarding that type of vehicle.
- **Size and Armor Class:** Just like creatures, vehicles have size categories and each has an AC that determines how difficult it is to hit with attacks.
- **Hit Points:** When a vehicle is reduced to 0 or fewer hit points it is destroyed. In addition, when a vehicle is reduced to 50% of its total hit points, it suffers a malfunction and must roll on Table: Malfunction.
- **Speed:** Vehicles are listed with their movement speed, as well as their journey speed for traveling long distances.
- **Crew:** Many vehicles only require a single crewman as a driver, but larger vehicles may require even dozens of people to properly operate. Drivers cannot perform actions using a vehicle unless the minimum crew requirement is met.
- **Immunities:** As objects, vehicles are immune to poison and psychic damage. They are also immune to the blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions, as well as any other effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.
- **Havens:** A vehicle acts as a haven if it provides accommodation and shelter from the elements. At the Narrator's discretion, the environment may not be suitable for it to act as a haven.

Unlike creatures, all vehicles have a "front", in many situations this facing will dictate the way the vehicle moves.

In order to move, all vehicles require a driver. While at the steering (such as the reins of a wagon or the wheel of a ship) a creature can use a bonus action to make the vehicle perform one of the following actions:

- **Drive:** The vehicle moves half of its movement speed directly forward, then the driver may change the vehicle's facing by up to 90 degrees (a full turn left or right) before moving up to the remaining movement speed. The vehicle gains momentum.
- **Maneuver:** The vehicle moves half of its movement speed forward, and the driver may change the vehicle's facing by up to 90 degrees (a full turn left or right) up to 2

times during this movement. This action cannot be performed while the vehicle has momentum.

- **Ahead Full:** The vehicle moves one and a half times its movement speed directly forward. The vehicle gains momentum. If the vehicle would roll for a malfunction before it is used to take another action, it rolls twice on that table instead (reroll any duplicate results).
- **Brake:** The vehicle moves half of its movement speed directly forward, then it loses momentum.
- **Stop:** The vehicle comes to a complete stop. This action cannot be taken while the vehicle has momentum.

Momentum. At the initiative count of 20, all vehicles with momentum move half their movement speed directly forward. Momentum ends automatically after 1 minute if no actions with a vehicle are taken.

Saving Throws. Unlike most objects, vehicles must make Strength, Dexterity, and Constitution saving throws as if they were creatures against effects that would call for them. All vehicles have a Strength and Constitution score based on their size (see below). A driven vehicle has a Dexterity score equal to its driver's Dexterity score (a vehicle without a driver has a Dexterity of 0).

Size

The size of a vehicle determines many of a vehicle's properties:

Strength, Constitution, and Carrying Capacity. A vehicle's Strength, Constitution, and carrying capacity are determined by its size.

- **Large:** A Large vehicle has a Strength and Constitution score of 14 (+2), can carry up to 3 passengers along with the driver, up to 40 Supply, and up to 10 bulky items in addition to 2,000 lbs. of carrying capacity.
- **Huge:** A Huge vehicle has a Strength and Constitution score of 18 (+4), can carry up to 6 passengers along with the driver, up to 80 Supply, and up to 20 bulky items in addition to 4,000 lbs. of carrying capacity.
- **Gargantuan:** A Gargantuan vehicle has a Strength and Constitution score of 22 (+6), can carry a number of additional passengers equal to the minimum required crew, up to 800 Supply, and up to 200 bulky items in addition to 40,000 lbs. of carrying capacity.

Collisions. If a vehicle has momentum and enters the space occupied by a creature or another object, a collision occurs. Both the vehicle and whatever it impacts take damage according to the

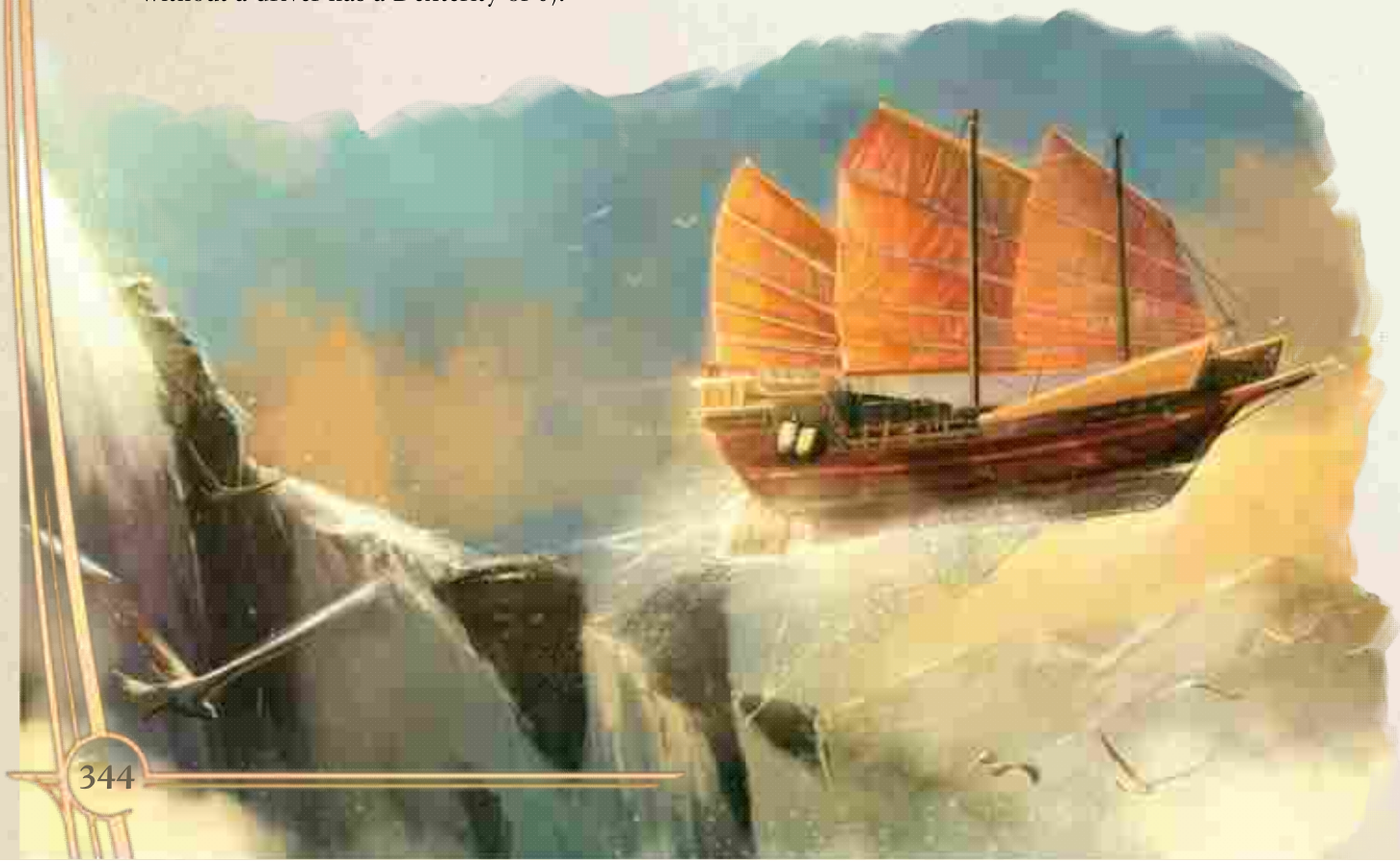


TABLE: LAND VEHICLES

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT	SPECIAL
Carriage	Large	15	120	Drawn	1	100 gp	40	1,800 lbs.	Drawn
Cart	Large	11	30	Drawn	1	15 gp	40	1,000 lbs.	Drawn
Chariot	Large	16	50	Drawn	1	250 gp	40	60 lbs.	Drawn, personal
Dog sled	Large	12	40	Drawn	1	20 gp	40	100 lbs.	Drawn, Personal
Wagon	Huge	12	80	Drawn	1	35 gp	80	1,300 lbs.	Drawn

TABLE: WATER VEHICLES

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	SPECIAL
Canoe	Large	12	30	30 feet/ 3 mph	1	25 gp	40	Personal
Galley	Gargantuan	15	500	40 feet/ 4 mph	60	30,000 gp	800	Armed (Ballista ×2), transport
Rowboat	Large	11	50	20 feet/ 2 mph	1	50 gp	40	—
Sailing ship	Gargantuan	15	300	50 feet/ 5 mph	30	10,000 gp	800	Armed (Ballista ×2)
Warship	Gargantuan	16	600	40 feet/ 4 mph	50	25,000 gp	800	Armed (Cannon ×4)

TABLE: AIR VEHICLES

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	SPECIAL
Cloud galleon	Gargantuan	14	300	40 feet/ 4 mph	15	40,000 gp	800	Transport, Three-Dimensional
Hot-air balloon	Large	10	40	20 feet/ 2 mph	1	7,500 gp	40	Three-Dimensional
Sky skiff	Huge	12	60	50 feet/ 5 mph	2	12,000 gp	80	Three-Dimensional
Wind raider	Gargantuan	15	180	50 feet/ 5 mph	5	20,000 gp	800	Armed (Ballista ×2), Three-Dimensional

TABLE: SIEGE WEAPONRY

WEAPON	COST	SIZE	AC	HIT POINTS	RANGE	TARGET	DAMAGE
Ballista	500 gp	Large	15	50	140/480 ft.	One	3d10 piercing damage
Cannon	3,000 gp	Large	19	75	600/2,400 ft.	One	8d10 bludgeoning damage
Mangonel	850 gp	Large	15	100	200/800 ft.*	One	5d10 bludgeoning damage
Trebuchet	2,500 gp	Huge	15	150	300/1,200 ft.*	One	8d10 bludgeoning damage

** This siege weapon cannot attack targets within 60 feet.*

vehicle's size: Large—4d6 bludgeoning damage, Huge—8d6 bludgeoning damage, Gargantuan—12d6 bludgeoning damage.

If the object or creature impacted is the same size as the vehicle or larger, the vehicle immediately stops and loses momentum. If the object or creature impacted is smaller than the vehicle, it is shunted into the closest unoccupied space that allows the vehicle to complete its movement unimpeded.

Malfunctions

When a vehicle is reduced to half its total hit points or less, roll 1d6 on Table: Malfunctions to determine what aspect of the vehicle is breaking. Vehicle malfunctions are usually too extreme to repair quickly except by magical means, and remain until the vehicle's hit points are restored to their maximum.

TABLE: MALFUNCTIONS

D6	MALFUNCTION
1	***Movement.*** Movement has been compromised, such as losing the sails, losing the animal team drawing the vehicle, or destroying an engine. The Drive, Maneuver, and Ahead Full actions cannot be taken until it is repaired.
2	***Integrity.*** Some key component holding everything together has been lost and the vehicle immediately loses an additional 25% of its hit point maximum.
3	***Brakes.*** The ability to stop has been lost. The Brake and Stop actions cannot be taken until repaired.
4	***Steering.*** The driver's ability to fully control the vehicle has been compromised. The Drive and Maneuver actions cannot be taken until repaired.
5	***Cargo.*** Half of any Supply currently carried by the vehicle are destroyed.
6	***Superficial.*** The damage looks bad but doesn't cause any further issues.

Special Features

There are any number of fantastical possibilities when it comes to vehicles but the following features are the most common:

Armed. Armed vehicles have one or more weapons in place on board (see Table: Siege Weaponry). A creature can use an action to fire a siege weapon, or use an action to reload it.

Drawn. A drawn vehicle is pulled by one or more beasts of burden and its movement and travel speeds are determined by the animal (or animals) pulling it.

Personal. Personal vehicles are designed for a single occupant and usually have far less space. Vehicles with this property can only ever carry a maximum of one person, and have 1/4th the carrying capacity of a normal vehicle of the same size.

Three-Dimensional. Usually found on airships, a three-dimensional vehicle may also turn up or down when making turns.

Transport. Transport vehicles are designed for cargo and crew, and have twice the carrying capacity and maximum number of passengers as normal for a vehicle of the same size.

TABLE: LIFESTYLES

LIFESTYLE	MEAL COST	EXAMPLE MEAL	LODGING COST	DAILY LIVING EXPENSES	PRESTIGE
Poor	5 cp	Mug of ale, hunk of bread, bowl of vegetable stew, and a small hunk of cheese.	1 sp	2 sp	-1
Moderate	4 sp	Mug of ale, turkey leg, cheese wedge, and an apple.	6 sp	1 gp, 5 sp	+0
Rich	1 gp	Roast pheasant, glass of wine, pork sausage links, and a fruit tartlet.	3 gp	5 gp	+1

Creating Your Own Vehicles

Submarines, sky chariots drawn by drakes, steam-powered giant spiders—anything can exist in your fantasy world and Narrators shouldn't feel constrained by the few vehicle options we've presented here. Think of these vehicles as simple templates ripe for reimagining and feel free to mix and match features to create something new.

Repairing Vehicles

Repairing damaged or malfunctioning vehicles requires a tool check against the DC listed for the vehicle's primary material as shown on the Materials table. During a long rest you can make one check, ending any malfunctions it currently has on a success and restoring hit points equal to the result of your check. Alternatively you can hire someone to repair your vehicle for you (which is an automatic success and typically costs 1/5th of the vehicle's total cost).

Trade Goods

You can't eat money, and all wealth is eventually measured in commodities, luxuries, and trade goods. Local shortages, surpluses, trade embargoes, and treaties may shift values, but the following trade goods table shows the value of many commonly exchanged goods.

TABLE: TRADE GOODS

COST	GOODS
1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
5 cp	1 lb. of salt
1 sp	1 lb. of iron
1 sp	1 square yard of canvas
5 sp	1 lb. of copper of 1 square yard of cotton cloth
1 gp	1 lb. of ginger or one goat
2 gp	1 lb. of cinnamon or pepper, or one sheep
3 gp	1 lb. of cloves or one pig
5 gp	1 lb. of silver or 1 square yard of linen
10 gp	1 square yard of silk or one cow
15 gp	1 lb. of saffron or one ox
50 gp	1 lb. of gold
500 gp	1 lb. of platinum
100 gp	1 lb. of cold iron
1,000 gp	1 lb. of adamantine
1 gp	1 lb. of bronze
2 sp	1 square yard of leather
750 gp	1 lb. of mithral
50 gp	1 pinch of diamond dust

Lifestyle Expenses

Living costs money, and when not out delving dungeons or exploring adventurers still need to eat, drink, and sleep to stay alive. A hot meal can be a glorious sight compared to the endless trail rations, and a room with a warm bed is a welcome respite compared to the unknown dangers on the trail.

While all food and lodging provides the same mechanical benefits of rest and sustenance, a bowl of gruel and a roasted pheasant have quite different costs and are usually enjoyed by different social circles. Every cultural situation is different but there are three general categories of lifestyle: poor, moderate, and rich.

Poor. A poor lifestyle is usually the most common one, and the poor social circle is typically filled with folks barely making it day by day, as well as people willing to stab or smuggle their way towards better things. Dining and lodging in poor social circles is useful when seeking out underworld contacts, fences, and assassins. A poor lifestyle inflicts a –1 Prestige penalty (to a minimum of 0).

Moderate. A moderate lifestyle is most often enjoyed by craftsmen, tradesmen, merchants, and those working for a living but otherwise managing to live comfortably. Dining and lodging in moderate social circles is useful when seeking out professionals in legitimate services, guild members, and specialists.

Rich. A rich lifestyle is rarely achieved and most often inherited, and the luxuries it entails are enjoyed by the extremely lucky or the ruthlessly cunning. Dining and lodging in rich social circles is useful when seeking out nobility, heads of state, royalty, or any leader or high-ranking member of a major organization. A rich lifestyle grants a +1 Prestige bonus.

Downtime or Shopping Sequence?

The biggest decision a Narrator needs to make is whether gold will be spent during a session or during downtime. Both options have advantages and drawbacks, and ultimately it comes down to the Narrator's preference and the tone of the campaign.

In episodic campaigns where there's a clear beginning and end to a quest before the story returns to a sort of status quo between adventures, Narrators may decide that coin will be spent between adventures. This might be over a conversation immediately at the end of a session or between games by reaching out between sessions instead. For more on downtime see page 426.

In a more cinematic campaign where the emphasis is more on character development and story progression, downtime might be rare. In this case, it may be best to run a scene for adventurers that wish to spend their coin in town.

In either case it is imperative that the players know what the standard is for spending their coin. Discussing this in session zero, when the Narrator starts to see how the campaign is coming together, is a good time to get everyone on the same page. More information on session zero see Chapter 2: Gamemastery Troubleshooting in *Trials & Treasures*.

Spending Gold

There are many motivations for beginning an adventuring career. Fame, glory, a dark and twisted backstory, to name a few. There are also those who are in it for the money. Even if payment is not an adventurer's primary goal, it can be an extremely lucrative way of life. Now the question is, what are you going to do with all that extra coin?

The following sections provide three distinct ways to spend gold: shopping for material items, seeking out NPC services, and donating funds for city projects or factions an adventurer may be involved with.

Shopping

When you have a heavy purse and want to lighten the load your first instinct will likely be to hit the shops. Just what kind of suppliers and the breadth of their selection will depend on the size of the settlement.

There are three primary types of establishments where an adventurer may purchase goods: adventuring outfitters, magic item suppliers, and smithies.

Adventuring Outfitters

In every village, town, or city you are bound to find a storefront claiming to be your number one source for adventuring gear. While in smaller settlements these may be simple general stores with a limited stock, in larger settlements you are likely to find one or more well stocked adventuring outfitters.

You can find a detailed list of adventuring gear elsewhere in in this chapter.

Magic Item Suppliers

At a certain point in an adventurer's career they might find challenges that seem insurmountable without the aid of magic. Magic items are typically found as loot in complex dungeons or are given as rewards for completing dangerous quests. If you are in a large city or metropolis—or you find yourself in a world where magic is the norm—you may just be able to go shopping for magic items.

Most magic item shops have a limited supply of uncommon and common magic items of significant power. Utility magic items are far more common in shops such as these. You can use the Magic Items For Sale table to give you an idea of the typical stock of magic item suppliers, and find more magic items and their prices in *Trials & Treasures*.

Magic item suppliers are also useful locations narratively, as they may be frequented by notable adventurers, politicians, healers, and villains. Additionally, these shops sometimes have spellcasters on their staff that can perform spellcasting services for a fee as described in the next section.

TABLE: MAGIC ITEMS FOR SALE

ITEM	PRICE
Bag of holding	500 gp
Bracers of archery	500 gp
Cloak of protection	500 gp
Eversmoking bottle	250 gp
Eyes of the eagle	250 gp
Gem of brightness	900 gp
Goggles of night	500 gp
Helm of comprehending languages	250 gp
Basic healing potion	50 gp
Greater healing potion	150 gp
Superior healing potion	550 gp
Spell scroll (cantrip)	10 gp

Enchanting Gear

You can also pay someone to enchant your weapons, armor, clothing, or jewelry. The price for an enchanted item such as this is the combined total of the crafter's fee for a wondrous item and the cost of the mundane item without enchantment.

Additionally, for a fee of a third of a magic item's cost, you can have an enchanter transfer the enchantment from one magic item to a mundane item.

Smithies

Smithies are found in more developed settlements of at least a few dozen people, with more and more experienced smiths living in more highly populated areas. Here, adventurers can purchase any simple weapons found on page 309. At the Narrator's discretion you might find martial weapons and regionally specific weapons when applicable. Smithies also have a selection of medium and heavy armors. Light armor can be found at a leatherworker's shop.

Smithies can also take custom orders. See the pricing guide for crafting items below for more details.

NPC Services

There comes a point in every adventuring party's life cycle where there is not enough time or resources to do everything on their own. Thanks to kind Narrators, this time is usually when said adventurers have become flush with coin. You know what they say: "If you can't afford the time to do it, at least you can afford to pay someone else."

Listed below are descriptions of various services NPCs can provide throughout your adventures as well as their associated fees. More permanent servants (followers) are detailed on page 371.

Ordering Crafted Items

Adventurers can be a picky sort and sometimes it is harder to find the exact item they need on the rack of a smithy or the shelf of a magic item supplier.



TABLE: CRAFTING PRICES

ITEM TYPE	CRAFTER'S FEE	STOREFRONT
Common or uncommon potion	5%	Apothecary, magic item supplier
Rare potion	10%	Apothecary, magic item supplier
Wondrous item	10%	Magic item supplier
Ammunition	5%	Smithy
Simple weapon	5%	Smithy
Martial weapon	10%	Smithy
Light armor	5%	Leatherworker
Medium armor	5%	Smithy
Heavy armor	10%	Smithy

When this happens crafting the desired items from scratch is the solution—and why craft something yourself if you have the money to pay an expert?

To determine the cost of having an item crafted, you must add the cost of materials and the crafter's fee to the standard price for the item, although when rare materials are involved you may have to provide them instead of just pay for them. At the Narrator's discretion the crafter's fee may vary slightly based upon the crafter's experience, settlement population, or some other variable. Refer to the Crafting Prices table to find the standard prices for crafter's and material's fees. Use the storefront column to determine what kind of storefront said crafter is usually found in.

For more on the item crafting process refer to Between Adventures on page 425 in Chapter 7: Adventuring.

Spellcasting

The further you adventure the more you'll need certain spells cast—but you may not yet be powerful enough to cast them. The first time this is likely to come up is after the untimely death of a party

TABLE: SPELLCASTING SERVICES

SPELL	MATERIAL FEE	CASTING FEE	CLASS
Arcane lock	25 gp	50 gp	Wizard
Augury	25 gp	50 gp	Cleric
Awaken	1,000 gp	1,000 gp	Bard, druid
Clone	3,000 gp	1,500 gp	Wizard
Contingency	1,500 gp	1,000 gp	Wizard
Divination	25 gp	200 gp	Cleric
Forbiddance	1,000 gp	2,000 gp	Cleric
Foresight	—	2,000 gp	Bard, druid, warlock, wizard
Gate	5,000 gp	2,000 gp	Cleric, sorcerer, wizard
Greater restoration	100 gp	1,000 gp	Bard, cleric, druid
Guards and wards	10 gp	1,000 gp	Bard, wizard
Identify	100 gp	200 gp	Bard, wizard
Imprisonment	500 gp+	2,000 gp	Warlock, wizard
Instant summons	1,000 gp	1,000 gp	Wizard
Legend lore	450 gp	1,000 gp	Bard, cleric, wizard
Programmed illusion	25 gp	1,000 gp	Bard, wizard
Raise dead	500 gp	1,000 gp	Bard, cleric, herald
Regenerate	—	1,000 gp	Bard, cleric, druid
Reincarnate	1,000 gp	1,000 gp	Druid
Remove curse	—	500 gp	Cleric, herald, warlock, wizard
Resurrection	2,500 gp	1,000 gp	Bard, cleric
Scrying	1,000 gp	1,000 gp	Bard, cleric, druid, warlock, wizard
Seeming	—	500 gp	Bard, sorcerer, wizard
Sequester	5,000 gp	1,000 gp	Wizard
Speak with dead	—	300 gp	Bard, cleric
True resurrection	25,000 gp	5,000 gp	Cleric, druid

member. When this happens, to return them to life allies must seek out a spellcaster of some renown to hire for the task.

Powerful mages who advertise their services are only likely to be found in a magical metropolis.

Refer to the Spellcasting Services table for a list of commonly performed spells and associated prices.

Renting a Demiplane

Occasionally you might find an eccentric wizard advertising the rental of a demiplane. These pocket dimensions are incredibly customizable and highly sought after.

Most starting rates for such spaces are 1,200 gold a tenday or 3,000 gold a month. However it may not be all it is cracked up to be—you'll be hard pressed to find a wizard who is a reasonable landlord or obeys rent-control laws.

Donations

For one reason or another an adventurer may be moved to donate to charity or invest to the betterment of a settlement. There are boons and rewards available to sponsoring a city project or helping develop a charitable organization. In order to benefit from a donation, you must contribute at least 1,000 gold.

Infrastructure Rewards

Stone Bridge (1,500 gold)

Donating the money for the bridge gives you the privilege of naming it. If it is a toll bridge, you never have to pay toll at this bridge or any other toll collector in the settlement. Additionally, you gain advantage on Charisma checks when interacting with common citizens of the settlement.

Improved Sewer System (4,000 gold)

When you donate money for a new or improved sewer system you gain exclusive access to the sewer blueprints, and you can order secret tunnels to be made between the sewers and any 3 buildings in the city of your choosing. Additionally, for an extra 3,000 gold, a small underground facility can be built inside the sewers. This facility does not count towards the other 3 buildings that have tunnel access.

City Buildings (2,500 gold)

When you fund the building of a city institution, such as a town hall or police facility, you never have to make an appointment to see a city official. Additionally, you gain advantage on Insight and Intimidation checks when interacting with city officials.

Philanthropic Rewards

Public Library (3,000 gold)

When you fund the building of a public library you gain advantage on Investigation checks made to research using the library so long as relevant information can be found there. Additionally, you may ask the scholar in residence to perform a research project over the course of one week on a specific topic. How useful the information provided after this research is complete is left to the Narrator's discretion.

Hospital (4,000 gold)

When you contribute to the building of a hospital you gain free treatment by the medical staff. Medical staff immediately work to stabilize any dying character, regardless of whether they donated to the hospital. Common diseases can be treated in a week's time. Treatment of rarer diseases and ailments are left to the Narrator's discretion, and hospitals cannot treat magical ailments.

Orphanage (2,500 gold)

Characters who contribute to the building of an orphanage gain the trust of the youngsters of the street. You have advantage on Charisma checks made against orphans from this settlement. Additionally, at the Narrator's discretion the staff of the orphanage are willing to provide useful information to you. Such information could include local gangs recruiting orphans or the identity of an orphan's parents.

School (3,000 gold)

If a school is built there is a higher chance of literacy amongst children, teenagers, and young adults in the town. Additionally, characters can recruit recent graduates of the settlement's school as hirelings.

Community Botanical Garden (3,000 gold)

A community garden gives the settlement access to plants used for medicinal and magical purposes—as well as good old-fashioned cooking. After you build a botanical garden you have access to herbs and plants required for spell components, the brewing of potions, and the crafting of magical items. Additionally, you receive a 10% discount on all potions and food sold in this settlement.

Animal Sanctuary (10,000 gold)

An animal sanctuary is a great investment for any adventuring party, especially rangers and druids. Animal sanctuaries provide a location to learn about more animals that you may not interact with every day. These institutions sell their creatures only to those they know who will care for them, and when you invest in the building of such a property you receive a 50% discount on the animals found there.

Pets

While most pets are likely to be acquired over the course of an adventure there is always the possibility of finding places with animals and magical beasts for sale. Use the Pets tables to determine the price for your party's new furry (or scaly) friend.

Eggs

There are some creatures that are easier to train from birth and some that must be trained from birth, such as dragons. Refer to the Egg Prices table when you are looking to raise dragons and similarly difficult to domesticate creatures. Note that none of these creatures can be acquired in a common market and are almost always handled by auctioneers and auction houses, or the occasional private collector of eccentricities.

Starting Wealth Past 1st Level

The Starting Wealth table indicates how much gold you begin with when making a character already at a certain level.

TABLE: STARTING WEALTH

LEVEL	STARTING WEALTH
1st	By character class
2nd	By character class + 25 gp
3rd	225 gp
4th	400 gp
5th	700 gp
6th	1,000 gp
7th	1,500 gp
8th	2,000 gp
9th	3,000 gp
10th	5,000 gp
11th	7,000 gp
12th	9,000 gp
13th	12,000 gp
14th	16,000 gp
15th	20,000 gp
16th	30,000 gp
17th	40,000 gp
18th	50,000 gp
19th	70,000 gp
20th	100,000 gp

Starting Gear Past First Level

When starting at a higher level, you may choose to spend your starting gold on the following equipment packages, organized by tier (tier 2: 5th–10th level, tier 3: 11th–16th level, tier 4: 17th–20th level). These packages represent popular and common choices for adventurers of a given class and level, intended to present an easy-to-use index. If you're using a unique build for your PC, you might prefer to swap out items or buy entirely different items.

Starting gear packages for tier 0 and tier 1 characters are available in your class and background information.

The higher tier gear packages presented here are based on the starting gold of that tier's lowest level

TABLE: COMMON PETS

PET	PRICE
Bat	5 gp
Boar	5 gp
Camel	50 gp
Cat	5 sp
Crab	5 gp
Draft horse	50 gp
Eagle	50 gp
Frog	2 gp
Goat	3 gp
Hawk	25 gp
Lizard	1 gp
Mastiff	25 gp
Mule	8 gp
Owl	10 gp
Pony	30 gp
Rat	1 sp
Raven	30 gp
Riding horse	75 gp
Scorpion	1 gp
Spider	1 gp
Weasel	2 gp

TABLE: UNCOMMON PETS

PET	PRICE
Axe beak	75 gp
Black bear	250 gp
Brown bear	300 gp
Constrictor snake	75 gp
Crocodile	50 gp
Elephant	200 gp
Flying snake	150 gp
Giant bat	50 gp
Giant boar	200 gp
Giant crab	50 gp
Giant crocodile	300 gp
Giant eagle	200 gp
Giant frog	25 gp
Giant goat	75 gp
Giant lizard	30 gp
Giant owl	50 gp
Giant rat	25 gp
Giant scorpion	400 gp
Giant spider	300 gp
Giant toad	150 gp
Giant weasel	30 gp
Lion	300 gp
Owlbear	500 gp
Panther	100 gp
Tiger	300 gp
Warhorse	400 gp
Wolf	50 gp

TABLE: RARE PETS

PET	PRICE
Blink dog	2,500 gp
Cockatrice	1,000 gp
Griffon	10,000 gp
Hippogriff	7,000 gp
Mammoth	40,000 gp
Pegasus	25,000 gp
Pseudodragon	6,000 gp
Triceratops	30,000 gp
Tyrannosaurus rex	65,000 gp
Unicorn	15,000 gp

TABLE: EGG PRICES

EGG TYPE	PRICE
Black dragon	25,000 gp
Blue dragon	35,000 gp
Brass dragon	10,000 gp
Bronze dragon	20,000 gp
Copper dragon	10,000 gp
Couatl	20,000 gp
Gold dragon	30,000 gp
Griffon	3,000 gp
Green dragon	25,000 gp
Hippogriff	2,000 gp
Pseudodragon	5,000 gp
Red dragon	45,000 gp
Salamander	50,000 gp
Silver dragon	20,000 gp
Triceratops	5,000 gp
Tyrannosaurus rex	10,000 gp
White dragon	25,000 gp
Wyvern	7,000 gp

(5th, 11th, and 17th level). When beginning at a level other than these, you subtract the value of the suggested starting packages from your starting gold for that level and gain the difference. Note that sometimes leftover gold from your tier's suggested package is enough to also buy a lower level equipment package.

Adept

Tier 2 (700 gold): *Periapt of health* (350 gold), *ring of swimming* (200 gold), plus 150 gold.

Tier 3 (7,000 gold): *Boots of speed* (3,000 gold), *ring of protection* (1,000 gold), *spirit lantern* (1,000 gold), either *dust of disappearance* or *oil of slipperiness* (500 gold); plus 1,500 gold.

Tier 4 (40,000 gold): *Ioun stone* (either *agility*, *fortitude*, *insight*, or *strength*; 15,000 gold), *staff of striking* (20,000 gold), plus 5,000 gold.

Other Favorites: *Amulet of health* (5,000 gold), *bead of force* (3,000 gold), *boots of elvenkind* (500 gold), *bracers of defense* (2,000 gold), *cloak of displacement* (5,000 gold), *cloak of elvenkind* (500 gold), *cunning tools* (250 gold), *elemental gem* (250 gold), *ioun stone* (*reserve*; 600 gold), *ring of free action* (2,500 gold), *ring of telekinesis* (12,000 gold), *ring of water walking* (500 gold), *slippers of spider climbing* (500 gold), *tyrant's teeth* (7,000 gold), *vicious weapon* (400 gold).

Bard

Tier 2 (700 gold): *Hat of disguise* (250 gold), *portraiture gremlin* (200 gold), *message whistle* (95 gold), plus 155 gold.

Tier 3 (7,000 gold): *Box of party tricks* with 4 uses remaining (500 gold), *horn of blasting* (4,000 gold), *glamoured padded armor* (500 gold), either an *instrument of irresistible symphonies* or *spellcasting symphony (harp of harmony*; 500 gold), plus 1,500 gold.

Tier 4 (40,000 gold): *Echo force* (5,000 gold), *figurine of wondrous power* (any rare; 5,000 gold), *magic mirror (hand*; 3,000 gold), *marvelous pigments* (8,000 gold), 3 *potions of superior healing* (1,650 gold), *spellcasting symphony (flute of the wind*; 10,000 gold), plus 7,350 gold.

Other Favorites: *Atlas to libation* (35 gold), *flask of inebriation* (90 gold), *hat of grand entrances* (35 gold), *paramour's daisy* (130 gold), *perfume vile* (120 gold), *philter of love* (250 gold), *pipes of haunting* (500 gold), *pipes of the sewers* (350 gold), *prismatic gown* (90 gold), *spellcasting symphony* (*defending drum, triangle of terror, lute of legends*; 1,500 gold, 4,500 gold, 95,000 gold), *wand of the scribe* (75 gold).

Berserker

Tier 2 (700 gold): *+1 greataxe* or *javelin of lightning* (500 gold), scale mail (50 gold), *security gremlin* (100 gold), plus 50 gold.

Tier 3 (7,000 gold): *+1 greataxe* (500 gold), *+2 cloth brigandine* (500 gold), *belt of giant strength* (hill giant; 4,000 gold), *javelin of lightning* (500 gold), plus 1,500 gold.

Tier 4 (40,000 gold): *Belt of giant strength* (fire giant; 20,000 gold), *dragon scale mail* (red or blue; 15,000 gold), plus 5,000 gold.

Other Favorites: *+1* to *+3 armor* (cost varies by type), *armor of invulnerability* (70,000 gold), *bag of cheese* (5 gold), *belt of dwarvenkind* (5,000 gold), *flametongue* (5,000 gold), *frost brand* (8,000 gold), *gauntlets of ogre strength* (400 gold), *gloves of swift return* (200 gold), *hammer of thunderbolts* (60,000 gold), *infernal carapace* (17,500 gold), *plate armor of etherealness* (55,000 gold), *ring of mind shielding* (500 gold), *vorpal sword* (55,000 gold), *winged boots* (1,500 gold).

Cleric

Tier 2 (700 gold): *Periapt of wound closure* (400 gold), 3 *potions of healing (basic*; 150 gold), plus 150 gold.

Tier 3 (7,000 gold): *Cloak of protection* (500 gold), either a *mace of disruption*, *mace of smiting*, or *staff of healing* (5,000 gold), plus 1,500 gold.

Tier 4 (40,000 gold): *Elven chain* (5,000 gold), *necklace of prayer beads* (3,000 gold), *pouch of emergency healing* (4,000 gold), *ring of shooting stars* (20,000 gold), plus 8,000 gold.

Other Favorites: *+1* to *+3 armor* (cost varies by type), *amulet of health* (5,000 gold), *angel eyes* (4,500 gold), *candle of invocation* (50,000 gold), *crystal ball* (50,000 or 150,000), *death's essence*

pendant (500 gold), *staff of the python* (500 gold), *staff of swarming insects* (5,000 gold), *robe of stars* (25,000 gold), *talisman of pure good* (75,000 gold), *talisman of ultimate evil* (75,000 gold).

Druid

Tier 2 (700 gold): *+1 hide* (150 gold), *mourning medallion* (135 gold), *pearl of power* (300 gold), plus 115 gold.

Tier 3 (7,000 gold): *Seeds of necessity* (500 gold), either a *staff of the web-tender*, *staff of the woodlands*, or *staff of withering* (5,000 gold), plus 1,500 gold.

Tier 4 (40,000 gold): *Dragon scale mail* (green or white; 15,000 gold), *survivor's cloak* (3,000 gold), either a *staff of fire* or *staff of frost* (15,000 gold), plus 7,000 gold.

Other Favorites: *Bag of beans* (5,000 gold), *bag of tricks* (300–800 gold), *cloak of arachnida* (10,000 gold), *cloak of the bat* (5,000 gold), *cloak of the manta ray* (400 gold), *mask of the white stag* (4,950 gold), *pumpkin bomb* (570 gold), *ring of animal influence* (2,500 gold), *scimitar of speed* (6,000 gold), *staff of swarming insects* (5,000 gold), *staff of the python* (500 gold), *wand of web* (500 gold).

Fighter

Tier 2 (700 gold): Bastard sword (35 gold), 2 *potions of healing (basic*; 100 gold), splint (450 gold), plus 115 gold.

Tier 3 (7,000 gold): *Bag of holding* (500 gold), full plate (1,500 gold), 3 *potions of healing (greater*; 450 gold), *schooled weapon* (2,500 gold), warhorse (400 gold), either a *+1 heavy shield* or *helm of telepathy* (1,000 gold), plus 650 gold.

Tier 4 (40,000 gold): *Dwarven plate* (20,000 gold), *figurine of wondrous power (obsidian steed*; 10,000 gold), *sword of life stealing* (2,000 gold), plus 8,000 gold.

Other Favorites: *+1* to *+3 armor* (cost varies by type), *+1 weapon* (500 gold), *+2 weapon* (3,500 gold), *+3 weapon* (8,000 gold), *animated shield* (6,000 gold), *armor of invulnerability* (70,000 gold), *armor of resistance* (1,250 gold), *arrow-catching shield* (5,000 gold), *assembling armor* (2,500 gold), composite bow (200 gold), *dancing sword* (8,000 gold), *emperor's blade* (9,000 gold), *gloves of swimming and climbing* (300 gold), *ironweed rope* (200 gold per 50 feet), *mirror shield* (50,000 gold), *necklace of adaptation* (250 gold), *plate armor of etherealness* (55,000 gold), *ring of mind shielding* (500 gold), *rope of climbing* (500 gold), *sun blade* (5,000 gold), *sword of sharpness* (7,000 gold), *sword of wounding* (5,000 gold), *Vekeshi blade* (15,750 gold), *vicious weapon* (400 gold), *vorpal sword* (55,000 gold), *wind fan* (450 gold).

Herald

Tier 2 (700 gold): 2 *potions of healing* (*basic*; 100 gold), halberd (25 gold), splint (450 gold), plus 125 gold.

Tier 3 (7,000 gold): *Flametongue* (greatsword; 5,000 gold), full plate (1,500 gold), plus 500 gold.

Tier 4 (40,000 gold): *Ioun stone (absorption*; 10,000 gold), *pouch of emergency healing* (4,000 gold), either a *celestial aegis* or *infernal carapace* (17,500 gold), plus 8,500 gold.

Other Favorites: *+1* to *+3 armor* (cost varies by type), *amulet of health* (5,000 gold), *armor of invulnerability* (70,000 gold), composite bow (200 gold), *frost brand* (8,000 gold), *helm of telepathy* (1,000 gold), *holy avenger* (100,000 gold), *mirror shield* (50,000 gold), *plate armor of etherealness* (55,000 gold), *ring of spell storing* (4,000 gold), *rod of absorption* (30,000 gold), *scarab of protection* (80,000 gold), *schooled weapon* (2,500 gold), *spellguard shield* (20,000 gold), *sun blade* (5,000 gold), *Vekeshi blade* (15,750 gold), *vorpal sword* (55,000 gold).

Marshal

Tier 2 (700 gold): Longsword (20 gold), medium shield (20 gold), 3 *potions of healing (basic*; 150 gold), splint (450 gold), plus 100 gold.

Tier 3 (7,000 gold): *+1 medium shield* (1,000 gold), *+2 longsword* (3,500 gold), *bag of holding* (500 gold), full plate (1,500 gold), warhorse (400 gold), plus 1,600 gold.

Tier 4 (40,000 gold): *+2 longsword* (3,500 gold), adamantine full plate (6,000 gold), *horn of valhalla (bronze*; 10,000 gold), *spellguard shield* (20,000 gold), plus 500 gold.

Other Favorites: *+1* to *+3 armor* (cost varies by type), *amulet of health* (5,000 gold), *armor of invulnerability* (70,000 gold), *assembling armor* (2,500 gold), composite bow (200 gold), *defender* (60,000), *emperor's blade* (9,000 gold), *helm of telepathy* (1,000 gold), *horn of valhalla (silver, brass, bronze, iron*; 1,000 gold, 5,000 gold, 10,000 gold, 75,000 gold), *mirror shield* (50,000 gold), *plate armor of etherealness* (55,000 gold), *schooled weapon* (2,500 gold), *sword of life stealing* (2,000 gold), *Vekeshi blade* (15,750 gold), *vorpal sword* (55,000 gold), *wand of elocution* (500 gold).

Ranger

Tier 2 (700 gold): *Bead of tracking* (200 gold), *boots of elvenkind* (300 gold), plus 200 gold.

Tier 3 (7,000 gold): Pair of *+1 scimitars* (1,000 gold), *cloak of protection* (500 gold), *lantern of revealing* (3,500 gold), *message stones* (450 gold), *quiver of the hunt* (300 gold), plus 1,250 gold.

Tier 4 (40,000 gold): *Dragon scale mail* (green or black; 15,000 gold), *helm of telepathy* (1,000 gold), *oathbow* (6,000 gold), *quiver of the hunt* (rare version; 4,000 gold), *scimitar of speed* (6,000 gold), plus 8,000 gold.

Other Favorites: *+1 ammunition* (10 pieces; 500 gold), *+2 ammunition* (10 pieces; 2,000 gold), *+3 ammunition* (10 pieces; 8,000 gold), *+1* to *+3 armor* (cost varies by type), *amulet of the planes* (50,000 gold), *arrow of slaying* (8,000 gold), *bag of tricks* (300–800 gold), composite bow (200 gold), *gauntlets of summer* (2,500 gold), *gloves of swimming and climbing* (300 gold), *grappling gun* (25,000 gold), *helm of telepathy* (1,000 gold), *long fang of the moon* (29,700 gold), *ring of animal influence* (2,500 gold), *ring of water walking* (500 gold), *rope of climbing* (500 gold), *survivor's cloak* (3,000 gold), *trident of fish command* (500 gold).

Rogue

Tier 2 (700 gold): *Box of bees* (110 gold), *message stones* (450 gold), plus 140 gold.

Tier 3 (7,000 gold): *Dagger of venom* (2,500 gold), *glamoured padded leather* (500 gold), *goggles of night* (500 gold), *message stones* (450 gold), *winged boots* (1,500 gold), plus 1,550 gold.

Tier 4 (40,000 gold): *Grappling gun* (25,000 gold), *nine lives stealer* (10,000 gold), plus 5,000 gold.

Other Favorites: *+1* to *+3 armor* (cost varies by type), *amulet of proof against detection and location* (5,000 gold), *assassin's ring* (2,500 gold), *bag of tricks* (300–800 gold), *book of storing* (350 gold), *candle of the surreptitious scholar* (150 gold), *elven chain* (5,000 gold), *hat of disguise* (250 gold), *immovable rod* (400 gold), *luck blade* (150,000 gold), *medallion of thoughts* (450 gold), *mindrazor* (100,000 gold), *oil of etherealness* (3,500 gold), *ring of water walking* (500 gold), *ring of x-ray vision* (2,500 gold), *robe of useful items* (400 gold), *slippers of spider climbing* (500 gold), *tools of the hidden hand* (30 gold), *wand of cobwebs* (150 gold), *wand of enemy detection* (3,500 gold), *wand of magic detection* (250 gold), *wand of secrets* (250 gold), *warpblade* (150,000 gold).

Sorcerer

Tier 2 (700 gold): *Organizer gremlin* (90 gold), *robe of useful items* (400 gold), plus 210 gold.

Tier 3 (7,000 gold): *Ring of water walking* (500 gold), either a *wand of fireball* or *wand of lightning bolt* (5,000 gold), plus 1,500 gold.

Tier 4 (40,000 gold): *Robe of stars* (25,000 gold), *rose of the enchantress* (3,875 gold), either a *bowl of commanding water elementals*, *brazier of commanding fire elementals*, *censer of controlling air elementals*, or *stone of controlling earth elementals* (3,000 gold), plus 8,125 gold.

Other Favorites: *Cantrip wand* (500 gold), *elven chain* (5,000 gold), *eyes of charming* (250 gold), *orb of elsewhere* (55,000 gold), *ring of spell storing* (4,000 gold), *robe of scintillating colors* (8,000 gold), *robe of the archmagi* (70,000 gold), *sonic staff* (9,000 gold), *staff of gravity bending* (5,000 gold), *staff of power* (50,000 gold), *staff of the magi* (250,000 gold), *steelsilk mantle* (5,000 gold), *wand of magic missile* (500 gold), *wand of wonder* (5,000 gold).

Warlock

Tier 2 (700 gold): *Contract of indentured service* (150 gold); *scrap of forbidden text* (20 gold), *wand of the warmage +1* (250 gold), either a *badge of seasons*, *barbed devil's bracelet*, or *focusing eye* (150 gold), plus 130 gold.

Tier 3 (7,000 gold): *Slippers of spider climbing* (500 gold), *wand of the warmage +2* (2,500 gold), either a *broom of flying* or *cape of the mountebank* (2,500 gold), plus 1,500 gold.

Tier 4 (40,000 gold): *Subtle mage gloves* (5,000 gold), *wand of the warmage +3* (7,500 gold), either a *tome of clear thought*, *tome of leadership and influence*, or *tome of understanding* (20,000 gold), plus 7,500 gold.

Other Favorites: *+1* to *+3 armor* (cost varies by type), *amulet of health* (5,000 gold), *candle of the surreptitious scholar* (150 gold), *cloak of arachnida* (10,000 gold), *cloak of the bat* (5,000 gold), *cloak of the manta ray* (400 gold), *cloak of the shadowcaster* (5,000 gold), *death's essence pendant* (500 gold), *elven chain* (5,000 gold), *faerie love letter* (150 gold), *How to Make Fiends and Influence People* (60,000 gold), *jarred brain* (75 gold), *magic mirror (pocket, handheld*; 300 gold, 3,000 gold), *ring of spell storing* (4,000 gold), *robe of eyes* (3,500 gold), *robe of the archmagi* (70,000 gold), *satyr boots* (110 gold), *seven-sided coin* (250 gold), *skeleton key* (145), *skull liqueur* (370 gold), *staff of swarming insects* (5,000 gold), *staff of the magi* (250,000 gold), *wand of fear* (5,000 gold).

Wizard

Tier 2 (700 gold): *Dreamscrying bowl* (100 gold), *organizer gremlin* (90 gold), *spell scroll* of *find familiar* (125 gold), 3 *spell scrolls* of 2nd-level (225 gold), plus 160 gold.

Tier 3 (7,000 gold): *Headband of intellect* (500 gold), 3 *spell scrolls* of 4th-level (1,500 gold), *spell scroll* of 5th-level (1,250 gold), either a *bowl of commanding water elementals*, *brazier of commanding fire elementals*, *censer of controlling air elementals*, or *stone of controlling earth elementals* (3,000 gold), plus 750 gold.

Tier 4 (40,000 gold): *Ring of telekinesis* (12,000 gold), *spell scroll* of 7th-level (8,000 gold), *staff of thunder and lightning* (12,000 gold), plus 8,000 gold.

Other Favorites: *Candle of the surreptitious scholar* (150 gold), *crystal ball* (50,000 or 150,000 gold), *death's essence pendant* (500 gold), *eyes of charming* (250 gold), *listening quills* (150 gold), *ring of the ram* (8,000 gold), *ring of spell storing* (4,000 gold), *robe of the archmagi* (70,000 gold), *spell scrolls* (cost varies), *sphere of annihilation* (100,000 gold), *staff of charming* (4,500 gold), *staff of power* (50,000 gold), *staff of the magi* (250,000 gold), *talisman of the sphere* (85,000 gold), *wand of erudition* (500 gold), *wand of magic missile* (500 gold), *wand of paralysis* (3,500 gold).

Miscellaneous Items

The following items are popular with all types of adventurers.

Tier 1: *Barrow bread* (2 gold), canoe (25 gold), carriage (100 gold), *healing potion (basic, greater, superior, supreme*; 50 gold, 150 gold, 550 gold, 1,500 gold), rowboat (50 gold), *tailored suit of armor* (80 gold), wagon (35 gold).

Tier 2: *Bag of holding* (500 gold), *deck of illusions* (500 gold), *potion of heroism* (550 gold), *potion of mind reading* (700 gold), *potion of resistance* (250 gold), *potion of water breathing* (150 gold), *quick canoe paddle* (75 gold), riding horse (75 gold), *ring of warmth* (500 gold), *stone of good luck* (350 gold), warhorse (400 gold).

Tier 3: Elephant (500 gold), *folding boat* (4,500 gold), *handy haversack* (1,250 gold), *horseshoes of speed* (4,500 gold), *portable hole* (5,000 gold), *potion of invisibility* (5,000 gold).

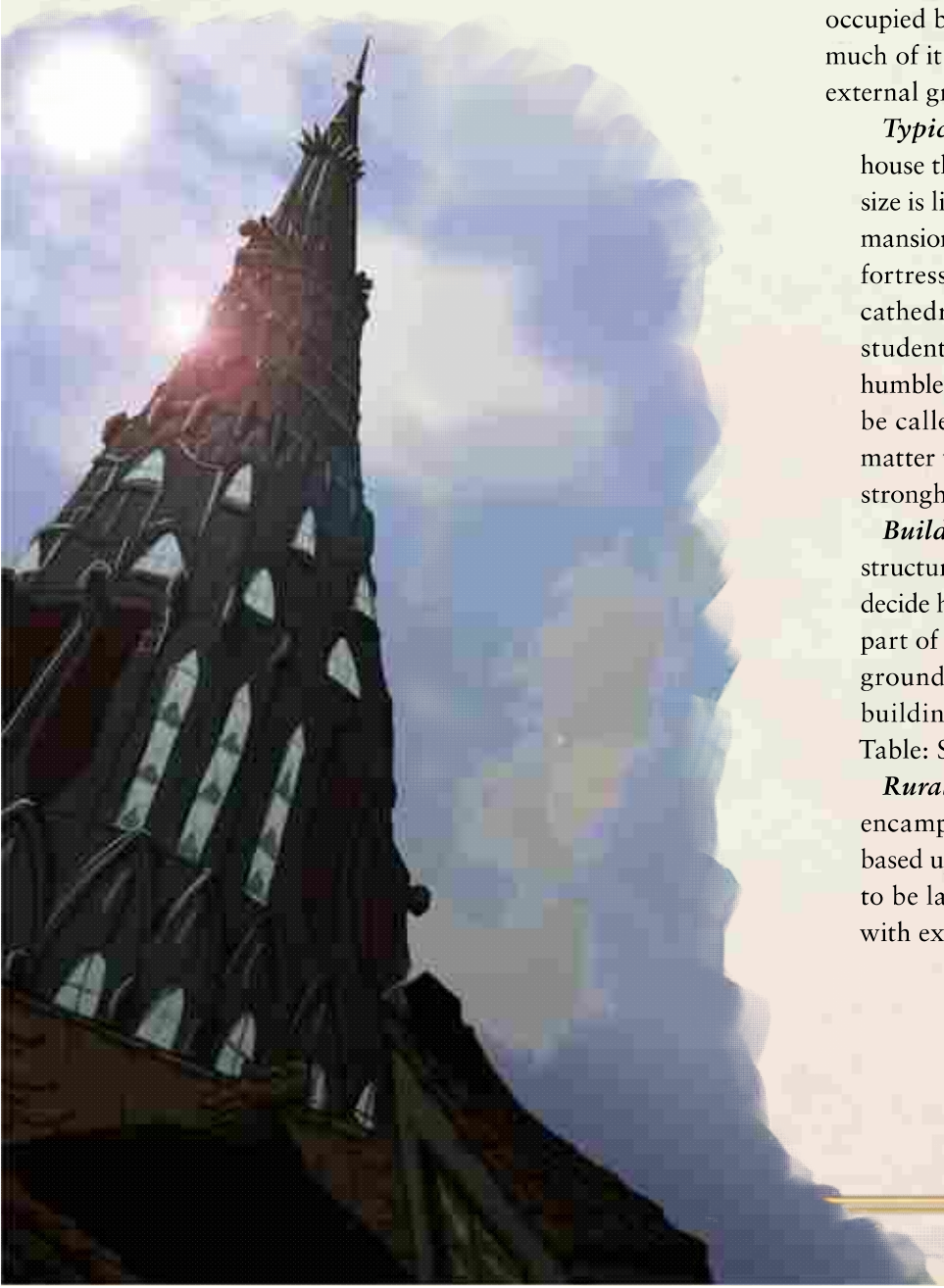
Tier 4: *Absurdist web* (11,250 gold), *apparatus of the crab* (60,000 gold), *deck of many things* (100,000 gold), *horseshoes of a zephyr* (17,000 gold), *instant fortress* (15,000 gold), *ioun stone* (*mastery*; 50,000 gold), *liquid luck* (55,000 gold), *potion of speed* (7,000 gold), *ring of regeneration* (35,000 gold), *ring of three wishes* (200,000 gold), *rod of lordly might* (80,000 gold), sailing ship (10,000 gold), sky skiff (12,000 gold), *the traveling chest* (52,000 gold), warship (25,000 gold).

Building a Stronghold

Your character works hard to earn gold—plundering tombs, killing things and taking their stuff, accomplishing dangerous feats of derring-do. So why would you spend that money on a building rather than on a shiny new suit of armor or a magical sword?

A stronghold offers benefits that are designed to be equal or superior to the equivalent expenditure in arms and equipment. These benefits grant stronghold builders (and their parties) resources, bonuses, powers, and abilities which directly affect them, and which make their tomb raiding easier.

Haven. Unless the Narrator deems otherwise, you are always able to use your stronghold as a haven.



Stronghold Types

Choose your stronghold's type from the list of stronghold types: castle, encampment, farm, guildhouse, house, laboratory, library, menagerie, sacred grove, shop, tavern, temple, training hall, or workshop. The type of stronghold you choose defines the nature of the benefits it grants you.

Size

Choose a size for your stronghold. A stronghold's basic cost is **1 gold piece per square foot for a building**, or **500 gold pieces per acre for a rural stronghold**. Strongholds of grade 7 and higher are usually out of the reach of most adventurers.

The size is the overall "footprint" or total space occupied by your stronghold. You can choose how much of it is physical structures and how much is external grounds such as gardens and courtyards.

Typical Examples. Of course a luxurious house that's tens of thousands of square feet in size is likely called something else (like a manor, mansion, or palace), larger castles include keeps, fortresses, and citadels, great temples include cathedrals and basilicas, and after acquiring students a library that has expanded from a humble room into a sprawling structure might be called a school. A stronghold's size (no matter what it is called) does not change its stronghold type.

Buildings. These strongholds are primarily structures, although they may include land. You decide how much of the space you've paid for is part of the building and how much is external grounds and gardens. When purchasing a building use the Building Area column of Table: Stronghold Size.

Rural. Some strongholds, such as farms, encampments, and groves, are not primarily based upon a structure. These strongholds tend to be larger than those based upon buildings, with expanses of open land.

TABLE: STRONGHOLD SIZE

GRADE	BUILDING AREA	RURAL AREA	TYPICAL EXAMPLES
1	100–1,000 square feet (about 25 feet × 25 feet)	1–5 acres	Cave Goblin Lair, City Bolthole, General Store
2	1,001–5,000 square feet (about 50 feet × 50 feet)	5–10 acres	Archives of Elucidation, Halfling Shire Home, Horse King's Meadhall
3	5,001–10,000 square feet (about 85 feet × 85 feet)	11–20 acres	Broken Bottle Tavern, Elven Noble's Refuge, Floating Wonder Isles, Healer's Temple
4	10,001–25,000 square feet (about 130 feet × 130 feet)	21–60 acres	Gray Mage's Tower, Village Farm
5	25,001–50,000 square feet (about 195 feet × 195 feet)	61–120 acres	Monastery of the Two Winds, Thief King's Guildhouse
6	50,001–100,000 square feet (about 275 feet × 275 feet)	121–250 acres	Dwarven Gold Foundry, Wilverley Castle
7	100,001–250,000 square feet (about 420 feet × 420 feet)	251–600 acres	Minas Curath
8	250,001+ square feet (more than 500 feet × 500 feet)	601+ acres	Forest Queen's Sanctuary

TABLE: UNUSUAL STRONGHOLDS

FEATURE	COST MULTIPLIER	MINIMUM COST
Disguised/hidden (like a thieves' guild disguised as a legitimate business)	×2	—
Garrison	×2	—
Income	×2	—
Island	×3	1,000 gp
Mountaintop	×3	1,500 gp
Underground	×3	2,000 gp
Underwater	×5	4,000 gp
Floating in the air	×10	20,000 gp
Wondrous materials (such as adamantine)	×10	30,000 gp
Pocket dimension	×50	35,000 gp

When purchasing a rural stronghold, use the Rural Area column of Table: Stronghold Size.

Rural strongholds may include frugal structures such as barns or tents, and a single dwelling such as a farmhouse. These structures do not cost extra and are not considered sub-strongholds.

If a stronghold is a rural stronghold, this is noted in its description.

Unusual Strongholds

Now that you have the basics of your stronghold, you can apply large multipliers to your stronghold cost in order to give it unusual traits—your stronghold can be completely underwater, or you can have it flying in the air. This modifier applies to the base cost of the stronghold, before you apply furnishings.

Minimum Cost. Note that there is a minimum cost for certain features. If your stronghold total cost is less than this minimum cost, its price is increased to the minimum cost. The minimum cost is applied before multipliers for furnishings and staff.

Income. Shops, taverns, and other businesses are assumed to break even, and neither generate income nor lose money. However, you may choose to have your stronghold generate an income. This is generally a long-term option, and the stronghold generates one-tenth its value every year. You may choose how frequently you collect this income. For example, a 50,000 gold shop generates 5,000 gold per year. The owner might choose to receive that monthly at a rate of 417 gold per month.

TABLE: STRONGHOLD FURNISHINGS AND STAFF

QUALITY	COST MULTIPLIER	STAFF BY STRONGHOLD SIZE (STRUCTURE)	RURAL
Frugal	×1/2	1 per 1,000 square feet	1 per 5 acres
Average	—	1 per 500 square feet	1 per 2 acres
Luxurious	×2	1 per 100 square feet	1 per acre
Legendary	×5	1 per 100 square feet	1 per acre

Furnishings and Staff

Features include furnishings, staff, security elements (such as enchantments and traps), and so on. Furnishings are easy to do—you simply decide how much you wish to spend from the Stronghold Furnishings and Staff table and multiply the cost of your stronghold by the amount shown for its total cost. This multiplier applies to the entire stronghold (you can't just create a single decadent room to stand in when talking to visitors).

Legendary strongholds are truly unique and renowned the world over, and people travel long distances to see them.

Selling Items. You cannot proceed to simply sell off individual items—it's all part of a general cost—but if you are in desperate need of money you can downgrade your stronghold's furnishings and recover half the money you spent.

Staff. Staff come with the stronghold and include all household workers and laborers, but not soldiers or special hirelings. The number of staff you have is determined by the quality of the stronghold you've chosen and its size (as per the Stronghold Furnishings and Staff table), rounding down (minimum 0). If you change the quality or size of your stronghold, your staff levels increase or decrease accordingly.

There is no expectation that all of your staff will be on duty or on the property at a given time.

Garrison. Choosing the garrison feature gives your stronghold a number of soldiers equal to half the stronghold's staff level. For every 30 soldiers you also gain one veteran, and for every 200 soldiers you gain one knight. At the Narrator's discretion, other NPCs (or monsters) may be part of your garrison. A garrison is used to defend a stronghold and cannot be taken adventuring.

Combining Strongholds

You can combine multiple strongholds; for example, you might choose to put a library or a temple in your castle, or place a sacred grove on your house's grounds. You must pay the cost for both. A sub-stronghold must be half the size or smaller in square feet than the stronghold in which it is placed, and must be of the same quality.

Prestige and Increasing a Stronghold

The final value of your stronghold (including any sub-strongholds) determines the amount of additional Prestige you gain. The prestige bonus granted by your stronghold is shown in Table: Stronghold Prestige. The cost to increase your stronghold's size later is modified by its furnishings and any other cost multipliers.

TABLE: STRONGHOLD PRESTIGE

COST	PRESTIGE BONUS
101–1,000 gp	+0
1,001–25,000 gp	+1
25,001–50,000 gp	+2
50,001–100,000 gp	+3
100,001–250,000 gp	+4
250,001+ gp	+5

Stronghold Types

There are many different types of strongholds, from small townhouses to mighty castles and mysterious wizard's towers.

Free Followers. Each type of stronghold grants its owner a stronghold feat, as well as additional followers. For every 100 staff you have, you gain 1 free follower (see page 371 later in this chapter). You may choose the type of free follower from the list associated with your stronghold type. Followers granted by your stronghold start at inexperienced, increasing to seasoned when you reach 9th level, and expert at 17th level.

Stronghold Ability Score Increase. When you acquire a stronghold of Grade 3 or higher or upgrade a stronghold to Grade 3, one of your ability scores increases by 1, determined by the type of stronghold (see Table: Stronghold Ability Score Increase).

When you acquire a stronghold of Grade 6 or higher or upgrade a stronghold to Grade 6, your ability score increases by 2, and the maximum for that ability score increases by 2.

If you have a choice between ability scores, you choose which ability score to increase each time you gain this benefit.

Other Stronghold Benefits. Most benefits from a stronghold only affect its owner—every member of an adventuring party might chip in for a castle, but there's only one name on the deed. For example, anyone with permission can learn to use a new weapon faster by training in a Grade 2 training hall, but only the owner of a Grade 1 tavern gains advantage on ability checks and attack rolls made against creatures poisoned by alcohol, and adventurers can't craft items faster in a workshop stronghold unless they own it.

TABLE: STRONGHOLD ABILITY SCORE INCREASES

STRONGHOLD TYPE	ABILITY SCORE
Castle, workshop	Strength
Menagerie, sacred grove, temple	Wisdom
Encampment, farm, training hall	Constitution
Guildhouse, shop	Wisdom or Charisma
House, tavern	Charisma
Laboratory, library	Intelligence

Castle

A castle is a fortified building and a symbol of power; castles range from small wooden keeps to imposing citadels. Usually featuring reinforced walls and often surrounded by a moat or other defensive feature, a castle is designed to protect the occupants from invading forces.

Stronghold Feat: You gain a coat of arms, which can be displayed on your shield or on the flag of a squire bearing your standard (if you have one). Allies who can see your coat of arms gain advantage on saving throws against fear.

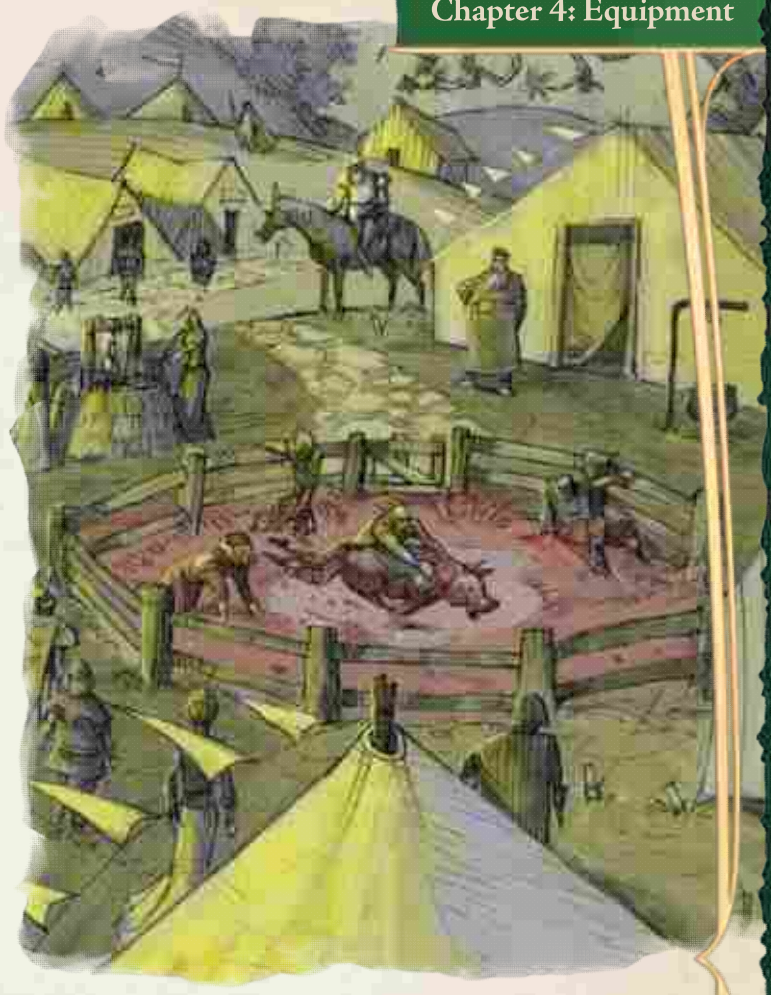
Multiple Strongholds

You can have as many strongholds as you're able to buy, but you only ever truly call one of them home. When you gain an additional stronghold, you may immediately choose to make it your permanent stronghold. Otherwise it takes a week of staying in a stronghold for it to become your permanent stronghold. You only gain the benefits granted by your permanent stronghold (including any sub-strongholds within it).

Stronghold Ability Score Increase. **The only increase to an ability score you gain is from the first stronghold that grants this benefit. Changing your permanent stronghold or purchasing sub-strongholds does not alter your ability scores.**

Prestige Bonus. **Your Prestige bonus is determined by your most expensive stronghold, and you do not gain additional Prestige from having additional strongholds.**

Prestige Center. **When you change your stronghold, you may also choose to make it your Prestige Center (page 433), though if you are purchasing an already constructed building it takes a week to take effect as stories of your arrival and deeds circulate about the region.**



At Grade 5, your coat of arms can inspire your allies. When an ally able to see your coat of arms makes a successful saving throw against fear, they gain inspiration.

Best Suited For: Fighter, marshal
Minimum Size: 5,001 square feet (Grade 3)
Minimum Quality: Average
Followers Available: Cook, interpreter, minstrel, porter, smith, squire, torchbearer

Encampment

Whether home to a band of outlaws or the permanent base of an army, an encampment is found in the wilderness, often consisting of multiple small buildings, tents, and shelters.

Rural: An encampment is a rural stronghold.
Stronghold Feat: You gain an expertise die on ability checks made to hide in natural surroundings.

At Grade 2, you've learned to live off the land. When you gain Supply as the result of a journey activity, you gain 1 extra Supply.

At Grade 4, you are so familiar with living in the wilderness that you no longer require a haven in order to remove levels of fatigue and strife during a long rest.

At Grade 5, your familiarity with temporary structures is such that you can spend 1 hour to create a haven able to shelter a number of creatures equal to your proficiency bonus. You can't use this feature again until after you finish a long rest.

Best Suited For: Berserker, fighter, ranger, rogue
Minimum Size: 1 acre feet (Grade 1)
Minimum Quality: Frugal
Followers Available: Healer, teamster, torchbearer

Farm

A farm is any organized cultivation and harvesting from the land, from a family steading to a sprawling ranch. This typically includes groves of fruit trees, fields of vegetables, large pastures for the raising of livestock, or a combination of the three.

Rural: A farm is a rural stronghold.
Stronghold Feat: You gain a number of additional Hit Dice equal to your proficiency bonus (if you have multiple types of Hit Dice, use the largest). This does not increase your hit point maximum. In addition, you have no daily expenses while in the same region as your stronghold.

At Grade 4, your time working the farm has made it easy for you to recover quickly. When you expend Hit Dice to heal during a short rest, you can treat a Hit Die roll of 4 or lower as a 4.

At Grade 5, you regain 1 additional hit point for every Hit Die expended during a short rest.

Best Suited For: Berserker, druid, ranger
Minimum Size: 11 acres (Grade 3)
Minimum Quality: Frugal
Followers Available: Porter, teamster, torchbearer

Guildhouse

A guildhouse is the headquarters of a group of individuals or businesses known as a guild. Guilds can range from criminal enterprises such as thieves guilds, to legitimate concerns such as merchants guilds. There are guilds for most crafts or trades.

Stronghold Feat: You receive a discount for mundane goods and services equal to 5% × your guildhouse's Grade.

At Grade 4 or higher, you gain an expertise die on ability checks made to deal with representatives of commercial or criminal organizations.

At Grade 5 this expertise die increases to 1d6.

Best Suited For: Rogue
Minimum Size: 1,001 square feet (Grade 2)
Minimum Quality: Average
Followers Available: Porter, torchbearer (depending on the guild: apothecary, bodyguard, footpad, healer, minstrel, smith)

House

A house provides you and your party a safe place to live. Houses range from small dwellings to opulent palaces filled with ballrooms and banquet halls. When out adventuring, you are able to bring with you some of the comforts of home.

Stronghold Feat: The urge to return to your home can help embolden the hearts of everyone who travels with you. You and your allies gain advantage on saving throws made against forced marches when on a journey to return to your house.

At Grade 2, once per week you and your party may gain the benefit of a long rest by taking a short rest. A creature cannot benefit from this more than once a week.

At Grade 4, once per month you are able to throw a lavish and impressive event in your house that draws the attention of people from all around. You gain a 1d6 expertise die on Intelligence, Wisdom, and Charisma checks made while hosting such an event.

At Grade 5, this expertise die increases to 1d8.

Best Suited For: Any
Minimum Size: 250 square feet (Grade 1)
Minimum Quality: Frugal
Followers Available: Cook, footpad, minstrel, porter, torchbearer

Laboratory

A laboratory contains magical and alchemical equipment suited to research and experimentation as well as various containers—crates, barrels, bottles—holding materials and reagents used in the experiments.

Stronghold Feat: You immediately learn one new cantrip or spell at the highest spell level which you have access to, chosen from one of your class spell lists. In addition, once between long rests you can use a bonus action to regain a spell slot of a spell level equal to half your proficiency bonus.

At Grade 4, while using your laboratory the time required to relearn a class feature from the sorcerer, warlock, or wizard class is reduced by half.

At Grade 5, while using your laboratory the time required to retrain an archetype from the sorcerer, warlock, or wizard class is reduced to 1 month.

Best Suited For: Sorcerer, warlock, wizard
Minimum Size: 1,001 square feet (Grade 2)
Minimum Quality: Luxurious
Followers Available: Apothecary, diviner, interpreter, porter, sage, torchbearer

Library

A library is a repository of knowledge contained within the reams and pages of books, scrolls, and tomes stacked atop one another or alongside on rows of shelves, as well as a comfortable area to read them in.

Stronghold Feat: You gain an expertise die whenever you make an Intelligence check using a skill you are proficient with.

At Grade 2 and each Grade afterward, choose one subject. Your library staff have traded other books in exchange for a masterwork book on the chosen subject.

At Grade 4, while you are in your library you are able to read an entire masterwork book over the course of a long rest.

At Grade 5, your excellent staff have made efficient summaries tailored specifically for you for every masterwork book in your library.



You are able to read and internalize one book summary at a time and can do so over the course of a short rest.

Best Suited For: Wizard
Minimum Size: 100 square feet (Grade 1)
Minimum Quality: Luxurious
Followers Available: Apothecary, diviner, interpreter, sage, torchbearer

Menagerie

A menagerie contains animals, monsters, and exotic wildlife from around the world. Usually these animals are kept for display, but many druids and rangers operate animal sanctuaries or veterinary services.

Rural: A menagerie can be either a building or a rural stronghold.

Stronghold Feat: Once per long rest, you can use an action to heal a familiar or animal companion you touch, which regains 3d8 hit points. In addition, you gain an expertise die whenever you make an ability check related to animals.

At Grade 4, you can heal a familiar or animal companion using your stronghold feat once per short or long rest. In addition, once per long rest you can spend 1 minute tending to a familiar or animal companion to restore it to its hit point maximum.

At Grade 5, you gain advantage on checks made to identify the lore and legends of a creature you can see.

Best Suited For: Druid, ranger
Minimum Size: 1,001 square feet or 6 acres (Grade 2)
Minimum Quality: Frugal
Followers Available: Healer, minstrel, teamster, torchbearer

Sacred Grove

A sacred grove which you tend to during downtime helps to attune you to nature. A sacred grove can be as small as a carefully cultivated herb garden or as large as an entire forest. Many castles have a small sacred grove on their lands, often with a symbolic tree or other feature.



Rural: A sacred grove is a rural stronghold.
Stronghold Feat: Choose one skill you are proficient with. If you are in natural, outdoor surroundings you gain an expertise die whenever you make an ability check using the chosen skill.

At Grade 2 and each Grade afterward, choose an additional skill you are proficient with to benefit from this stronghold feat.

At Grade 4, you learn the *commune with nature* spell if you do not already know it, and you may cast it once between long rests without expending a spell slot.

At Grade 5, you gain an expertise die whenever you make an ability check if you are in natural, outdoor surroundings.

Best Suited For: Druid
Minimum Size: 1 acre (Grade 1)
Minimum Quality: Frugal
Followers Available: Apothecary, diviner, healer, sage, teamster, torchbearer

Shop

Many retired adventurers go into business running a small general store or other commercial enterprise. A shop's primary function is to earn money, and the larger the shop the more money it makes.

Stronghold Feat: You gain an expertise die on ability checks made to barter or trade for goods.

At Grade 2, you've learned some of the arts of trading and gain an expertise die on ability checks made to determine an object's value or if it is fake.

At Grade 4, you are able to determine the value of any object you have access to by examining it for 1 minute.

At Grade 5, you know whether or not an object is fake after evaluating it for 10 minutes.

Best Suited For: Fighter, rogue
Minimum Size: 100 square feet (Grade 1)
Minimum Quality: Average
Followers Available: Apothecary, bodyguard, footpad, porter, torchbearer

Tavern

Taverns are the backbone of society, places where people meet, eat, drink, and more.

Stronghold Feat: You have advantage on ability checks and attack rolls made against creatures poisoned by alcohol.

At Grade 2, you gain an expertise die on saving throws made against poison, and advantage on saving throws made against being poisoned by alcohol.

At Grade 4, you cannot be poisoned by consuming alcohol.

At Grade 5, you can use an action to consume alcohol and gain an expertise die on ability checks for 1 minute. Expertise dice from this stronghold feat do not stack with themselves.

Best Suited For: Bard, rogue

Minimum Size: 100 square feet (Grade 1)

Minimum Quality: Frugal

Followers Available: Cook, minstrel, porter, torchbearer

Temple

A temple is a shrine or other place of worship devoted to a higher power. Temples range from small churches to magnificent cathedrals. Sometimes a temple is for followers of a specific deity or pantheon of gods, but they can also be sites for the idolization of broader entities like nature or one of the Moral Planes.

Stronghold Feat: Whenever you restore a creature's hit points, you restore an additional hit point per die rolled.

At Grade 4, you gain advantage on Wisdom and Charisma checks made against followers devoted to the same higher power as your temple.

At Grade 5, you can be returned to life in your temple through the use of magic (with spells like *reincarnation* and *resurrection*) without the need for material components.

Best Suited For: Cleric, herald

Minimum Size: 1,001 square feet (Grade 2)

Minimum Quality: Frugal

Followers Available: Diviner, healer, interpreter, porter, sage, torchbearer

Training Hall

Training halls encompass dojos, drill squares, and more. They often contain combat dummies, racks of wooden training weapons, and other equipment designed to improve the combat abilities of soldiers and warriors.

Stronghold Feat: While using your training hall, the training time required to gain proficiency with a new weapon is reduced by half.

At Grade 2, while using your training hall the training time required to gain proficiency with a new weapon is reduced to 1 month.

At Grade 4, while using your training hall the time required to relearn a class feature from the adept, berserker, fighter, herald, martial, ranger, or rogue class is reduced by half. In addition, while using your training hall a creature can both train in the use of a new weapon and relearn an adept, berserker, fighter, herald, marshal, ranger, or rogue class feature at the same time.

At Grade 5, while using your training hall the time required to retrain an archetype from the adept, berserker, fighter, herald, martial, ranger, or rogue class is reduced to 1 month.

Best Suited For: Adept, fighter, herald, rogue

Minimum Size: 100 square feet (Grade 1)

Minimum Quality: Average

Followers Available: Bodyguard, diviner, healer, porter, squire, torchbearer

Workshop

Workshops (which contain a forge, tools, and workers) include armorers, weaponsmiths which forge swords and other weapons, carpenters, bakeries, or any other location where items are created or repaired. Workshops range from single-person smithies to enormous factories which employ dozens of workers.

Stronghold Feat: Choose the type of workshop. You gain an expertise die on ability checks made to craft items in your workshop.

At Grade 2, any items you purchase from your workshop are considered fine quality, although you only need to pay the cost of a normal quality item.

At Grade 4, any items you purchase from your workshop are considered masterwork quality, although you only need to pay the cost of a normal quality item.

At Grade 5, you gain advantage on ability checks made to craft items in your workshop and the time required is reduced by half.

Best Suited For: Any
Minimum Size: 100 square feet (Grade 1)
Minimum Quality: Luxurious
Followers Available: Porter, smith, teamster, torchbearer

Example Strongholds

You may use these example strongholds as-is, rename them to use as your own strongholds, or modify them as needed using the above stronghold building rules.

Archives of Elucidation

Stronghold Type: Library
Size: 5,000 square feet (Grade 2)
Quality: Legendary
Features: Income, pocket dimension
Total Cost: 1,250,000 gold
Prestige Bonus: +5
Staff: 50

People undergo dimensional travel to peruse the tomes inside this enigmatic library, each paying a fee that nets 125,000 gold each year for its powerful owner (much of which goes to the acquisition of ever more rare books).

Broken Bottle Tavern

Stronghold Type: Tavern
Size: 8,000 square feet (Grade 3)
Quality: Frugal
Features: —
Total Cost: 4,000 gold
Prestige Bonus: +1
Staff: 8

The Broken Bottle is a small tavern located on the outskirts of a bustling market town. It is busy during the market season, but sees little traffic other than locals and travelers the rest of the year. While it doesn't make a lot of money it is sufficient to pay the wages of its staff, and is an important hub of the community.

Cave Goblin Lair

Stronghold Type: Encampment
Size: 4 acres (Grade 1)
Quality: Frugal
Features: Underground
Total Cost: 1,000 gold
Prestige Bonus: +1
Staff: 1

Disinterested in caves fouled by goblins, the dwarven queen will happily cede ownership of the formerly infested tunnels to an adventurer able to clear them out.

City Bolthole

Stronghold Type: House
Size: 250 square feet (Grade 1)
Quality: Frugal
Features: Hidden
Total Cost: 250 gold
Prestige Bonus: +0
Staff: 0

A single room above a store or other business can make for an excellent place to lay low in the middle of a bustling city.

Dwarven Gold Foundry

Stronghold Type: Workshop
Size: 75,000 square feet (Grade 6)
Quality: Luxurious
Features: Income, underground
Total Cost: 900,000 gold
Prestige Bonus: +5
Staff: 750 and 7 followers (4 smiths, porter, teamster, torchbearer)

The industrious and dedicated stout folk here generate an enormous 90,000 gold per year in income, though such an accumulation of wealth within a mountain is sure to draw unwanted attention.

Elven Noble's Refuge

Stronghold Type: House
Size: 9,000 square feet (Grade 3)
Quality: Luxurious
Features: Disguised
Total Cost: 36,000 gold
Prestige Bonus: +2
Staff: 90

Known only to other elves and a select few adventurers that have earned their trust, this opulent estate is seamlessly integrated into the cliffs and forest around it.

Floating Wonder Isles

Stronghold Type: Menagerie
Size: 15 acres (Grade 3)
Quality: Average
Features: Floating in the air, income
Total Cost: 150,000 gold
Prestige Bonus: +4
Staff: 7

Travelers are eager to pay for entry onto these islands when they float down from the clouds onto the surface, earning 15,000 gold each year from people coming to see the many exotic animals that call them home.

Forest Queen's Sanctuary

Stronghold Type: Sacred Grove
Size: 750 acres (Grade 8, rural)
Quality: Average
Features: Disguised
Total Cost: 750,000 gold
Prestige Bonus: +5
Staff: 375 and 3 followers (apothecary, healer, sage)

Only those within the care of the fey can disappear within this residence—anyone else is veiled from seeing it is there at all, unaware when they traipse right through it.

General Store

Stronghold Type: Shop
Size: 900 square feet (Grade 1)
Quality: Average
Features: Income
Total Cost: 1,800 gold
Prestige Bonus: +1
Staff: 1

Small shops can be found in many towns and villages. Usually they are maintained by a single person, and might sell anything from adventuring gear to fine cheeses. This store generates 180 gold per year in profits.

Gray Mage's Tower

Stronghold Type: Laboratory
Size: 25,000 square feet (Grade 4)
Quality: Luxurious
Features: —
Total Cost: 50,000 gold
Prestige Bonus: +3
Staff: 250 and 2 followers (apothecary, porter)

This imposing spire of sturdy bricks is home to apprentices and assistants that catalog, prepare, preserve, and store magical reagents for its mysterious owner (who is rarely home but always arrives precisely when they mean to return).



Halfling Shire Home

Stronghold Type: House
Size: 1,500 square feet (Grade 2)
Quality: Average
Features: Underground
Total Cost: 4,500 gold
Prestige Bonus: +1
Staff: 3

Although this is a hole in the ground it's not nasty, dirty, wet, filled with the ends of worms, sand, or even bare—it's quite comfortable, well-furnished, and has plenty to eat within.

Healer's Temple

Stronghold Type: Temple
Size: 7,500 square feet (Grade 3)
Quality: Frugal
Features: —
Total Cost: 3,750 gold
Prestige Bonus: +1
Staff: 7

Many of the services rendered by the novice healers in this temple are given out for free, leaving them only enough coin to live on.

Horse King's Meadhall

Stronghold Type: House
Size: 2,500 square feet (Grade 2)
Quality: Frugal
Features: —
Total Cost: 1,250 gold
Prestige Bonus: +1
Staff: 2

Although once a grand place that welcomed many traveling adventurers, the ruler of this formerly proud royal residence has slowly fallen ill and the counsel of his advisors has left much of his home to fall to ruin (reducing its size and quality after years of neglect as the grounds become more dilapidated).

Minas Curath

Stronghold Type: Castle
Size: 200,000 square feet (Grade 7)
Quality: Average
Features: —
Total Cost: 200,000 gold
Prestige Bonus: +4
Staff: 400 and 4 followers (squire, minstrel, porter, cook)

This massive tower juts out from the mountainside it is built into, its shadow falling on the winding streets of homes its mighty walls defend.

Monastery of Two Winds

Stronghold Type: Training Hall
Size: 35,000 square feet (Grade 5)
Quality: Average
Features: Mountaintop
Total Cost: 105,000 gold
Prestige Bonus: +4
Staff: 70

The trek to this isolated place of martial learning is arduous to ensure that only the most dedicated warriors are found practicing inside it.

Thief King's Guildhouse

Stronghold Type: Guildhouse
Size: 30,000 square feet (Grade 5)
Quality: Average
Features: Disguised, income, underground
Total Cost: 360,000 gold
Prestige Bonus: +5
Staff: 60 and 6 followers (2 bodyguards, 4 footpads)

A lair hidden beneath the facade of a weavers' guild, this is the stronghold of the local kingpin. A few dozen rooms contain quarters for thieves and smugglers, plus warehousing space for all manner of ill-gotten goods. This criminal enterprise generates 36,000 gold per year in income.

Village Farmstead

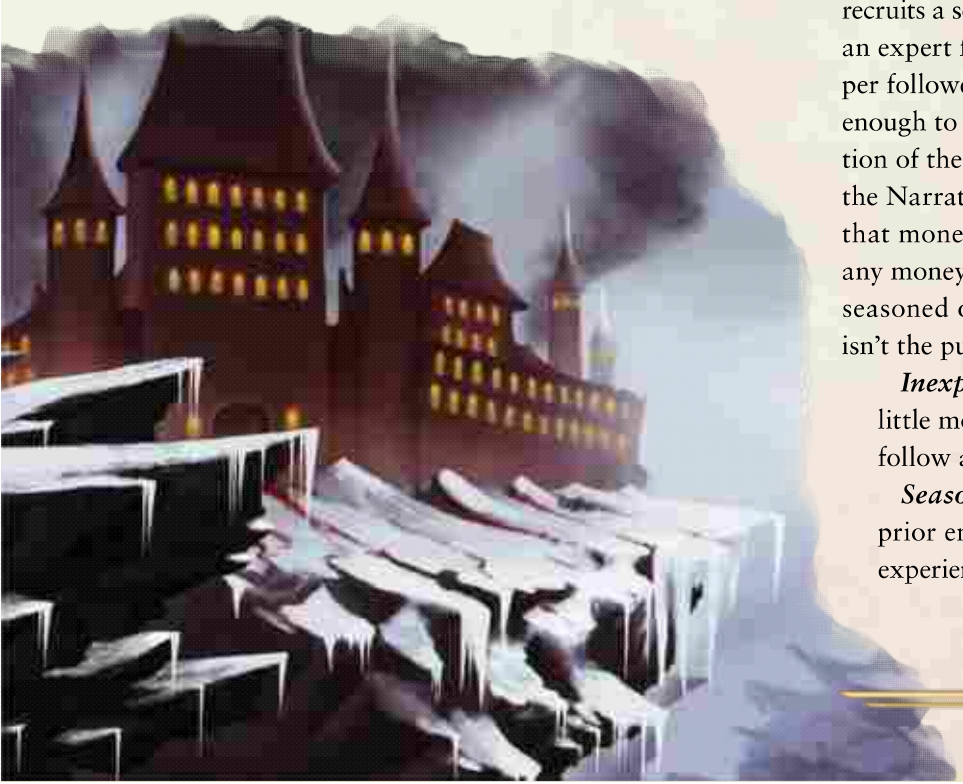
Stronghold Type: Farm
Size: 30 acres (Grade 4, rural)
Quality: Frugal
Features: —
Total Cost: 7,500 gold
Prestige Bonus: +1
Staff: 6

This simple farm doesn't yield any income but it does provide food for its owner, the people that work the fields, and their families.

Wilverley Castle

Stronghold Type: Castle
Size: 60,000 square feet (Grade 6)
Quality: Luxurious
Features: Island, garrison
Total Cost: 720,000 gold
Prestige Bonus: +5
Staff: 600 and 6 followers (cook, interpreter, minstrel, porter, smith, squire); garrison 300 (15 veterans, 1 knight)

Wilverley Castle is a luxurious bastion located on an island off the coast of Risur. Lavishly appointed with the most expensive materials, it is a remote and secure place of relaxation for the king and his senior attendants. The castle has a garrison of 300 soldiers.



Followers

As adventurers gain fame and experience they start to attract followers. Followers come from all walks of life, from minstrels and cooks to soldiers and sages.

The maximum number of followers you may have is equal to your Prestige rating (page 433), increased by any bonuses you might have from owning a stronghold, or as a reward by the Narrator for accomplishing great deeds.

Followers aren't the same as the general staff which maintains your stronghold. Followers are loyal, dedicated to you and your cause, can accompany you on adventures, and provide benefits while out in the field. A cook can keep you well-nourished and healthy, and a sage can provide knowledge and advice.

Followers never participate directly in encounters. They fade into the background and come to the fore occasionally when their particular skill is needed. Each follower grants a specific ability or benefit.

Adventurers should take care to protect their followers. While they do not feature directly in combat encounters, they can be killed—indeed, a follower is usually killed by a single attack.

Recruiting Followers

When you recruit a follower, you need to spend gold. In exchange, you get the follower for life. 500 gold recruits an inexperienced follower, 2,000 gold recruits a seasoned follower, and 5,000 gold recruits an expert follower. You only need to pay this once per follower; it is assumed that the amount paid is enough to accommodate the follower for the duration of the campaign. If you dismiss the follower, the Narrator may permit you to reclaim some of that money. If the follower dies, you do not get any money back. Note that not all followers have seasoned or expert versions—carrying a torch isn't the purview of only experts.

Inexperienced. Inexperienced followers are little more than commoners foolish enough to follow adventurers into a dungeon.

Seasoned. Seasoned followers have either prior employment with adventurers or other experience that prepared them for adventuring.



Expert. Expert followers are consummate professionals, rare individuals who have had their share of adventures but are comfortable in their role as assistant.

TABLE: FOLLOWERS

FOLLOWER	HIRING COST
Inexperienced	500 gp
Seasoned	2,000 gp
Expert	5,000 gp

Apothecary

Known for assorted tonics and serums, apothecaries are sometimes mistaken for alchemists but their services are purely medicinal.

Inexperienced. Once per day, an ally treated by the apothecary can make a new saving throw against a poison or disease.

Seasoned. Once per day, the apothecary can use an antidote to automatically end the poisoned condition on an ally.

Expert. Once per week, the apothecary provides one medicinal of your choosing worth no more than 100 gold (see page 325). The medicinal must be used within 24 hours or it loses potency.

Bodyguard

A bodyguard is tasked with keeping you alive.

Inexperienced. Once only, when you would be reduced to 0 hit points, the bodyguard takes the damage instead. The bodyguard is killed in the process.

Seasoned. Once per day, when you would take damage from an attack the bodyguard takes the damage instead.

Expert. Once per day, the bodyguard leaps in front of you to take all damage that would be dealt to you that round.

Cook

Preparing meals over a campfire is an entirely different skill set than cooking in a kitchen. Warm meals are a luxury many adventurers forgo, but consuming only preserved rations can lead to ill health.

Inexperienced. Once per day, when you take a short rest and expend Hit Dice, you heal 1 additional Hit Die.

Seasoned. Once per day, when you and up to 4 allies take a short rest and expend Hit Dice, you heal 1 additional Hit Die.

Diviner

Whether drawn to adventurers by fate and prophecy, unusual circumstance, or coin for promoting their faith a diviner brings a touch of the beyond with them.

Inexperienced. Once per day, the diviner casts a cantrip or 1st-level spell from the cleric spell list on you or an ally of your choosing.

Seasoned. Once per day, the diviner receives a helpful vision and you gain an expertise die on your next ability check.

Expert. Once per week, the diviner channels a supernatural voice that reveals an event in the near future that grants you advantage on one ability check, attack roll, or saving throw.

Footpad

A footpad is a low-level thief.

Inexperienced. Once per day, when in a crowded area, you are able to gain 5 gold per footpad as they mingle with the crowd.

Seasoned. Your footpad can search a town or other settlement in order to gain valuable information or to locate people or objects.

Expert. Once per week, you can direct your footpad to shadow a person. They report back to you after 7 days with detailed notes on every location the person visited, the people the person interacted with, and any purchases the person made.

Healer

A healer is able to tend wounds.

Inexperienced. Once per day, the healer restores 1d8+2 hit points.

Seasoned. As inexperienced. In addition, once per day, the healer restores 2d8+4 hit points.

Expert. As seasoned. In addition, once per day, the healer restores 4d8+8 hit points.

Interpreter

Occasionally called translators, interpreters are polyglots who are not only able to speak multiple languages but also quick to learn new tongues.

All. Once per day, when encountering an unknown language, you have advantage on Intelligence checks to comprehend that language.

Inexperienced. Choose two languages. Your interpreter is proficient in these languages.

Seasoned. Your interpreter can translate all languages currently spoken on the Material Plane.

Expert. Your interpreter can translate all languages whether alien, current, or dead.

Minstrel

Equally adept at performing songs and telling tales, minstrels entertain during long travels and recount adventurers' heroic deeds.

Inexperienced. Once per day, you gain advantage on a Charisma check.

Seasoned. Once per day, you gain an expertise die on an attack roll using a weapon you are proficient with, saving throw that you are proficient in, or ability check using a skill you are proficient with.

Expert. The ballads, poems, songs, and tales that your minstrel has composed about your deeds spread far and wide.You gain a bonus to your Prestige equal to half your proficiency bonus.

Porter

Alternatively known as bearers, adventurers employ porters to carry supplies. Porters are used by most expeditions to transport gear over terrain that pack animals can't easily traverse, such as across mountains or into dungeons.

Inexperienced. Your porter can carry 10 Supply.

Seasoned. Your porter can carry 20 Supply.

Expert. Your porter can carry 30 Supply.



Sage

Sages are specialists frequently consulted by those in search of obscure information. They rarely leave civilization, but sometimes accompany adventures who need their expertise to examine ruins or immovable relics. A sage is very knowledgeable about a single skill. For each sage, choose a skill.

Inexperienced. Once per day, the sage may make a skill check for you as though you were proficient in that skill. In addition, you gain an expertise die on the check.

Seasoned. As inexperienced. In addition, once per day you have advantage on an Intelligence check made to learn or recall a piece of knowledge.

Expert. As seasoned, except that expert sages only grant the following ability when they are proficient in Arcana, Engineering, Nature, or Religion: once per week when the sage is able to see a creature they can learn information about from a Legends and Lore check using a skill they are proficient with, you gain advantage on your first attack roll against it.

Smith

A smith keeps your weapons and armor in top condition.

Inexperienced. While you have a smith in your employ, any weapon you wield does +1 damage after your smith has fine-tuned it over the course of a short rest.

Experienced. As inexperienced, and your smith takes particularly good care of some of your equipment. At the end of each week choose a number of items equal to your proficiency bonus. The chosen items do not require any maintenance checks as your smith makes sure to keep them in excellent condition."

Seasoned. As experienced, and any armor you wear gains a +1 AC bonus after your smith has fine-tuned it over the course of a long rest. In addition, any armor or weapons you have that are normal quality are treated as fine quality instead, and any fine quality armor or weapons are treated as masterwork quality instead.

Squire

Trained to assist warriors with their gear, squires are typically youths of noble blood apprenticing to be knights. However, lowborn adventurers occasionally feign nobility and employ squires of their own. Squires remain close to their master, holding extra weapons and equipment, picking up dropped gear, or carrying their liege's banner.

Inexperienced. A squire hastens donning and doffing armor, reducing the required time to 1 round for light armor, 1d4 rounds for medium armor, or 2d4 rounds for heavy armor. A squire can also assist in equipping a shield or other weapon, reducing the time required to a bonus action.

Seasoned. As inexperienced. In addition, your squire can identify other warriors and their squires, as well as where they are from and if they are knighted.

Expert. As seasoned. In addition, your squire can announce you in royal courts. You gain advantage and a +5 bonus to your first Charisma check made in a royal court after your squire has introduced you.

Teamster

Sometimes called "pack handlers," teamsters load and unload beasts of burden, drive wagons, and manage the feeding and grooming of pack animals.

Inexperienced. Up to 4 mounts and other animals require half the normal Supply.

Seasoned. Up to 4 mounts or animals can carry twice the normal amount of Supply.

Expert. Up to 4 mounts can gallop for 2 hours a day instead of 1.

Torchbearer

Also known as a lantern bearer or linkboy, torchbearers provide light during expeditions to dark places, freeing their employers' hands for other purposes.

Inexperienced. The torchbearer provides bright light in a 40-foot radius and dim light for an additional 20 feet.

Follower Personalities and Backgrounds

Followers should be memorable and have personality, but should also have some reason for agreeing to such dangerous work. You should name and describe each of your followers. The following tables are provided for inspiration to aid in the quick creation of a follower, but you should not feel restricted by them.

Personality (d8)

1. *Eager.* Always strives to please their employer.
2. *Fatalistic.* Believes they are helpless to enact real change.
3. *Stoic.* Impassive and difficult to provoke.
4. *Sarcastic.* Prone to wisecracks and mocking criticism.
5. *Excitable.* Thrilled by new sights and experiences.
6. *Optimistic.* Possesses a happy-go-lucky attitude regardless of the situation.
7. *Dull-witted.* Slow to react or process new information.
8. *Aggressive.* Always first to act or suggest a response.

Quirk (d20)

1. Constantly fiddles with a brass coin.
2. Whittles during free moments.
3. Clumsily fumbles fragile objects.
4. Speaks in a higher pitch when excited.
5. Constantly reads small chapbooks.
6. Stutters during periods of stress.
7. Loves to recite folksy sayings and proverbs.
8. Whistles when nervous.
9. Drinks heavily when stressed.
10. Has terrible eyesight.
11. Loves to taste new foods.
12. Taps their fingers on walls and furniture.
13. Superstitiously avoids things that cause bad luck.
14. Possesses an inexplicable knowledge of fine wine.
15. Collects commonly found items (rocks, feathers, bones, and so on).
16. Plays dangerous games with a small knife when bored.
17. Hums random songs without realizing.
18. Loves gazing at the stars.
19. Doodles with charcoal on spare parchment.
20. Has a lucky charm they kiss for good fortune.

Background Motivation (d8)

1. Owes money to the wrong people.
2. Has always wanted to be a real adventurer.
3. A loved family member died and now they have nothing to live for.
4. Loves gold and sees adventuring as a quick way to make money.
5. Angered a local authority figure and fears they might seek revenge.
6. A relationship ended spectacularly and now they want to leave town.
7. Is a massive fan of yours.
8. Firmly believes that a folktale or other myth demands that they venture across the world.



CHAPTER 5

Multiclassing & Feats

- *The elf warrior lays down her rapier and bows to her teacher. "I have mastered the blade. Now I must learn the ways of the spell before I can join the ranks of the Bladechanters."*
- *The young rogue wakes in the night, as he has every night for the last week. Something is calling to him, drawing him towards the open window, and he hungers for something, but knows not what. Could it be...blood?*
- *The archer knocks an arrow. Not an ordinary arrow, this, for it crackles with eldritch power. She murmers the words of a spell, pouring her arcane energy into the arrow, before letting it fly.*

Multiclassing

Adventurers are not locked into only one character class and can realize new and interesting concepts by mixing the abilities of multiple classes.

Whenever you gain a character level, you have the option of gaining a level in a different class instead of gaining the next level in your current class. Your character level is the total number of levels you have in any classes. For example, if you have 3 levels in ranger, 2 levels in fighter, and 1 level in berserker, you are a 6th level character.

Multiclassing allows you to freely develop your adventurer in whatever direction you see fit. Compared to an adventurer of a single class, you'll have greater versatility and a wider range of options, but you will end up sacrificing some of your focus and you'll typically reach more powerful class features later than most.

Optional Rule: Prerequisites

A berserker may need to do some studying before they can become a wizard. Before you can take a level of a new class, you must meet that class' ability score prerequisites **and** the prerequisites of your existing classes as shown in the Multiclassing Prerequisites table.

For example, a sorcerer who decides to multiclass into the rogue class must have both Dexterity and Charisma scores of 13 or higher.

TABLE: OPTIONAL MULTICLASSING PREREQUISITES

CLASS	ABILITY SCORE MINIMUM
Adept	Dexterity 13 **and** Wisdom 13
Bard	Charisma 13
Berserker	Strength 13
Cleric	Wisdom 13
Druid	Wisdom 13
Fighter	Strength 13 **or** Dexterity 13
Herald	Strength 13 **and** Charisma 13
Marshal	Charisma 13
Ranger	Dexterity 13 **and** Wisdom 13
Rogue	Dexterity 13
Sorcerer	Charisma 13
Warlock	Intelligence 13 **or** Wisdom 13 **or** Charisma 13
Wizard	Intelligence 13

Experience Points

If your game is utilizing experience points (XP), your XP cost to gain new class levels is based on your character level and not your level in any particular class. For example, if you have 4 levels in fighter and 2 levels in marshal, you must gain enough XP to reach 7th level before you can gain a new level in any class.

Hit Points and Hit Dice

You gain the 1st level hit points only from your very first level as a 1st level character. Any levels gained from multiclassing gain the hit points as described for levels after 1st level, even if they would be the first level gained in a particular class.

If your classes both provide the same hit die type, you can simply pool them together. If your classes provide different hit die types, you must keep track of them separately and you may spend them as you choose for any features that require hit dice. For example, if you have 3 levels in berserker and 4 levels in adept, you would have 3d12 hit dice and 4d8 hit dice. When using the adept's Battle Meditation Focus Feature to regain exertion points, you could choose to spend either a d12 hit die or a d8 hit die.

Proficiency Bonus

Your proficiency bonus is based on your character level, not on any one particular class. For example, if you have 4 levels of cleric, and 5 levels of fighter, you are a 9th level character with a proficiency bonus of +4.

Proficiencies

You only gain some of the 1st level proficiencies from classes taken after your first class, as shown in the Multiclassing Proficiencies table.

Starting Equipment

You only gain the starting equipment of your first class at 1st level. You do not gain any additional starting equipment from your first levels in additional classes.

Class Features

Whenever you gain a new level in a class, you gain the class features for that level. There are, however, some features that are that are found in multiple classes and need additional rules when combined: **Alternate Armor Class**, **Combat Maneuvers**, **Extra Attack**, and **Spellcasting**.

TABLE: MULTICLASSING PROFICIENCIES

CLASS	PROFICIENCIES GAINED
Adept	Simple weapons, shortswords
Berserker	Light armor, medium armor, shields, simple weapons, martial weapons
Bard	Light armor, one skill of your choice, one musical instrument of your choice
Cleric	Two from Culture, History, Medicine, or Religion
Druid	Light armor, medium armor, shields (characters with druid levels lose proficiency with metal armor and shields and cannot gain it)
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Herald	Light armor, medium armor, shields, simple weapons, martial weapons
Marshal	Light armor, medium armor, shields, simple weapons, martial weapons
Ranger	Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class' skill list
Rogue	Light armor, one skill from the class' skill list, thieves' tools
Sorcerer	Arcana
Warlock	Light armor, simple weapons
Wizard	Arcana

Alternate Armor Class

Multiple instances of any feature that provides an alternate Armor Class calculation do not stack and cannot combine in any way. If you have multiple features that provide an alternate Armor Class calculation, your AC is equal to the highest Armor Class calculation that currently applies.

An alternate Armor Class calculation applies when all its requirements are met. For example, the adept's Agile Defense feature specifies that you cannot be using a shield, while the berserker's Rugged Defense feature specifies that it applies while you are using a shield. If you have both features and are using a shield, you could apply your Rugged Defense, but Agile Defense would not currently apply.

Combat Maneuvers

If you gain the Combat Maneuvers class feature from more than one class, you gain any additional combat traditions or maneuvers the features provide but your exertion pool remains the same and does not stack.

> ***Heralds.*** The herald is an exception to this rule. If your first levels are in the herald class, you gain an exertion pool equal to twice your proficiency bonus. You regain exertion spent from this pool at the end of a short or long rest.

You use your class levels in every class that grants combat maneuvers to determine the highest degree of combat maneuvers you can learn, determined by the class with the greatest access. For example, if you have 3 levels of fighter and 10 levels of herald you can learn combat maneuvers of up to 4th degree (like a 13th level fighter).

Extra Attack

You cannot stack multiple instances of the Extra Attack feature from multiple classes, and additional instances of the feature do not add additional attacks.

> ***Fighters and Marshals.*** The additional 11th level Extra attack feature gained by fighters and marshals are both exceptions to this rule (a fighter 5/marshal 6 can attack 3 times with the Attack action.)

Spellcasting

If you gain the Spellcasting feature from only one class you follow the spellcasting rules found in that class. However, if you gain the Spellcasting feature from different classes you must use the following rules.

Spells Known and Prepared

You know and prepare the spells of each of your classes individually as if you only had levels in that class. For example if you have 2 levels of sorcerer and 3 levels of wizard, you know the same number



of spells as a 2nd level sorcerer and prepare the same number of spells as a 3rd level wizard.

Each spell you know and prepare is chosen from a different one of your classes, and uses the spellcasting ability of the same class. If one of your classes uses a distinct spellcasting focus, such as an arcane focus, it can only be used for the spells chosen from that class.

Spell Slots

Your total number of spell slots is determined by adding together all the class levels you have from classes with the Spellcasting feature, but some classes do not count as highly as others when determining your spell slots.

Your class levels in the bard, cleric, druid, sorcerer, and wizard classes all count fully towards your spell slots.

Half your levels in the herald class count towards your spell slots.

One third of your levels in the ranger class with the Wildborn archetype count towards your spell slots.

Use this total to determine your spell slots using the Multiclass Spellcaster table. For example, if you have 2 herald levels and 5 cleric levels you count as a 6th level spellcaster for determining your spell slots.

This table may provide you with spell slots at levels higher than you can prepare or know. While you cannot use these slots for spells you don't know or can't prepare, you can still use them to enhance many lower level spells. For example, if you have 2nd-level spell slots but don't know any 2nd-level spells, you can cast *magic missile* as a 2nd-level spell instead of a 1st-level spell (provided you know or have prepared it), even though you don't know any spells of 2nd-level or higher.

Pact Magic

If you have a Spellcasting class feature and the warlock's Pact Magic class feature, you may spend spell points gained from your Pact Magic feature to cast spells you know from your Spellcasting class feature. Similarly, you can use spell slots gained from your Spellcasting feature to cast warlock spells you know.

TABLE: MULTICLASS SPELLCASTER

LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
2nd	3	—	—	—	—	—	—	—	—
3rd	4	2	—	—	—	—	—	—	—
4th	4	3	—	—	—	—	—	—	—
5th	4	3	2	—	—	—	—	—	—
6th	4	3	3	—	—	—	—	—	—
7th	4	3	3	1	—	—	—	—	—
8th	4	3	3	2	—	—	—	—	—
9th	4	3	3	3	1	—	—	—	—
10th	4	3	3	3	2	—	—	—	—
11th	4	3	3	3	2	1	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	2	1	1	—	—
14th	4	3	3	3	2	1	1	—	—
15th	4	3	3	3	2	1	1	1	—
16th	4	3	3	3	2	1	1	1	—
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

Feats

A feat represents a talent or an area of expertise that gives an adventurer special capabilities. It embodies training, experience, and abilities beyond what a class provides.

Whenever your class gives you the Ability Score Improvement feature, you can forgo taking that feature to choose a feat instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

Ace Driver

Prerequisite: *Proficiency with a type of vehicle*

You are a virtuoso of driving and piloting vehicles, able to push them beyond their normal limits and maneuver them with fluid grace through hazardous situations. You gain the following benefits.

- You gain an expertise die on ability checks made to drive or pilot a vehicle.
- While piloting a vehicle, you can use your reaction to take the brake or maneuver vehicle actions.
- A vehicle you load can carry 25% more cargo than normal.
- Vehicles you are piloting only suffer a malfunction when reduced to 25% of their hit points, not 50%. In addition, when the vehicle does suffer a malfunction, you roll twice on the maneuver table and choose which die to use for the result.
- Vehicles you are piloting gain a bonus to their Armor Class equal to half your proficiency bonus.

Athletic

Your enhanced physical training grants you the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement (instead of half).
- Your speed is not halved from climbing.
- You can make a running long jump or a running high jump after moving 5 feet on foot (instead of 10 feet).

Attentive

Always aware of your surroundings, you gain the following benefits.

- When rolling initiative you gain a +5 bonus.
- You can only be surprised if you are unconscious.
- A creature attacking you does not gain advantage from being hidden from you or unseen by you.

Battle Caster

Prerequisite: *The ability to cast at least one spell of 1st-level or higher*

You have learned to wield magic effectively even in the chaos of combat. You gain the following benefits.

- You gain a 1d6 expertise die on concentration checks to maintain spells you have cast.
- You can perform the seen components of your spells while using a weapon or shield with your hands.
- Instead of making an opportunity attack with a weapon, you may use your reaction to cast a spell with a casting time of 1 action at the creature instead. The spell must be one that only targets that creature.

Bladechanter

Prerequisites: *3 levels in fighter, 3 levels in wizard, Fighting Style (Two-Weapon Fighting)*

Bladechanting is the art of unifying and maintaining intense physical and intellectual strains, allowing movement and thought to become one as a beautiful and deadly dance of blades.

If you wield a melee weapon in each hand, you may use them to perform seen spell components and as a spellcasting focus for wizard spells. In addition, whenever you are concentrating on a spell while using melee weapons as a spellcasting focus in this way, you enter a special trance-like state called bladechanting. If you lose concentration on your spell while bladechanting, you also stop bladechanting. While bladechanting you gain the following benefits.

- While you are wearing no armor, light armor, or medium armor, you gain a bonus to your Armor Class equal to your Intelligence modifier.
- Whenever you would need to make a concentration check to maintain a spell due to taking damage, you may spend 2 exertion to automatically succeed.
- When you hit a target with a melee weapon attack, you can use your reaction and choose a spell of 1st-level or higher, casting it through your weapon. The spell must have a casting time of 1 action, and target a single creature or have a range of Touch. If a spell cast in this way requires an attack roll and targets the same target as the triggering melee weapon attack, it also hits as part of that attack. You may choose not to deal damage with a melee weapon attack used to cast a spell.

Whirling Incantor

Prerequisites: *Bladechanter feat*

You train to move by thought and incant with your body's flowing motion, becoming nearly unassailable as you whirl and dance, escaping fatal blows and seamlessly blending the lines between mind and body. While bladechanting you gain the following additional benefits:

- Your Speed increases by 10 feet.
- You gain a bonus to Dexterity checks and saving throws equal to your Intelligence modifier.
- You gain a bonus to Intelligence checks and saving throws equal to your Dexterity modifier.
- When you are targeted by an attack but before the attack is rolled, you may expend a spell slot to attempt a whirling arcane evasion. If you do, make a Dexterity saving throw and add a +2 bonus for every spell slot level above 1st spent this way. If this Dexterity saving throw exceeds the triggering attack roll the attack becomes a miss, and you may immediately move up to 10 feet in any direction. This movement does not provoke opportunity attacks.

Eldritch Whirlwind Master

Prerequisites: *Whirling Incantor feat*

With a blade's sweep you pull and spin the arcane power, surrounding yourself in a cyclone of arcane energy as your spell's power tries to match the speed of your sword.

Synergy Feats

Pursuing more than one class can sometimes open up new opportunities and strategies, or expose an adventurer to something that permanently changes them. At certain levels every class gives you the Ability Score Improvement feature and adventurers with certain class combinations may optionally choose unique Synergy Feats in place of their Ability Score Improvements if they meet certain prerequisites. Most synergy feats require class levels in specific classes, or have other synergy feats as prerequisites forming small synergy feat trees. You can take each feat only once, unless the feat's description says otherwise.

Whenever you use your reaction to cast a spell through a melee weapon attack using blade-chanting, you may choose up to a number of additional targets for that spell equal to the spell level of the spell slot used to cast it. These additional targets must all be within 10 feet of you and are each treated as if they were the spell's original target.

Brutal Attack

Once per turn immediately after you roll damage for a melee weapon attack, you can roll the weapon's damage dice a second time and use either total.

Bull Rush

You rush into combat, following your charge with a brutal attack.

When you take the Dash action and move at least 10 feet in a straight line toward a target, you can immediately take a bonus action to perform one of the following:

Attack. You can make one melee weapon attack, dealing an extra 5 damage on a hit.

Shove. You can use the Shove maneuver. On a success, you push the target up to at least 10 feet away from you.



Combat Thievery

You know how to trade blows for more than inflicting harm.

- You gain proficiency with the Deceptive Stance and Painful Pickpocket maneuvers, and do not have to spend exertion to activate them.
- You gain an expertise die on Sleight of Hand checks.

Covert Training

You have absorbed some of the lessons of the world of spies, criminals, and others who operate in the shadows. You gain the following benefits.

- You gain proficiency with thieves' tools, the poisoner's kit, or a rare weapon with the stealthy property.
- You gain two skill tricks of your choice from the rogue class.

Crafting Expert

You have devoted time to studying and practicing the art of crafting, gaining the following benefits.

- Choose one of the following types of crafted item: armor, engineered items, potions, rings and rods, staves and wands, weapons, wondrous items. You gain advantage on checks made to craft, maintain, and repair that type of item.
- You gain an expertise die on checks made to craft, maintain, and repair items.
- You gain proficiency with two tools of your choice.

This feat can be selected multiple times, choosing a different type of crafted item each time.

Crossbow Expertise

Due to your advanced training with the crossbow, you gain the following benefits.

- If you are proficient with a crossbow, you ignore its loading property.
- You do not have disadvantage on ranged attack rolls from being within 5 feet of a hostile creature.

- When you attack with a one-handed weapon using the Attack action, you can use a bonus action to attack with a hand crossbow wielded in your off-hand.

Deadeye

Prerequisite: *8th level or higher*

You've honed your skill with ranged weapons to a razor's edge. You gain the following benefits.

- You gain proficiency with the Farshot Stance and Ricochet maneuvers, and do not have to spend exertion to activate them.
- Before you make an attack with a ranged weapon you are proficient with, you can choose to take a penalty on the attack roll equal to your proficiency bonus. If the attack hits, you deal extra damage equal to double your proficiency bonus. This extra damage does not double on a critical hit.
- You ignore half cover and three-quarters cover when making a ranged weapon attack.

Deflector

Prerequisite: *Dexterity 13 or higher*

When you are wielding a finesse weapon which you are proficient with and are hit by a melee attack from another creature, you can use your reaction to add your proficiency bonus to your Armor Class against that attack, potentially turning the hit into a miss.

Destiny's Call

You are more in tune with the nature of who you truly are and what you can become.

- An ability score of your choice increases by 1.
- When you gain inspiration through your destiny's source of inspiration, you can choose one party member within 30 feet of you. That party member gains inspiration if they don't have it already. Once you inspire a party member in this way, you can't use this feature again on that party member until you finish a long rest.

Dual-Wielding Expert

You're a master at wielding two weapons at once, gaining the following benefits:

- You gain a +1 bonus to Armor Class while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting with any two one-handed melee weapons so long as neither has the heavy property.
- When you would normally draw or sheathe a one-handed weapon, you can instead draw or sheathe two one-handed weapons.

Dungeoneer

You're an expert in identifying hidden features found in many dungeons, granting you the following benefits:

- You have advantage on Investigation and Perception checks made to detect secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to damage dealt by traps.
- You don't take a –5 penalty on your passive Perception score from traveling at a fast pace.

Eldritch Archer

Prerequisites: *3 levels in fighter, 3 levels in wizard, Fighting Style (Archery)*

Eldritch archers combine the precision and skill of a fighter with the magical dedication of a wizard to perform otherwise impossible feats of archery and spellcasting. You gain the following benefits.

- Whenever you make a ranged weapon attack you can choose to conjure magical ammunition and select one of the following damage types: acid, cold, fire, or lightning. Your ranged weapon attacks using this conjured ammunition deal the chosen damage type instead of whatever damage type they would normally deal, and are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Ammunition conjured in this way disappears at the end of the turn it was fired.

- When you hit a target with a ranged weapon attack, you can use your reaction and choose a spell of 1st-level or higher, casting it through your ammunition. The spell must have a casting time of 1 action, and target a single creature or have a range of Touch. If a spell cast in this way requires an attack roll and targets the same target as the triggering ranged weapon attack, it also hits as part of that attack. You may choose not to deal damage with a ranged weapon attack used to cast a spell.

Arrow Enchanter

Prerequisites: *Eldritch Archer feat*

Skilled eldritch archers can subvert their arcane power to enchant the conjured arrows with rings of eldritch symbols and energy that form around their weapons as they fire.

Whenever you make a ranged weapon attack, you may choose to expend a 1st-level spell slot or higher to enhance the attack to be empowered or unerring. You cannot enhance more than one attack in a turn in this way.

Empowered. An empowered shot deals an additional 2d6 force damage, and an additional 1d6 force damage for each spell slot level above 1st.

Unerring. An unerring shot gains a +2 bonus to the attack roll, and an additional +2 bonus for each spell slot level above 1st.

Eldritch Volley Master

Prerequisites: *Arrow Enchanter feat*

With the string drawn taught, your rings of eldritch symbols form arrows of pure magic able to assail a whole platoon at once.

Whenever you cast a spell with a Cone area, you may additionally make ranged weapon attacks with a ranged weapon you are wielding against targets within that conical area. You may make up to a number of attacks equal to the level of the spell cast, each against a different target. Ranged attacks made in this way ignore the loading quality of weapons and use your conjured magical ammunition.

Empathic

You have a heightened awareness of the feelings and motivations of those around you.

- Your Wisdom or Charisma score increases by 1.
- You gain an expertise die on Insight checks made against other creatures.
- When using a social skill and making a Charisma check against another creature, you score a critical success on a roll of 19–20.

Fear Breaker

You have a habit of snatching victory from the jaws of defeat. You gain the following benefits.

- You gain proficiency with the Victory Pose maneuver and do not have to spend exertion to activate it. In addition, you may use this maneuver with up to three different weapons you select instead of just one, and affect allies within 60 feet.
- An ally affected by your Victory Pose gains an expertise die on their next saving throw against fear, and if they are rattled the condition ends for them.

Fortunate

Fate seems to smile on you when you need it most.

You gain 3 fate points. Whenever you make an attack roll, ability check, or saving throw and do not have disadvantage, you may spend a fate point to roll an additional d20 and choose whichever result you wish. You may do this after the initial roll has occurred, but before the outcome is known. If you have disadvantage, you may instead spend a fate point to choose one of the d20 rolls and reroll it.

Alternatively, when you are attacked, you may choose to spend a fate point to force the attacking creature to reroll the attack. The creature resolves the attack with the result you choose.

You regain all expended fate points when you finish a long rest.

Grappler

Prerequisite: *Strength 13 or higher*

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits.

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. The creature makes a Strength or Dexterity saving throw against your maneuver DC. On a failure, you and the creature are both restrained until the grapple ends.

Guarded Warrior

It is very difficult for foes to get by you without paying for it. You gain the following benefits.

- A creature that takes the Disengage action still provokes opportunity attacks from you.
- You gain proficiency with the Warning Strike maneuver and do not have to spend exertion to activate it.
- You can use your reaction to make a melee weapon attack against a creature within 5 feet when it makes an attack against a target other than you if the target does not also have this feat.

Hardy Adventurer

- When you take this feat, you gain a number of hit points equal to twice your level.
- Whenever you gain a new level, you gain an additional 2 hit points to your hit point maximum.
- During a short rest, you regain 1 additional hit point per hit die spent to heal.

Heavily Outfitted

Prerequisite: *Proficiency with medium armor*

You're trained to use heavy armor efficiently, gaining the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- You gain proficiency with heavy armor.

Heavy Armor Expertise

Prerequisite: *Proficiency with heavy armor*

You can use heavy armor to its fullest potential, gaining the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- While wearing heavy armor, you reduce all bludgeoning, piercing, and slashing damage from nonmagical weapons by 3.

Heraldic Training

You have studied the specialized techniques used by the divine agents known as heralds. You gain the following benefits.

- You gain proficiency in your choice of one martial weapon, one rare weapon, or shields.
- You gain two divine lessons of your choice from the herald class.

Idealistic Leader

The strength of your principles inspires others to follow you with impressive dedication that makes up for whatever your stronghold lacks. You gain the following benefits.

- Any stronghold you have or buy that is of frugal quality is automatically upgraded to average quality at no additional cost.
- You gain a new follower for every 50 staff you have in your stronghold, rather than every 100 staff.
- When you fulfill your destiny, choose a number of followers equal to your proficiency bonus. Each is upgraded to their most expensive version.

Intuitive

You're quick to notice and analyze details, granting you the following benefits:

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- Your passive Perception and passive Investigation scores increase by 5.
- If you can see a creature's mouth while it is speaking a language you know, you are able to read its lips to understand what it is saying.

Keen Intellect

Your mind is practiced and sharp.

- Your Intelligence score increases by 1, to a maximum of 20.
- You can recall anything you've seen or heard within a number of weeks equal to your Intelligence modifier.
- You always know how long it will be before the next sunset or sunrise.
- You always know which way is north.

Lightly Outfitted

You're trained to use light armor efficiently, gaining the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with light armor.

Linguistics Expert

You're well-versed in a variety of languages and codes, gaining the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can invent ciphers and are able to teach a cipher you create to others. Anyone who knows the cipher can encode and read hidden messages made with it; the apparent text must be at least four times longer than the hidden message. Other creatures can detect the presence of the cipher if they spend a minute examining it and succeed on an Investigation check against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. If the check succeeds by 5 or more, they can read the hidden message.

Martial Scholar

Prerequisite: *Proficiency with at least one martial weapon*

You have taken the time to learn some advanced combat techniques. You gain the following benefits.

- You gain proficiency in a combat tradition of your choice.
- You learn two combat maneuvers from a combat tradition you know. If you don't already know any combat maneuvers, both must be 1st degree. Combat maneuvers gained from this feat do not count toward the maximum number of combat maneuvers you know.
- Your exertion pool increases by 3. If you do not have an exertion pool, you gain an exertion pool with 3 exertion, regaining your exertion whenever you finish a short or long rest.

Medium Armor Expert

Prerequisite: *Proficiency with medium armor*

You can use medium armor to its fullest potential, gaining the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you are wearing medium armor, the maximum Dexterity modifier you can add to your Armor Class increases to 3.

Moderately Outfitted

Prerequisite: *Proficiency with light armor*

You're trained to use medium armor and shields efficiently, gaining the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with medium armor and shields.



Monster Hunter

Prerequisite: *Proficiency with Survival, 8th level or higher*

You are a peerless slayer of beasts most foul. You gain the following benefits.

- You gain an expertise die on checks made to learn information about the Legends and Lore of a creature you can see.
- You learn the *altered strike* cantrip.
- You gain proficiency with the Douse maneuver and do not have to spend exertion to activate it.
- You gain the tracking skill specialty in Survival.

Mounted Warrior

You are a skilled rider, especially adept at fighting from the back of a mount. While mounted, you gain the following benefits.

- You gain proficiency with the Lancer Strike maneuver and do not have to spend exertion to activate it.
- When your mount is targeted by an attack, you can make yourself the attack's target instead.
- When your mount makes a Dexterity saving throw against an effect that deals half damage on a success, it takes no damage on a success and half damage on a failure.

Mystical Talent

Choose a class: bard, cleric, druid, herald, sorcerer, warlock, or wizard. From your choice, you gain the following benefits.

- You learn two cantrips of your choice from the spell list of your chosen class.
- Choose one 1st-level spell to learn from that same spell list. You can cast this spell without expending a spell slot. Once you cast the spell in this way, you must finish a long rest before you can cast it in this way again. You can also cast this spell using a spell slot of the appropriate level (or the appropriate number of spell points if you have warlock levels).
- Your spellcasting ability for these spells depends on the class you chose: Intelligence for wizard, Wisdom for cleric or druid, Charisma for bard, herald, or sorcerer, or your choice of Intelligence, Wisdom, or Charisma for warlock.

Mystic Arcanist

Prerequisites: *3 levels in cleric, 3 levels in sorcerer*

The arcane and the divine are but two aspects of the same power seen through different lenses, and those with arcane blood running through their veins and divine words chanted in their ears can access magic in its purest form. You gain the following benefits.

- Your Wisdom or Charisma score increases by 1, to a maximum of 20.
- When you cast a spell that restores hit points, you restore an additional number of hit points equal to your Charisma modifier.
- You can spend sorcery points to temporarily gain a spell from the cleric or sorcerer spell lists. Temporarily gaining a spell in this way costs a number of sorcery points equal to the spell's level. You cannot gain a spell in this way that has a level higher than your highest level spell slot. When you gain a cleric spell in this way, it is considered prepared for the day. When you gain a sorcerer spell in this way, it is considered a spell you know for the day. You lose all spells gained in this way whenever you finish a long rest.

Pure Arcanist

Prerequisites: *Mystic Arcanist feat*

As a mystic arcanist studies and meditates, they come closer and closer to an understanding of the pure magic from which all other arcanum stems. You gain the following special manifestations:

Divine (Radiant). When you cast a spell that deals radiant damage, you can spend 1 sorcery point and choose one creature you can see within 60 feet. That creature regains a number of hit points equal to 1d8 × the spell's level.

Pure Arcanum (Force). When you cast a spell that deals force damage, you can spend 2 sorcery points and choose one creature you can see. After the spell's damage is resolved, if the creature was damaged by the spell it makes an Intelligence saving throw or becomes stunned until the end of its next turn.

Arcanum Master

Prerequisites: *Pure Arcanist feat*

With a wellspring of magic flowing from their veins and a divine understanding of all magic, the mystic arcanist can reorder magic to suit their will. Whenever you cast a spell that deals damage, you may choose the type of damage that spell deals and the appearance of the spell's effects. For example, *scorching rays* made to deal cold damage might look like icicle spears, a *fireball* that deals radiant damage may appear to be an explosive host of warrior angels, and a *lightning bolt* that deals psychic damage may be a strange color or accompanied by unnatural howls.

Natural Warrior

The urge to fight runs hot in your veins and you take to battle naturally. You gain the following benefits.

- Your Speed increases by 5 feet.
- When making an Acrobatics or Athletics check during combat, you can choose to use your Strength or Dexterity modifier for either skill.
- You gain proficiency with the Bounding Strike maneuver and do not have to spend exertion to activate it.
- You can roll 1d4 in place of your normal damage for unarmed strikes. When rolling damage for your unarmed strikes, you can choose to deal bludgeoning, piercing, or slashing damage.

Newblood

Prerequisites: *Must have been bitten by a vampire or taken necrotic damage equal to quadruple your level from a single attack or spell*

You have been corrupted with vampirism from exposure to dark forces that unlocked an ancient and unknown power within your blood, or because a vampire has bitten you. In either case your affliction makes you more than mortal, and yet somehow less.

You gain resistance to necrotic damage (or if you already have it, immunity to necrotic damage) and darkvision to a range of 30 feet (or if you already have it, the range of your darkvision increases by 30 feet). You also gain a bite natural weapon and the Charming Gaze feature.

Bite. You gain a bite natural weapon you are proficient with. You are only able to bite grappled, incapacitated, restrained, or willing creatures. You can use Dexterity instead of Strength for the attack rolls of your bite. On a hit your bite deals piercing damage equal to 1d6 plus your Strength modifier or Dexterity modifier (whichever is highest). In addition, once per turn you can choose for your bite to also deal 1d6 necrotic damage × your proficiency bonus. You regain hit points equal to the amount of necrotic damage dealt to your target. This necrotic damage can only be increased by a critical hit.

Charming Gaze. You magically target a creature within 30 feet, forcing it to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failure, the target is charmed by you for a number of hours equal to your proficiency bonus. While charmed it regards you as a trusted friend and is a willing target for your bite. The target repeats the saving throw each time it takes damage, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to your charm for 24 hours. Once you have used this feature, you can't do so again until you finish a long rest.

This dark gift comes with a price however, making you averse to sunlight. You have disadvantage on attack rolls and on Perception checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. In addition, you cannot use your Charming Gaze while you are in direct sunlight.

Vampire Spawn

Prerequisites: *Newblood*

You have embraced your vampirism, unlocking ever more and greater dark gifts. Your bite damage increases to 1d8, a creature affected by your Charming Gaze remains charmed for a number of hours equal to your level, and you regain the use of Charming Gaze when you finish a short or long rest.

You also gain the Spider Climb and Vampiric Regeneration features.

Spider Climb. You gain a climb speed equal to your Speed, and you can climb even on difficult surfaces and upside down on ceilings.

Vampiric Regeneration. Whenever you start your turn with at least 1 hit point and you haven't taken radiant damage or entered direct sunlight since the end of your last turn, you gain a number of temporary hit points equal to twice your proficiency bonus.

The price for your vampirism becomes all the greater. When you end your turn in contact with running water, you take 20 radiant damage.

Vampire Lord

Prerequisites: *Vampire Spawn*

It is uncertain where the darkness ends and you begin as you fully embrace vampirism—everything it offers and all that it takes away. You gain the following benefits.

- Your Speed increases by 10 feet.
- You gain an expertise die on Stealth checks.
- The range of your darkvision increases to 120 feet.
- Your bite damage increases to 1d10.
- You can use Charming Gaze twice between rests.
- When using Charming Gaze, a target with at least one level of strife makes its saving throw with disadvantage.

You also gain the Vampiric Shapechange feature.

Vampiric Shapechange. You can use an action to transform into the shape of a Medium or smaller beast of CR 3 or less, a mist, or back into your true form.

While transformed into a beast, you have the beast's size and movement modes. You can't use reactions or speak. Otherwise, you use your statistics. Any items you are carrying transform with you.

While transformed into a mist, you have a flying speed of 30 feet, can't speak, can't take actions or manipulate objects, are immune to nonmagical damage from weapons, and have advantage on saving throws and Stealth checks. You can pass through a space as narrow as 1 inch without squeezing but can't pass through water. Any items you are carrying transform with you.

All of these changes to your body have utterly deprived you of your mortality. You gain the undead type in addition to being a humanoid, and you take 20 radiant damage when you end your turn in contact with sunlight.

Nightstalker

Prerequisites: *3 levels in adept, 3 levels in rogue*

Nightstalkers are dedicated spies, saboteurs, and assassins, trained in ancient techniques that strain the limits of physical ability and verge on the supernatural. You gain the following benefits.

- Your Dexterity or Wisdom score increases by 1, to a maximum of 20.
- You may deal Sneak Attack damage when making attacks using unarmed strikes or adept weapons.
- You gain a bonus equal to your Wisdom modifier on Acrobatics, Deception, and Stealth checks.

In addition, you gain the following special focus feature:

Twilight Vanish

Nightstalkers can move with such swiftness that it takes a trained eye to see the motion at all. On your turn you can use a reaction and spend 2 exertion to move up to 30 feet with such incredible speed that you seem to disappear, and after moving this way may immediately take the Hide action.

Subtly Skilled

Prerequisites: *Nightstalker feat*

A nightstalker's true strength isn't brute force—you are an infiltrator, deceiver, a voice in the right ear or a knife to the right neck, and you turn your physical and mental discipline into the subtlest of manipulations and subterfuge.

You may add your martial arts die as a bonus to Acrobatics, Culture, Deception, Engineering, Intimidation, Investigation, Sleight of Hand, Stealth, Perception, Performance, and Persuasion checks.

Night Master

Prerequisites: *Subtly Skilled feat*

As an experienced nightstalker you have learned complicated and fiercely guarded traditions that channel your mental energy through demanding techniques which unlock magic by manipulating the physical world.

You can spend exertion to cast any spells from the air, earth, fear, fire, movement, obscurement, plants, poison, senses, shadow, transformation, unarmed, or water schools at the cost of 2 exertion per spell level. You use your focus save DC for spells cast this way, and your spell attack modifier is equal to your proficiency bonus + your Wisdom modifier.

Physician

You are a capable healer, able to mend wounds and treat ailments. You gain the following benefits.

- When you use a healer's satchel to stabilize a dying creature, it regains a number of hit points equal to your Wisdom modifier.
- You can use an action and spend one use of a healer's satchel to tend to a creature. The creature regains 1d6 + 4 hit points, plus additional hit points equal to its maximum number of hit dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

Polearm Savant

You gain the following benefits.

- When you attack with a glaive, halberd, quarterstaff, or spear using the Attack action, you can use a bonus action to make a melee attack with the weapon's opposite end. This attack uses the same ability modifier as the primary attack, dealing 1d4 bludgeoning damage on a hit.
- While you are wielding a glaive, halberd, pike, quarterstaff, or spear, a creature that enters your reach provokes an opportunity attack from you. A creature can use its reaction to avoid provoking an opportunity attack from you in this way.

Power Caster

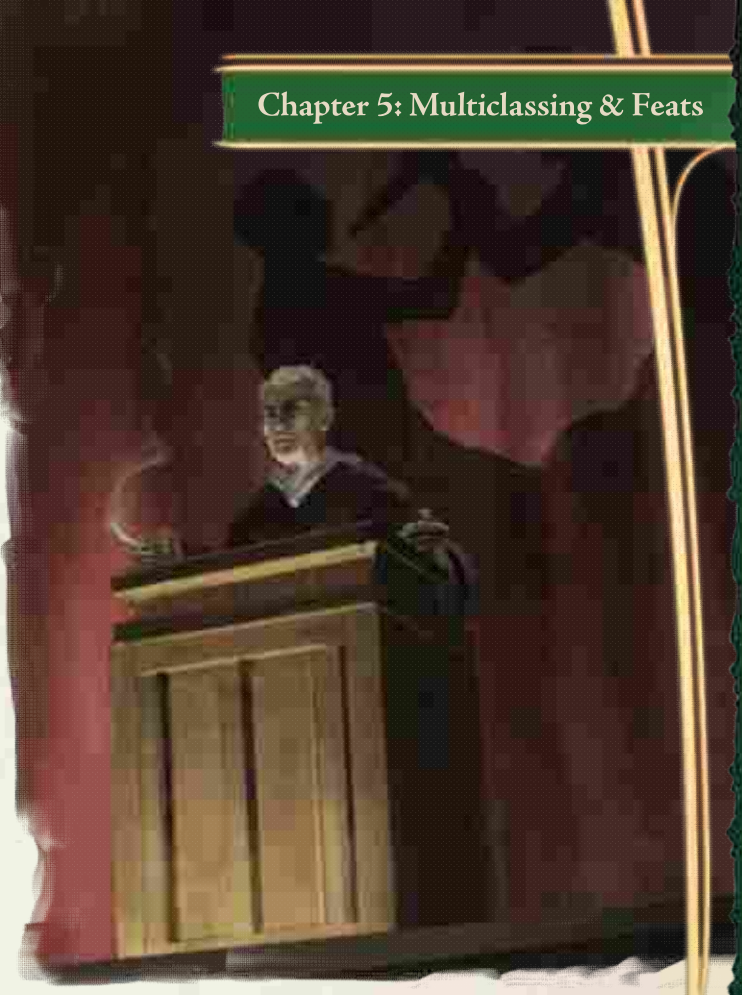
Prerequisite: *The ability to cast at least one spell*

You have advanced offensive capabilities with certain kinds of spells, gaining the following benefits:

- The range is doubled for any spell you cast that requires a spell attack roll.
- You ignore half cover and three-quarters cover when making a ranged spell attack.

Magical Feats

If you are a warlock and select a feat that allows you to choose your spellcasting ability (such as taking Power Caster and choosing a warlock cantrip), you must use the spellcasting ability chosen when you became a warlock. When taking multiple feats that allow you to choose your spellcasting ability and selecting options to cast warlock spells, you must use the spellcasting ability chosen when you took the first of these feats.



- Choose one cantrip that requires an attack roll. The cantrip must be from the bard, cleric, druid, herald, sorcerer, warlock, or wizard spell list. You learn this cantrip and your spellcasting ability for it depends on the spell list you chose from: Intelligence for wizard, Wisdom for cleric or druid, Charisma for bard, herald, or sorcerer, or your choice of Intelligence, Wisdom, or Charisma for warlock.

Powerful Attacker

You've mastered wielding unwieldy weapons, using weight and momentum to empower your strikes. You gain the following benefits.

- You gain proficiency with the Cleaving Swing maneuver and do not have to spend exertion to activate it. In addition, you can use Cleaving Swing with a versatile weapon wielded with two hands.
- Before you make a melee attack with a two-handed weapon or versatile weapon wielded with two hands, if you are proficient with the weapon and do not have disadvantage you can declare a powerful attack. A powerful attack has disadvantage, but on a hit deals 10 extra damage.

Proclaimer

Prerequisites: *3 levels in bard, 3 levels in herald*

Proclaimers are more than devoted to their faith, they are the oracles, the orators, the divine mouthpieces shouting to the masses with booming voices, convincing words, and eyes clouded with holy truth.

You gain the following benefits.

- You are gifted with a divine sight of the near-future. Whenever the Narrator calls for you to roll for initiative, you may activate a use of your Divine Sense feature to warn yourself and up to a number of creatures equal to your Charisma modifier within 30 feet, granting advantage on the initiative check.
- Your word is holy, and you may use your voice Art Specialty to cast herald spells.
- You may spend exertion to cast spells from the divination school that you know at a cost of 1 exertion per spell level.
- When you gain this feat, you gain one of the following alignment traits: Chaotic, Evil, Good, or Lawful (page 156). Once chosen your alignment trait cannot be changed, but you can gain a second alignment trait that is not opposed.

Divine Orator

Prerequisites: *Proclaimer feat*

Proclaimers can use their oration skills to spread their version of ultimate truth into even the most stubborn of acolytes.

You learn the Divine Inspiration and Persuasive Speech battle hymns. These special battle hymns can only be performed while you are using your voice Art Specialty as a spell focus.

Divine Inspiration. When an ally within 15 feet hits a creature with a melee weapon attack, your ally can deliver a Divine Smite just as if you had delivered it yourself using your Divine Smite feature (expending one of your uses). If you are able to empower your smites, you may choose to empower it as normal.

Persuasive Speech. Hostile creatures within 60 feet take a –1d4 penalty on attack rolls. You can sustain this battle hymn for up to 3 rounds without expending additional uses of Bardic Inspiration. When a hostile creature begins its third consecutive turn within range of this battle hymn it becomes charmed by you and will not attack you or your allies. If this causes combat to end early, the creatures remain charmed by you for up to 1 minute afterward or until one of them is damaged by you or an ally. For the next 24 hours after the battle hymn ends, you gain an expertise die on Charisma checks made against creatures that were charmed in this way. A creature that either shares your alignment or worships a deity that has your alignment becomes charmed on its second consecutive turn instead. Creatures that have an opposite alignment or worship a greater entity that has an opposite alignment cannot be charmed in this way.

Harbinger of Things to Come

Prerequisites: *Divine Orator feat*

Your visions of the future are unclear, but by your word these omens can mean hope or despair.

You learn the Preach Despair and Preach Hope battle hymns. These special battle hymns can only be performed while you are using your voice Art Specialty as a spell focus.

Preach Despair. A hostile creature within 60 feet of you suffers a level of strife. Creatures with an opposite alignment from yours or that worship a greater entity that has an opposite alignment suffer two levels of strife instead. A creature cannot suffer more than two levels of strife from Preach Despair in the same 24 hours.

Preach Hope. Ally creatures within 60 feet gain advantage on saving throws. When the battle hymn ends, allies within 30 feet of you remove one level of strife. An ally that shares your alignment or worships a greater entity removes two levels of strife instead.

Primordial Caster

Prerequisite: *The ability to cast at least one spell*

Upon gaining this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

- When you cast a spell that deals damage, your spell's damage ignores damage resistance to the chosen type.
- When you cast a spell that deals damage of the chosen type, you deal 1 additional damage for every damage die with a result of 1.

This feat can be selected multiple times, choosing a different damage type each time.

Rallying Speaker

Prerequisite: *Charisma 13 or higher*

You are capable of awe-inspiring leadership, and that leadership gives your allies strength. When you spend 10 minutes speaking inspirationally, you can choose up to 6 friendly creatures (including yourself) within 30 feet that can hear and understand you. Each creature gains temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Resonant Bond

You're able to form a greater bond with magic items. During a short rest, you can focus on a non-consumable magic item and create a unique bond with it called resonance. You can have resonance with only one item at a time. Attempting to resonate with another item fails until you end the resonance with your current item. When you resonate with an item, you gain the following benefits.

- If the resonant item requires attunement and you meet the prerequisites to do so, you become attuned to the item. If you don't meet the prerequisites, both the attunement and resonance with the item fails. This attunement doesn't count toward the maximum number of items you can be attuned to. Unlike other attuned items, your attunement to this item doesn't end from being more than 100 feet away from it for 24 hours.

- As a bonus action, you can summon a resonant item, which appears instantly in your hand so long as it is located on the same plane of existence. You must have a free hand to use this feature and be able to hold the item. Once you summon the item in this way, you can't do so again until you finish a short or long rest.
- If the resonant item is sentient, you have advantage on Charisma checks and saving throws made when resolving a conflict with the item.
- If the resonant item is an artifact, you can ignore the effects of one minor detrimental property.

You lose resonance with an item if another creature attunes to it or gains resonance with it. You can also voluntarily end the resonance by focusing on the item during a short rest, or during a long rest if the item is not in your possession.

Rite Master

Prerequisite: *Intelligence or Wisdom 13 or higher*

You gain a ritual book containing spells that you can cast as rituals while holding it.

Choose one of the following classes: bard, cleric, druid, herald, sorcerer, warlock, or wizard. When you acquire this feat, you create a ritual book holding two 1st-level spells of your choice from that class' spell list. These spells must have the ritual tag. The class you choose also determines your spellcasting ability for these spells: Intelligence for wizard, Wisdom for cleric or druid, Charisma for bard, herald, or sorcerer, or your choice of Intelligence, Wisdom, or Charisma for warlock.

If you come across a spell with the ritual tag in written form (like on a *spell scroll* or in a wizard's spellbook), you can add it to your ritual book if the spell is on the spell list for the class you chose and its level is no higher than half your level (rounded up). Copying the spell into your ritual book costs 50 gold per level of the spell and takes 2 hours per spell level.

Shadowdancer

Prerequisites: *3 levels in rogue, 3 levels in warlock*

Those that steal gold and those that steal power from the otherworldly must both walk among the shadows. The darkness consumes some, the light catches others, but some special few manage to slip through and like them you dance unseen along reality's edge.

You gain the following benefits.

- 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. Unlike other forms of darkvision you can see color in this way as if you were seeing normally. If you already had darkvision or would gain it later from another feature, its range increases by 30 feet.
- You can use a bonus action and spend 1 spell point to teleport up to 30 feet to an unoccupied area of darkness or dim light you can see. You must currently be in an area of darkness or dim light to teleport in this way. You can bring along objects if their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller, provided it isn't carrying gear beyond its carrying capacity and is within 5 feet. You can increase the range of this teleport by 30 additional feet per each additional spell point you spend.

Shadowmancer

Prerequisites: *Shadowdancer feat*

Those lost dancing in the dark eventually find comfort in those in between places, and learn the baffling shades and colors that light has never touched. You gain the following benefits.

- You regain 1 spell point whenever you cast a spell from the shadow school.
- You gain a Stealth skill specialty for hiding while in areas of darkness or dim light, and you have advantage on Dexterity (Stealth) checks made to hide while in areas of darkness or dim light.
- Whenever you use your Shadowdancer ability to teleport, after teleporting you can use your reaction to take the Dodge action.

Shadow Assassin

Prerequisites: *Shadowmancer feat*

Inevitably, all shadowdancers learn that the dark's only noble purpose is to snuff out the light. While you are hidden from a target and are in an area of darkness or dim light, you may apply your Sneak Attack damage to an eldritch blast.

Shield Focus

You can use your shield both offensively and defensively. You gain the following benefits while wielding a shield:

- When you take the Attack action on your turn, you can use a bonus action to use your shield to make a Shove maneuver against a creature within 5 feet of you.
- When you make a Dexterity saving throw against a spell or harmful effect that only targets you, if you aren't incapacitated you gain a bonus equal to your shield's Armor Class bonus.
- When you succeed on a Dexterity saving throw against an effect that deals half damage on a success, you can use your reaction to take no damage by protecting yourself with your shield.



Skillful

You have a versatile skillset. Choose any three skills, tools, languages, or combination of these. You gain proficiency with each of your three choices. If you already have proficiency in a chosen skill, you instead gain a skill specialty with that skill.

Skirmisher

You've trained yourself to be especially mobile, no matter the situation. You gain the following benefits.

- Your Speed increases by 10 feet.
- You can Dash through difficult terrain without requiring additional movement.
- Whenever you make an attack against a creature, you don't provoke opportunity attacks from that creature until the end of your turn.

Spellbreaker

You have learned specialized techniques to fight against magic users more effectively. You gain the following benefits.

- You gain proficiency with the Purge Magic maneuver and do not have to spend exertion to activate it.
- When a creature concentrating on a spell is damaged by you, it has disadvantage on its concentration check to maintain the spell it is concentrating on.
- You have advantage on saving throws made against spells cast within 30 feet of you.

Stalwart

Uncommonly resilient, you gain the following benefits.

- Your Constitution score increases by 1, to a maximum of 20.
- You regain an additional number of hit points equal to double your Constitution modifier (minimum 2) whenever you roll a hit die to regain hit points.

Stealth Expert

Prerequisite: *Dexterity 13 or higher*

You are skilled at hiding and operating from the shadows. You gain the following benefits.

- You can try to hide even while you are only lightly obscured from the creature you are trying to hide from.
- Your position isn't revealed when you miss with a ranged weapon attack against a creature you are hidden from.
- You do not have disadvantage from dim light when making Perception checks.

Street Fighter

You're skilled at fighting unarmed and unprepared, gaining the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- You can roll 1d4 in place of your normal damage for unarmed strikes.
- You are proficient with improvised weapons.
- You can use a bonus action to make a Grapple maneuver against a target you hit with an unarmed strike or improvised weapon on your turn.

Surgical Combatant

Your knowledge of anatomy and physiology is a boon to your allies and a bane to your foes. You gain the following benefits.

- You gain proficiency with the Dangerous Strikes maneuver and do not have to spend exertion to activate it.
- You gain proficiency in Medicine. If you are already proficient, you instead gain an expertise die.
- You gain an expertise die on Medicine checks made to diagnose the cause of or treat wounds.

Survivor

You use every last ounce of energy to survive, even in the worst of circumstances.

- When you are reduced to 0 or fewer hit points, you can use your reaction to move up to your Speed before falling unconscious. Moving in this way doesn't provoke opportunity attacks.
- On the first turn that you start with 0 hit points and must make a death saving throw, you make that saving throw with advantage.
- When you take massive damage that would kill you instantly, you can use your reaction to make a death saving throw. If the saving throw succeeds, you instead fall unconscious and are dying.
- Medicine checks made to stabilize you have advantage.
- When a creature successfully stabilizes you, at the start of your next turn you regain 1 hit point. Once you have used this feature, you can't use it again until you finish a long rest.

Swift Combatant

Prerequisite: *8th level or higher*

You are naturally quick and use that to your advantage in battle. You gain the following benefits.

- Your Speed increases by 5 feet.
- You gain proficiency with the Charge, Rapid Drink, and Swift Stance maneuvers, and do not have to spend exertion to activate them.

Tactical Support

Your tactical expertise gives your allies an edge in combat.

- When using the Help action to aid an ally in attacking a creature, the targeted creature can be up to 30 feet away instead of 5 feet.
- If an ally benefiting from your Help action scores a critical hit on the targeted creature, you can use your reaction to make a single weapon attack against that creature. Your attack scores a critical hit on a roll of 19–20. If you already have a feature that increases

the range of your critical hits, your critical hit range for that attack is increased by 1 (maximum 17–20).

- When a creature is damaged by an attack that was aided by the use of your Help action, you don't provoke opportunity attacks from that creature until the end of your next turn.

Tenacious

Choose one ability score. The chosen ability score increases by 1, to a maximum of 20, and you gain proficiency in saving throws using it.

Thespian

You are skilled in the dramatic arts, granting you the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You have advantage on Deception and Performance checks made when attempting to mimic another creature's looks, mannerisms, or speech.
- You have a natural talent for perfectly mimicking the sounds of other creatures you've heard make sound for at least 1 minute. A suspicious listener can see through your perfect mimicry by succeeding on a Wisdom (Insight) check opposed by your Charisma (Deception) check.

Untamed

Prerequisites: *3 levels in berserker, 3 levels in druid (Skinchanger archetype)*

The untamed harness the berserker's rage while in the wild shapes of the druid, combining a mortal's blind fury with nature's infinite unbridled wrath. You gain the following benefits.

- Your Strength or Wisdom score increases by 1, to a maximum of 20.
- You may enter a rage and assume a wild shape using the same bonus action.
- While using a wild shape, you can use Furious Critical with attacks made using natural weapons.
- Any temporary hit points you gain from assuming a wild shape while raging become rage hit points instead.
- You may cast and concentrate on druid spells with a range of Self or Touch while raging.

Living Stampede

Prerequisites: *Untamed feat*

The untamed have a connection with nature and the very world itself can feel the heat of their fury. Whenever you enter a rage you may choose up to a number of creatures equal to your Wisdom modifier within 60 feet that are beasts, fey, or plants. These chosen creatures gain the following benefits for as long as you rage, but are unable to take the Fall Back reaction:

- Advantage on Strength checks and Strength saving throws.
- Resistance to bludgeoning, piercing, and slashing damage.
- Temporary hit points equal to your level.
- A bonus to damage rolls equal to your proficiency bonus.

Wild Rioter

Prerequisites: *Living Stampede feat*

Your wrath bursts the dams of even your connection with nature, outpouring from you and your stampede like a plague of fury.

While raging, you and any creatures benefiting from your Living Stampede emit 5-foot auras of fury. When a creature other than you or your allies enters a fury aura or starts its turn there it makes a Wisdom saving throw against your druid spell save DC. On a failed save, a creature becomes confused, except instead of rolling to determine their actions as normal for the confused condition, they are always considered to have rolled the 7 or 8 result. At the end of each of a confused creature's turns it repeats the saving throw, ending the effect on itself on a success. Once a creature successfully saves against this effect, it is immune to it for the remainder of your rage.

Vendetta

Something or someone has had a profound impact on your life—and earned your unending rancor. You are utterly dedicated to defeating the source of your vendetta, often an organization like a thieves' guild, the minions of a dreadful foe like a dragon or lich, or the army of a powerful ruler like a tyrant king. You gain an expertise die on attack rolls and initiative checks made against creatures that are part of your vendetta, and when making a saving throw to resist an attack, feature, maneuver, spell, or trait from a creature that is part of your vendetta. Whether or not a creature is part of your vendetta is at the Narrator's discretion.

Revenant

Prerequisites: *Vendetta, one other feat or previous Ability Score Improvement, dead*

You may choose to select this feat when you die, replacing your most recently chosen feat other than Vendetta or reducing your ability scores to reverse your last Ability Score Improvement. The next midnight your corpse rises and your soul returns to it. You gain the undead type in addition to being a humanoid, as well as the following benefits:

- Your destiny changes to Revenge.
- You gain resistance to necrotic and psychic damage.
- You gain darkvision to a range of 60 feet (or if you already have it, its range increases by 30 feet).
- You become immune to poison damage and the poisoned condition.
- If your vendetta has not ended, you regain all of your hit points when you finish a short rest or 1 hour after you are reduced to 0 hit points.
- You gain an expertise die on saving throws made against spells and other magical effects, and on saving throws made to resist being charmed, fatigued, frightened, paralyzed, or stunned.
- You gain an expertise die on ability checks made to find or track a creature that is part of your vendetta.

True Revenant

Prerequisites: *Revenant*

Even though it has carried you beyond the mortal pale and back again, your mission has become do or die as you exchange the last vestiges of your soul for more power so that you can finally destroy your foes. One year and one day after you select this feat or when your vendetta has ended, you are doomed. Until then, You gain the following benefits.

- You cannot be charmed, fatigued, frightened, paralyzed, or stunned.
- You have advantage on saving throws against spells and other magical effects.
- You regain all of your hit points after you do not take any damage for 1 minute.

In addition, you also gain the Fearsome Pursuit and Burning Hatred features.

Fearsome Pursuit. You can spend 1 minute focusing on a creature that is part of your vendetta. If the creature is dead or on another plane of existence, you learn that. Otherwise, after focusing, you know the distance and direction to that creature, and so long as you're moving in pursuit of that creature, you and anyone traveling with you ignore difficult terrain. This effect ends if you take damage or end your turn without moving for any reason.

Burning Hatred. You can use an action to target the focus of your Fearsome Pursuit if it is within 30 feet. The creature makes a Wisdom saving throw (DC 8 + your proficiency bonus + your highest mental ability score modifier). On a failure, it takes psychic damage equal to 1d6 × your proficiency bonus and is stunned until the end of its next turn. On a success, it takes half damage and is rattled until the end of its next turn. Once you have used this feature a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Vengeful Protector

Prerequisite: *Proficiency with shields*

You hate seeing your comrades made to suffer and are ready to protect them. You gain the following benefits.

- You gain proficiency with shields as weapons.
- You gain proficiency with the Double Team maneuver and do not have to spend exertion to activate it.
- When a creature reduces a party member (not including animal companions, familiars, or followers) to 0 hit points, you gain an expertise die on attacks made against it until the end of combat.

Vigilante

Prerequisites: *3 levels in adept, 3 levels in ranger*

A vigilante may operate inside civilization but outside the law, combining survival techniques and highly trained physical prowess to enforce their own justice from behind the anonymity and fearsome authority of a mask.

You gain the following benefits.

- Your Wisdom or Dexterity score increases by 1, to a maximum of 20.
- You have an alter ego, an identity associated with a costume or disguise. This alter ego can be as complicated as a full outfit with a history or legends surrounding it or a simple mask or cowl. You can assume or remove this alter ego as an action and it can be worn with all types of armor.
- You gain a 1d8 expertise die and advantage on Deception checks made regarding your alter ego, Persuasion checks made to dissuade others from connecting you to your alter ego, and on disguise kit checks.
- Your alter ego has its own Prestige rating that may increase or decrease as you perform deeds while in your alter ego. In addition, while in your alter ego you gain a 1d8 expertise die on Prestige checks.
- While in your alter ego, you may make a Prestige check and use that result in place of any Intimidation or Persuasion check you would otherwise make.

Equipped for Justice

Prerequisites: *Vigilante feat*

A vigilante is prepared for anything, and in your hands common pieces of equipment become tools of your unique brand of justice.

You gain the following benefits.

- You gain proficiency with all types of artisan's tools and miscellaneous tools. If you already have proficiency with any of these tools, you instead gain an expertise die with those tools.
- You gain proficiency with Engineering and a 1d8 expertise die on Engineering checks. In addition, you build a nonmagical grappling gun (Chapter 9: Enchanted Gear in *Trials & Treasures*) that only functions in your hands. Replacing your grappling gun requires 3 days of crafting and 500 gold.
- You may add your Wisdom modifier to the DC of any saving throws used for miscellaneous adventuring gear items (page 331) and to attack rolls made using miscellaneous adventuring gear items.

A Symbol That Strikes Fear

Prerequisites: *Equipped for Justice feat*

All vigilantes eventually become symbols, and you are a legend that strikes fear into the hearts of those that would stand against you. Creatures with a CR lower than your alter ego's Prestige rating are frightened of you while you are in your alter ego.

In addition, you become particularly adept at subduing your enemies rather than outright killing them. Whenever you begin a turn grappling a creature, you can attempt to non-lethally subdue it. The grappled creature makes a Constitution saving throw against your maneuver DC.

On a failed saving throw, a creature is knocked unconscious for the next hour. A creature with more than 25% of its maximum hit points automatically succeeds on this saving throw.

Weapons Specialist

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice. Three of these must be a simple or a martial weapon. The fourth choice can be a simple, martial, or rare weapon.

Well-Heeled

Prerequisite: *Prestige rating of 2 or higher*

You can maneuver effortlessly through the corridors of power and prestige. You gain the following benefits.

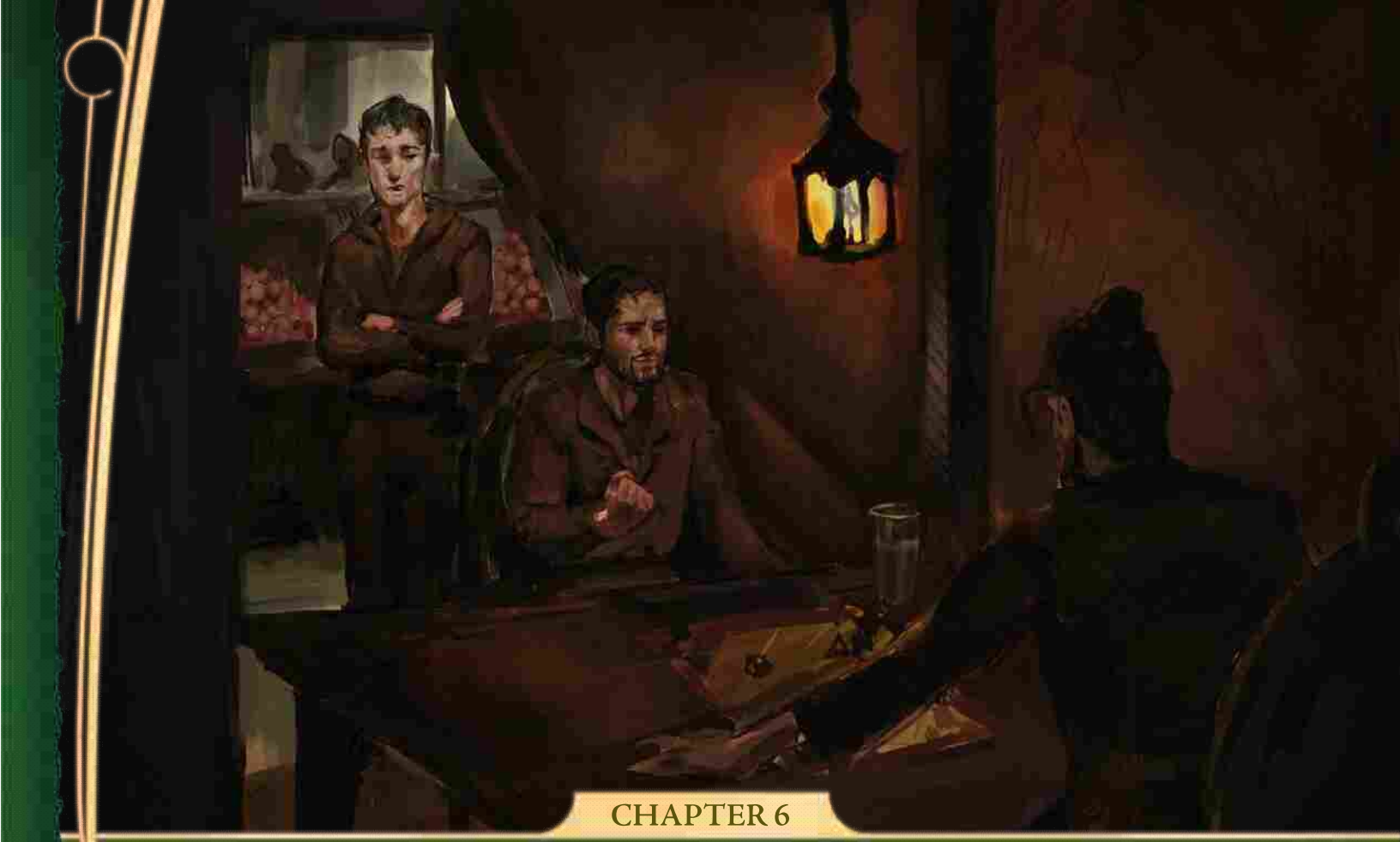
- You are treated as royalty (or as closely as possible) by most commoners and traders, and as an equal when meeting other authority figures (who make time in their schedule to see you when requested to do so).
- You have passive investments and income that allow you to maintain a high quality of living. You have a rich lifestyle and do not need to pay for it.
- You gain a second Prestige Center. This must be an area where you have spent at least a week of time.

Woodcraft Training

You have learned to survive in the wilds, a useful skill for almost any adventurer. You gain the following benefits.

- You gain proficiency with the herbalism kit, navigator's kit, a simple ranged weapon, or a martial ranged weapon.
- You gain two exploration knacks of your choice from the ranger class.





CHAPTER 6

Ability Scores

- *The mighty berserker grunts as she heaves the fallen tree from atop her fallen comrade. Nobody is going to die on her watch!*
- *The wizard frowns as he studies the intricate runes. The key to opening the door to the ancient subterranean kingdom lies hidden in this arcane riddle.*
- *The rogue sneaks through the crowd, her eyes fixed on her target—the key to the imperial strongroom hangs from the belt of the Emperor's seneschal.*

Every creature has six ability scores to describe their physical attributes and mental characteristics: **Strength** for physical power and prowess, **Dexterity** for agility and reflexes, **Constitution** for health and hardiness, **Intelligence** for memory and wits, **Wisdom** for awareness and intuition, and **Charisma** for force of personality.

Ability scores define some of a creature's qualities, assets, and weaknesses. The numbers in each of a creature's ability scores measure a mixture of innate capability, training, and competence in activities related to that ability.

A score of 10 or 11 is the human average, and a truly exceptional person might have an 18 in an ability score. Adventurers often start their journeys with above average scores in some of their abilities, and through hardship and experience can reach scores as high as 20. Likewise, many monsters

have above average ability scores, and the most powerful—such as ancient dragons and divine beings—can have scores as high as 30.

Ability Scores and Modifiers

Each ability has a modifier, derived from its score, ranging from –5 (for a score of 1) to +10 (for a score of 30). Table: Ability Scores and Modifiers lists the ability modifiers for the range of possible ability scores, from 1 to 30, but note only through extraordinary circumstances can a player character have an ability score below 8 or above 20.

The three main rolls of the game—ability checks, saving throws, and attack rolls—rely on the ability modifiers derived from the six ability scores. Because ability modifiers affect almost every roll, they come up during play more often than their associated scores.

TABLE: ABILITY SCORES AND MODIFIERS

SCORE	MODIFIER
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30	+10

Ability Checks

An ability check tests a character's or monster's training and talent to overcome a challenge. The Narrator calls for an ability check when a creature attempts any action (other than an attack) that has a chance of failure. When an outcome is uncertain, it is determined by a roll of the dice.

For every ability check, the Narrator decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class or DC. The more difficult the task, the higher its DC (Table: Typical Difficulty Classes defines a range of DCs).

To make an ability check, roll a d20 and add the relevant ability modifier. Apply any other bonuses and penalties, and then compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success and the challenge is overcome! Otherwise, it's a failure.



Success without Rolling

The Narrator should only call for a roll when an action has a chance of failure. Rolling dice is fun but a series of bad rolls can leave an adventurer feeling distinctly unheroic, or stop an adventure moving forward at all! When stakes are low, allowing a character to succeed on tasks they're good at drives play forward and strengthens a character's identity at the same time.

When deciding whether a roll is necessary, consider the character's abilities and skills (see Passive Checks). For example, a PC with a high Strength score might automatically open a stuck door, one proficient in Survival automatically spots horse tracks in the snow, or someone proficient in Religion naturally recognizes a holy symbol of a prominent god and knows the god's domains. Also take into account the character's actions. If a player describes their character pulling aside a tapestry, they don't need to roll to find the concealed artifice hidden behind it.

It's also worth noting that whenever an action can't succeed at all that a dice roll is inappropriate — when a character attempts the impossible the only possible outcome is failure. If there isn't a chance of failure don't call for a roll of the dice.

Failing Forwards

Where possible, use failed ability checks to present interesting outcomes and to keep the adventure moving forward. If a thief attempts to pick a lock using thieves' tools, rolls poorly, and fails to meet the DC, the Narrator has a choice: *"you can't pick the lock,"* and stalled progress, or limited success and a setback. For example, the Narrator might instead say, *"if you continue you'll pick the lock, but it will take several minutes. There are guards patrolling this building, do you want to risk it? What do you want to do?"*

A failed ability check means a creature either makes no progress toward its objective or makes progress but with a setback determined by the Narrator.

TABLE: TYPICAL DIFFICULTY CLASSES

TASK DIFFICULTY	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls, instead representing any of the following circumstances:

- The average result for a task done repeatedly or continuously, such as taking in the details of a room on first sight.
- When a character is under no pressure and can take as long as they need, such as opening a locked chest in a safe location during downtime.
- To determine a character's knowledge or awareness (possibly in secret) without rolling dice, such as recalling a local culture's legend or noticing an ambush.

To determine a character's total for a passive check, add 10 + all the modifiers that normally apply to the check.

If the character has advantage on the check, add 5, and if they have an expertise die add 3. If the character has disadvantage, subtract 5.

The most common use of a passive check is a passive Wisdom (Perception) check. When a character first experiences a new scene or location, the Narrator describes what they sense based on their perceptiveness. A highly perceptive character might automatically detect dangers a less perceptive character wouldn't notice, such as hidden opponents or traps.

Contests

Sometimes one creature's efforts are directly opposed by another's. This happens when two or more creatures are attempting the same thing but only one can succeed (trying to snatch a fallen magic ring from the floor) or when a creature's actions are trying to prevent another from accomplishing a goal (such as when an adventurer is holding shut a trapdoor while a monster is trying to force it open). In these situations the outcome is determined by contested ability checks—a contest.

Participants in the contest make ability checks appropriate to their efforts and use an ability score chosen by the Narrator. They apply bonuses and penalties, but instead of comparing the total to a DC they compare the totals of their checks. The participant with the higher check wins the contest, either succeeding at their action, or preventing the other from succeeding.

If the contest has a tied result the situation remains the same as it was before the contest—neither creature grabs the ring and the adventurer keeps the door closed.

An initiative check (see page 438) is a type of contested ability check to determine the order of action during an encounter.

Critical Success and Failures

When a creature rolls an ability check and gets a natural 20 or a natural 1 on the dice, it has a critical success or critical failure (page 10) and there is an additional effect to the outcome of the action. Refer to Ability Check Criticals at the end of this chapter (pages 414–416) to determine the additional effect.

Advantage, Disadvantage and Expertise

When the Narrator asks for an ability check, it might be modified by circumstances, spells, features, or traits that grant advantage (roll twice and use the higher result), disadvantage (roll twice and use the lower result), or expertise dice. These terms are covered in detail on page 11.

Using Each Ability

Strength

Strength measures the power of the physical body and the extent to which you can use your body to exert physical force.

Strength Checks

Strength is used for any attempt to lift, push, pull, or break something, to force yourself through tight spaces, to jump, climb, or swim beyond your usual physical limits, and to otherwise apply brute force to a situation:

- Forcing a stuck or locked door.
- Bursting out of bonds.
- Tearing a thick book in half.
- Squeezing into a tunnel that is too small.
- Hanging onto a moving wagon while being dragged along.
- Tipping over a statue.
- Holding up a collapsing mine shaft.
- Stopping a rolling boulder.

Expertise or Modifiers?

When the player knows about the factors which affect their action, these usually take the form of expertise dice or—less commonly—advantage or disadvantage. Expertise dice represent training and other details, and the character taking the action is fully aware of these effects.

Sometimes the Narrator knows about things which affect the difficulty of a task which the player is not aware of. In these situations the Narrator secretly applies modifiers to the DC of the ability check.

Attack Rolls and Damage

Strength is one of the default abilities when making melee attacks in hand-to-hand combat. When you make an attack roll using a weapon such as a mace, a battleaxe, or a javelin, you add your Strength modifier to the attack roll and the damage roll. Some weapons, such as the javelin, can also be thrown to make a ranged attack using Strength.

Lifting and Carrying

Your Strength score determines how much weight you can bear. The following terms define what you can lift or carry.

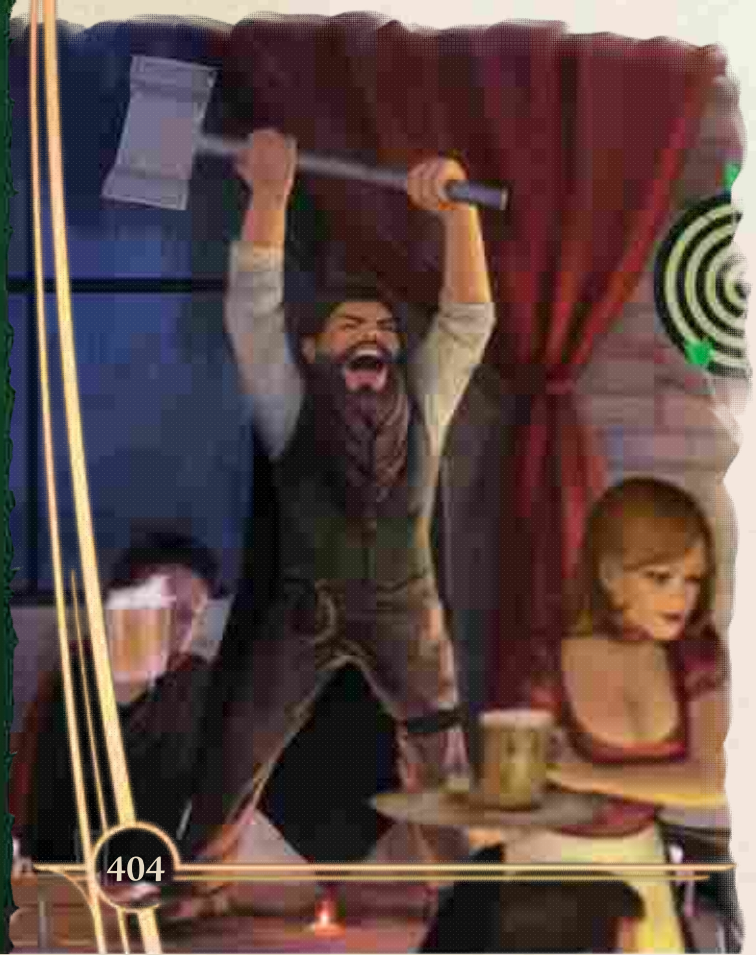
Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) you can carry as you go about day-to-day business. If you exceed your carrying capacity, you are encumbered (see Appendix: Conditions on page 616).

Bulky Items. You can carry a number of bulky items (page 330) equal to 1 + your Strength modifier (minimum 1). If you exceed this number, you are encumbered.

Supply. You can carry a number of supplies (Chapter 4: Exploration in *Trials & Treasures*) equal to your Strength score in addition to the rest of your gear.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity you are encumbered.

Size and Strength. Tiny creatures can't carry much, while larger creatures can carry more. A Tiny creature's carrying capacity is halved and it can't carry bulky objects. For each size category above Medium, Larger creatures double their carrying capacity, the number of bulky items they can carry, and the amount they can push, drag, or lift.



Dexterity

Dexterity measures your physical grace, balance, agility, and reflexes.

Dexterity Checks

Dexterity is used for any attempt to move nimbly, quickly, or quietly, to keep from falling on tricky footing, or to perform physical tasks focused on deft-fingered movements rather than force:

- Sneaking behind a distracted guard.
- Staying on your feet on slick ice.
- Concealing a playing card up your sleeve.
- Steering a chariot around a tight turn.
- Tinkering with a mechanical device.
- Securely tying a prisoner.
- Wriggling free of bonds.
- Crafting a Tiny detailed object.

Attack Rolls and Damage

Dexterity is the default ability when making some melee attacks and most ranged weapon attacks. When you make an attack roll using a ranged weapon like a crossbow, longbow, or sling, you add your Dexterity modifier to the attack roll and the damage roll. When using a melee weapon with the finesse property (such as a rapier or whip), you can choose to use your Dexterity modifier instead of your Strength modifier.

Armor Class

The armor you wear determines whether you add any, some, or all of your Dexterity modifier to your Armor Class (see Chapter 4: Equipment).

Constitution

Constitution measures your physical health, stamina, and vitality.

Constitution Checks

Constitution checks are uncommon because the endurance this ability represents is largely passive rather than involving a specific effort. Constitution is used for any attempt to physically push beyond normal limits over a period of time:

- Remaining perfectly still for over an hour.
- Staying awake for several days.
- Winning a pie eating competition.

Hit Points

A terrible blow from a giant's axe may only leave a bruise beneath an adventurer's armor, but it takes a greater toll on their ability to continue fighting. Hit points are more than flesh and blood—they are also sweat, migraines, wherewithal, composure, and more besides. Players and narrators alike should view hit points as an abstraction and not the number of pints of blood in a creature's body.

Your Constitution modifier contributes to your hit points. Whenever you roll Hit Dice to determine the increase to your hit point maximum when gaining a level or to recover hit points during a short rest, you add your Constitution modifier to each dice roll.

If your Constitution modifier changes, your hit point maximum also changes as if you always had the new modifier. For example, a 10th level berserker with a Constitution of 17 equips a *belt of dwarvenkind*, increasing their Constitution score by 2 (to 19), and likewise their Constitution modifier by +1 (from +3 to +4). The berserker's hit point point maximum increases by 10 hit points (1 per character level) as though their Constitution modifier was always the new value. When they increase to 11th level, they roll a d12 Hit Die adding the +4 Constitution modifier, to determine their new hit point maximum. Should they remove the *belt of dwarvenkind* afterward, their hit point maximum decreases by 11 hit points (1 per character level) because their Constitution modifier decreases by 1 (from +4 back to +3).

Intelligence

Intelligence measures mental swiftness and acuity, accuracy of recall, past education and learning, and the ability to reason.

Intelligence Checks

Intelligence is frequently used to recall details of the shared adventure world, representing memory and education—knowledge obvious to a character even if unknown or forgotten by their player. It is also used when you need to draw on logic or deductive reasoning:

- Recalling lore.
- Estimating the value of a precious item.
- Describing an object from memory.
- Forging a document.
- Winning a game of wits.
- Deducing the link between clues and a killer.
- Outsmarting a charlatan.
- Using a little information to appear to be an expert.

Bonus Knowledge

Having a higher Intelligence means having more knowledge than other characters. During character creation, for each point of your Intelligence modifier above 0 you can choose a skill specialty chosen from lore skills (Arcana, Culture, Engineering, History, Nature, Religion). If you are not proficient in any lore skills you either gain proficiency with a lore skill, choose an extra language known, or pick a tool proficiency in one artisan's tool, gaming kit, instrument, or vehicle.

If your Intelligence modifier changes, it affects your bonus knowledge. When your Intelligence modifier increases, you can choose an additional skill specialty in the skills listed above as if you always had the new

modifier. If your Intelligence modifier decreases you must remove the last benefit from your bonus knowledge. If your Intelligence modifier drops below 0, you don't lose more knowledge than you gained from bonus knowledge.

If you lose bonus knowledge due to a decrease in Intelligence, at the Narrator's discretion you might choose a new bonus knowledge the next time your Intelligence modifier increases (instead of regaining the lost bonus knowledge).

Spellcasting Ability

Wizards and some warlocks use Intelligence as their spellcasting ability to determine their spell attack bonus and the saving throw DCs of the spells they cast. Intelligence also determines the number of spells a wizard can prepare each day.

Wisdom

Wisdom measures your attunement to the world around you: your intuition, mental endurance, and perceptiveness.

Wisdom Checks

Wisdom is frequently used to notice details of the shared adventure world immediately around you, representing what you perceive in the moment—the present world obvious to your character as described by the Narrator. It is also used to understand feelings and emotions, read body language, offer appropriate care to others, and discern cryptic omens on an intuitive rather than logical level:

- Calming a frightened animal.
- Noticing a lie from the liar's mannerisms.
- Predicting an opponent's next move.
- Providing care for a sick companion.
- Detecting an unusual odor or sound in the air.
- Spotting an enemy waiting in ambush.
- Tracking wild game through thick undergrowth.
- Interpreting a gut-feeling about an upcoming course of action.

Spellcasting Ability

Clerics, druids, and some warlocks use Wisdom as their spellcasting ability, which determines their spell attack bonus and the saving throw DCs of the spells they cast. Wisdom also determines the number of spells a cleric or druid can prepare each day.

Charisma

Charisma measures your ability to effectively interact with others, including your confidence and eloquence, as well as the power of your personality (be it charming, commanding, or forceful).

Charisma Checks

Charisma is used in social situations to determine first impressions, to fit in or stand out, and to influence others:

- Deceiving a monster of your true intentions.
- Threatening a guard to allow you to pass.
- Engaging in a dramatic performance to inspire a crowd.
- Convincing a frightened child you mean them no harm.
- Haggling with a shopkeeper for a better price.
- Blending into a crowd to overhear rumors.

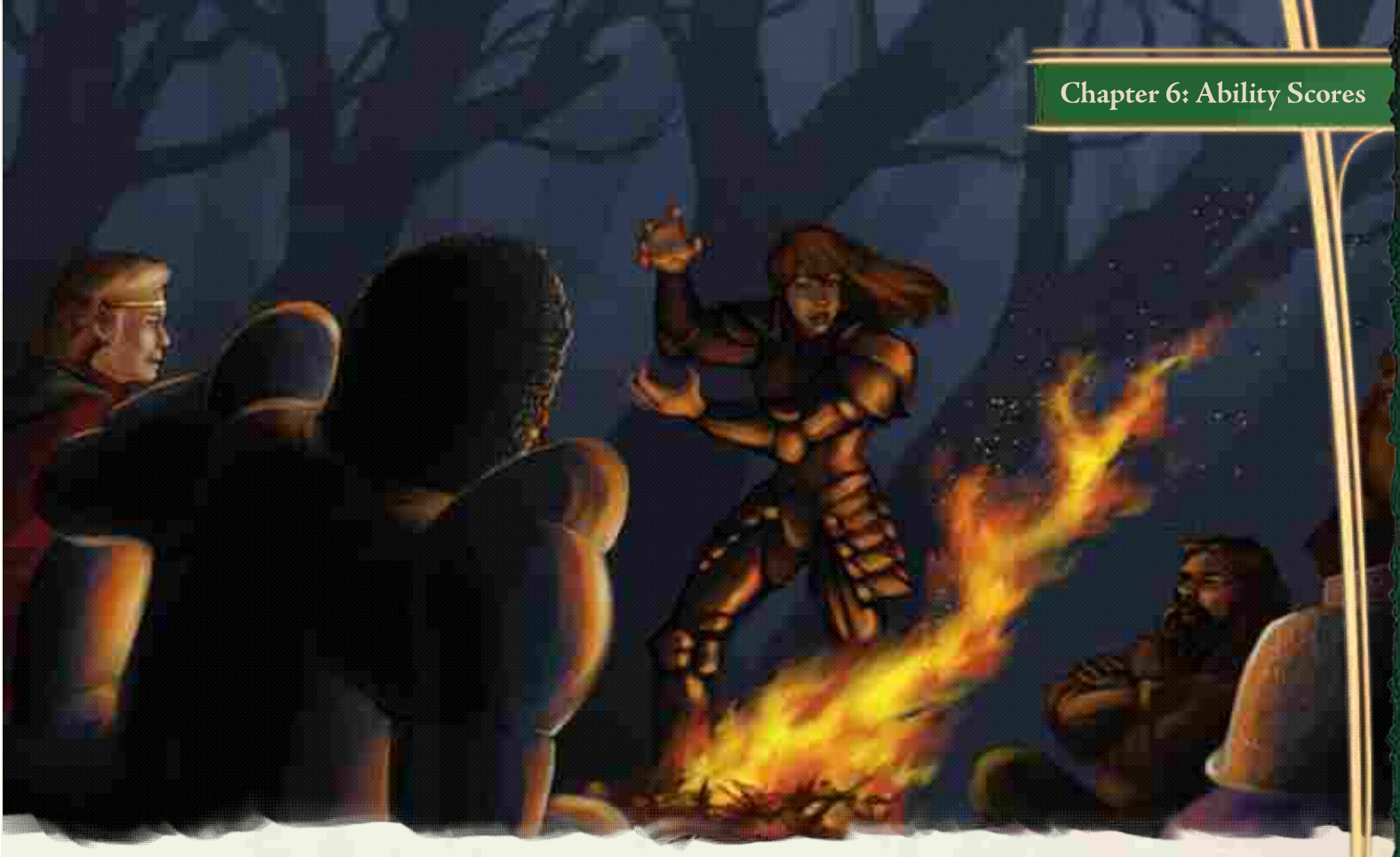
Spellcasting Ability

Bards, heralds, sorcerers, and some warlocks use Charisma as their spellcasting ability, which determines their spell attack bonus and the saving throw DCs of the spells they cast. Charisma also determines the number of spells a herald can prepare each day.

Working Together

Sometimes two or more characters work together to attempt a task. The character leading the effort can make an ability check with advantage, reflecting the help provided by other characters. In combat, this requires the Help action.

A character can't attempt to help with a task that they couldn't attempt alone. For example, trying to research a series of Draconic texts for a clue to a lost



treasure is only possible if you can read the language. A character unable to read Draconic isn't able to help with the research. Likewise, a character can help only when two or more individuals working together would actually be productive. Some tasks (such as picking a lock) are no easier with help.

Group Checks

When all individuals in a scene are attempting the same thing as a group, such as climbing a cliff or sneaking up on an enemy camp, the Narrator calls for a Group Check (detailed on page 10).

Proficiency Bonus

Every creature has a proficiency bonus determined by its level (for PCs) or its challenge rating (for monsters and most NPCs). The bonus is used for ability checks, saving throws, and attack rolls when a creature has a relevant proficiency.

When applicable, you add your proficiency bonus to a d20 roll. If two different rules say you can add your proficiency bonus to a roll, you still only add the bonus once.

Some rules might modify your proficiency bonus before it is applied to a roll; for example, a bard's Jack-of-All-Trades feature halves the proficiency bonus before it is applied to ability checks where the bard wouldn't usually add the proficiency bonus at all. If multiple rules modify the proficiency bonus in the same way, you still only modify it that way once.

Saving Throws

A saving throw (sometimes called a save) represents an attempt to resist an effect being forced upon your character such as a spell, a trap, a poison, a disease, or similar threat. You don't normally decide to make a saving throw; you make one because you're at risk of harm. Although you typically will not want to, you can always choose to fail a saving throw.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Constitution modifier for a Constitution saving throw.

A saving throw can be modified by a situational bonus or penalty, and can be affected by advantage and disadvantage, as determined by the Narrator.

Each class gives proficiency in at least two saving throws. The sorcerer, for example, is proficient in Constitution and Charisma saving throws. Proficiency in a saving throw lets you add your proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually a successful save means that a creature suffers either no harm or reduced harm.

Skills

While abilities provide broad descriptions of a character's capabilities, a skill represents their training in a particular task such as Acrobatics or Deception. A character who has training in a skill is said to be proficient in it. Most skill proficiencies are acquired by adventurers during character creation from their choice of culture, background, and class.

Using Skills

When a character attempts an ability check, the Narrator may decide that a specific skill is relevant to the check. If a character is proficient in that skill, they may add their proficiency bonus to their ability check. For instance, if a character is attempting to fool a palace guard, the Narrator might call for a Charisma check using the Deception skill. For this ability check, a character proficient in the Deception skill may add their proficiency bonus to their ability check. A character not proficient in Deception simply makes a Charisma check.

Any skill can be used with any ability check, although some pairings are more common than others. For instance, the Deception skill is commonly used with Charisma ability checks, although a character who is attempting to encode a written message might instead make an Intelligence check using the Deception skill.

Sometimes the Narrator will ask for an ability check using a certain skill: for instance, "Make a Charisma (Deception) check." Other times, a Narrator may ask for an ability check, and a player might ask whether one of their skills applies to the check. The Narrator is the sole arbiter of which skill, if any, applies to an ability check. The rules sometimes refer to a check with a skill but no ability specified—for example, "Your character has advantage on Deception checks." This refers to all ability checks using the Deception skill regardless of which ability score is used.

Skill Specialties

In addition to having proficiency in a skill, a character may be an expert at a narrow area of specialization within that skill. For instance, a character proficient in the Deception skill may be particularly adept in communicating through written code.

A character gains two skill specialties at 1st level (plus bonus knowledge; see page 405), and gains an additional specialty whenever their proficiency bonus increases (at levels 5th, 9th, 13th, and 17th level). A character may choose any specialty in a skill in which they are proficient. A character may not gain the same skill specialty twice.

When a character makes an ability check to which their skill specialty applies, they gain an expertise die for that ability check. The Narrator determines whether the skill specialty applies.

While the list of skills below is fairly comprehensive, the Narrator may expand the list of skill specialties to meet the needs of the campaign world. Each of its cultures, historical eras, important organizations, and other unique details might furnish a specialty.

List of Skills

Characters can gain proficiency in the following skills. Each skill description includes examples of uses with several ability scores. The Narrator determines which ability score is called for in a given situation.

Acrobatics. An Acrobatics check allows a character to perform gymnastic feats such as rolling under a closing gate, swinging across a

chasm on a rope, or keeping their balance on a narrow ledge. The most commonly used ability score is Dexterity. A character might use Strength to perform acrobatics while carrying a heavy burden, Constitution to do so against a heavy wind, or any other ability score as circumstances warrant.

Specialties: balancing, escape artistry, swinging, tumbling.

Animal Handling. Animal Handling allows a character to train or control a domesticated animal, to handle a steed, or to communicate nonaggression to a wild beast. The most commonly used ability score is Wisdom. A character might use Charisma to command an animal's attention, Strength to stay mounted on a rampaging bull, or Dexterity to stand on the back of a galloping horse.

Specialties: calming, driving, farming, riding, training.

Arcana. Arcana measures a character's knowledge of magic and magical creatures. It can also be used to sense whether an area has magical qualities. The most commonly used ability score is Intelligence. A character might use Dexterity to trace a complicated magical rune, or Wisdom to read very carefully and protect their sanity while interpreting forbidden eldritch secrets.

Specialties: aberrations, constructs, detection, dragons, elementals, fey, forbidden knowledge, monstrosities, oozes, the planes.

Athletics. A character makes an Athletics check to perform unusually difficult feats of swimming, running, climbing, or jumping. The most commonly used ability score is Strength. A character might use Dexterity to climb a smooth wall for a short distance or to jump onto a moving creature, Constitution to perform an athletic activity for more than a minute, or Intelligence to keep track of opposing players in a complex sport.

Specialties: climbing, jumping, lifting, running, swimming, throwing.

Culture. A Culture check allows a character to know the customs, laws, trade in regional products, and etiquette of cultures other than their own (a character is presumed to know about their own culture and background without requiring an ability check.) Culture can also be used to communicate simple concepts with creatures whose language is unknown to a character. The most commonly used ability score is Intelligence. A character might use Wisdom to avoid social blunders, Dexterity to perform an unfamiliar dance, or Charisma to track down a seller of a hard-to-find item.

Specialties: courtly manners, etiquette, laws, linguistics, regional goods, streetwise, trade.

Deception. The Deception skill is used when a character lies, misleads, or hides the truth whether verbally or otherwise. This ability check may be made against a DC set by the Narrator or may be opposed by a target's Insight check. The most commonly used ability score is Charisma. A character might use Intelligence to compose a cipher or Constitution to conceal the effect of a wound or attack.

Specialties: boasting, ciphers, concealing emotions, mimicry.

Engineering and Steampunk

In *Zeitgeist* there are locomotives that travel across nations, steam-powered ships plying the waves, and even the occasional aircraft soaring among the clouds — it is a world of wondrous artifice. The Engineering skill plays a much larger role in *Zeitgeist* and other steampunk campaign settings, and exactly what complex machines can be designed, constructed, and relied upon are at the Narrator's discretion or detailed in the world rules.

Skill Specialties and Tool Kits

Tool kits do not offer specialties. However, a character proficient in a tool may occasionally substitute a skill proficiency and gain the benefit of a specialty. For instance, a character with proficiency in a playing card set might use Deception at a key part of a card game, using their poker face specialty. Similarly, a character proficient in land vehicles might use their Animal Handling skill to control a chariot on a tight bend, gaining the benefit of their specialty with driving animals.

Engineering. An Engineering check allows a character to know a fact or advance a project involving building, invention, or mathematics. The most commonly used ability score is Intelligence. A character might use Dexterity to construct a tiny device or Strength to build a wall without assistance.

Specialties: architecture, chemistry, explosives, gadgetry, mathematics, mechanical traps, siegecraft.

History. The History skill measures a character's knowledge of past events. Intelligence is nearly always the ability score used with this skill.

Specialties: arts, empires, genealogy, legends, wars.

Insight. An Insight check can be used for reading a creature's intentions or motives. The most commonly used ability score is Wisdom. A character might use Dexterity to interrupt an enemy's sudden action or Strength when squeezing an object to see how hard it will be to break.

Specialties: detecting lies, reading emotions, sensing motives.

Intimidation. A character makes an Intimidation check to alter someone's behavior by frightening or threatening them. A single Intimidation check can also be used as part of an interrogation, though further checks rarely offer different results. The Narrator sets the DC of the check based on the target's bravery and the circumstances of the check; some creatures can't be intimidated. The most commonly used ability scores for Intimidation checks are Charisma (for verbal threats) and Strength (for physical threats). A character might use Wisdom to discern a creature's weak point, and a spellcaster might use their spellcasting ability score to summon frightening energies.



Specialties: authority, ferocity, interrogation, subtle threats, weapon displays.

Investigation. Investigation is used for actively searching, looking for clues, gathering information, experimentation, and research. The most commonly used ability score is Intelligence. A character might use Charisma to gather rumors or Wisdom to intuit which tomes and books in a library will be the most efficacious.

Specialties: appraisal, deciphering, forensics, gathering rumors, research, trapfinding.

Medicine. A character can perform a Medicine check to stabilize a dying creature, treat or diagnose a disease or poison, or determine a cause of death. The most commonly used ability score is Wisdom. A character might use Intelligence to diagnose a rare poison or Constitution to nurse someone through a lengthy and dangerous illness.

Specialties: animals, autopsy, diseases, herbalism, poisons.

Nature. The Nature skill measures a character's knowledge of natural terrains, beasts, plants, and hazards. It can also be used to sense whether a creature is the product of this world or of another plane of existence. Unlike Survival, the Nature skill doesn't necessarily imply practical experience with a phenomenon. The most commonly used ability score is Intelligence. A character might use Wisdom to recognize a hazard or Charisma to bring calm to an errant elemental presence disrupting an abandoned druid's grove (or other place of great natural power).

Specialties: astronomy, beast lore, farming, fey, plant lore, weather.

Perception. A character's Perception measures what they are able to see, hear, or otherwise sense

(unlike Investigation, Perception doesn't involve approaching, searching, or handling an object of study.) The most commonly used ability score is Wisdom. A character might use Constitution for a long stretch of sentinel duty, or Intelligence to pick up on changes to the type of stone bricks used deeper than elsewhere in a dungeon.

Specialties: farsight, invisible objects, listening, scent.

Performance. A Performance check allows a character to entertain an audience with singing, acting, or the like. It also allows a character to write or compose music, literature, or other artistic endeavors to entertain future audiences. The most commonly used ability score is Charisma, especially for performances before an audience. Writing, composing, or painting might instead use Intelligence or Wisdom. A display of martial prowess might require Dexterity or Strength.

Specialties: acting, composing, dancing, fine art, singing, speaking, writing.

Persuasion. A character makes a Persuasion check to convince or influence someone through logic, flattery, or negotiation (unlike a Deception check, a Persuasion check is made in some degree of good faith.) The Narrator sets the DC of the Persuasion check based on what the character is asking for and how the target feels about the character; some persuasion attempts may be impossible. The most commonly used ability score is Charisma. Wisdom might be used for gauging what offers would sway a creature, or Intelligence if it is a matter entirely about logic.

Specialties: bribery, flattery, leadership, negotiation, peacemaking.

Religion. Religion measures a character's knowledge of gods, religions, rites, and systems of morality. A character can also try to use it to sense if a place, person, or object has the Good or Evil alignment traits or a holy or unholy aura. The most commonly used ability score is Intelligence. Wisdom is used for sensing alignment and determining whether an action is moral according to a particular philosophy. Charisma can be used for preaching.

Specialties: alignment, celestials, cults, fiends, holy symbols, gods, morality, prophecy, undead.

Stealth and Hiding

To attempt to hide from a creature, you must be unseen (behind something, obscured, invisible, or otherwise out of sight) and unheard by that creature, as well as undetected by any other special senses that it might possess. Make a Stealth check. This check's total is used until you stop hiding or are discovered. If a creature sees you while you are hiding or makes a successful Perception check to locate you, or you make a noise that it can overhear, you are discovered and are no longer hidden from that creature.

Sleight of Hand. A character makes a Sleight of Hand check to perform legerdemain, pickpocket, hide an object on another creature, make a concealed hand signal, or otherwise deceive the eyes with feats of agility. Dexterity is nearly always the ability score used with this skill.

Specialties: distraction, pickpocketing, legerdemain.

Stealth. Stealth is used to hide or avoid notice. A creature's Stealth check is usually opposed by a potential observer's Perception check. The most commonly used ability score for Stealth is Dexterity. Constitution might be used for staying still for a very long time, Intelligence for casing out an unfrequented route, and Charisma for blending anonymously into a crowd.

Specialties: anonymity, camouflage, casing.

Survival. The Survival skill allows a character to perform the tasks necessary to thrive in the wilderness: hunting, tracking, avoiding natural hazards, and traveling without getting lost (unlike Nature, a Survival check doesn't imply knowledge of the trouble you're avoiding or tracking.) The most commonly used ability score is Wisdom. A character might use Constitution to weather a storm or Intelligence to follow a route marked on an old map.

Specialties: dungeoneering, foraging, hunting, tracking, wayfinding.

Example Ability Check DCs by Skill

Acrobatics

- 10 Maneuver quickly through a light crowd; rappel safely down a rope
- 15 Do a standing flip; keep your balance in a sudden, strong earthquake
- 18 Balance along a tightrope; swing from a chandelier
- 20 Contort into a space too narrow for your body to fit through; escape basic shackles

Animal Handling

- 10 Calm a warhorse startled in battle; de-escalate aggressive urban wildlife
- 15 Calm a riding or draft horse startled by battle; de-escalate territorial wildlife
- 20 Earn the immediate trust of urban wildlife; drive a warhorse into extreme peril
- 22 Befriend hostile wildlife; drive an untrained mount into battle

Arcana

- 10 Notice the telltale signs of a mage's lab; pick out a spellbook among mundane tomes
- 15 Detect places of latent magical energy; recall an uncommon arcane method
- 18 Identify the purpose of an esoteric ritual circle; notice signs of planar disturbance
- 22 Wow an archmage with your expertise; recreate a complex ritual from memory

Athletics

- 10 Climb a rock face with obvious hand and foot-holds; climb a secured rope
- 15 Climb a ship's rigging in inclement weather; climb a cliffside
- 18 Jump from a moving carriage to another; stay on a horse as it makes a daring jump
- 20 Long jump while carrying a Medium or Small creature; climb an overhang

Culture

- 10 Conduct yourself appropriately in an unfamiliar culture; know commonplace traditions
- 15 Give a crash course on etiquette; express yourself without a shared language
- 18 Integrate seamlessly into exclusive circles; twist the law to escape reproach
- 22 Earn a comfortable living in an urban environment through nothing more than trading

Deception

- 10 Communicate a simple secret message to an ally
- 15 Decipher a simple cipher or code

Deception is usually contested by a creature's passive Insight.

- –2 Victim wants to believe the lie, as it's convenient or beautiful
- –2 Victim trusts the liar deeply and implicitly
- +2 Victim stands to lose something from the lie
- +4 Victim is undertaking serious risk by believing the lie
- +10 Lie is far-fetched, and the victim would be a fool to take it at face value

Engineering

- 10 Spot a dangerous structural instability; identify a weak point in a small construction
- 15 Determine if a building is condemned from outside; build a simple, single-purpose device
- 20 Identify a weak point in a grand construction such as a stone bridge; quickly synthesize a useful chemical compound from limited available resources
- 22 Assess the causes of long-past structural damage; rig a small structure to fall at a specific time

History

- 10 Recall famous legends about a specific region; remember the name of a famous hero
- 15 Assess the historical importance of an ancient artwork; identify long-lost heraldry
- 20 Know the childhood nickname of a famous noble; accurately recall an entire family's genealogy dating back a century

Insight

Also see Deception.

- 10 Assess the mood of someone not hostile to you
- 15 Determine someone's true opinion of you; learn someone's current, most immediate desire
- 20 Understand the general meaning of someone speaking a language you don't know

Intimidation

- 10 Push around someone you could take in a fight; force a battered opponent to surrender
- 15 Verbally rebuke someone who holds authority over you; demoralize foes stronger than you
- 20 Turn a threat back on someone more dangerous than you; demoralize a stronger foe while bloodied

Investigation

- 10 Notice an old and frequently-used secret door; find out what inn someone's staying at
- 15 Discern simple truths from a crime scene; find a specific passage in a daunting tome
- 18 Identify patterns of thieves' cant in a town; determine how long ago a recent event took place
- 20 Get dangerous gossip on a well-known local; assemble a timeline of suspicious happenings going back as far as 6 months

Medicine

- 10 Assess a broken bone or other obvious injury; stabilize a bleeding creature
- 15 Identify the cause of death on a recent corpse; diagnose early signs of a plague
- 18 Surgically remove a foreign object in a non-vital area; identify cause of death on an old corpse
- 20 Keep a maimed or dismembered creature alive; amputate an infected limb

Nature

- 10 Tell a poison berry from a safe one; identify contact-hazardous plants such as poison ivy
- 15 Intuit what kind of wildlife inhabits the surrounding environment; identify medicinal plants
- 18 Detect signs of fey crossing or other woodland spirits; predict weather up to 7 days in advance
- 20 Anticipate natural disasters from local animal behavior; assess the long-term health of a natural environment from a short examination

Perception

Also see Sleight of Hand and Stealth.

- 10 Spot a hunter's trap before bumbling into it; notice signs of a recent campsite
- 15 Notice a well-concealed pressure plate; spot campfire smoke from a long distance
- 20 Detect the rumbling of a rockslide or avalanche before it's too late; hear flowing water from a long distance

Performance

- 10 Earn room and board at a common inn; busk to impress passersby
- 15 Give a performance that catches the attention of a potential patron; show off for a minor noble
- 18 Draw a substantial crowd through busking; cause a massive distraction
- 20 Give a performance worthy of a lavish party; win over a wealthy patron

Persuasion

- 10 Get a lower price on common goods; bypass underpaid guards
- 15 Make fast friends at a social gathering; recruit someone's aid for minimal rewards
- 18 Recruit someone untested into potential danger
- 22 Lead folks into peril without fear; convince a noble to offer a loan with insufficient collateral

Religion

- 10 Recognize a holy symbol or important site
- 15 Sense the presence of a holy or unholy aura; identify signs of undead or fiends
- 20 Convert someone with strong beliefs to your faith; recognize the rituals of long-dead religions

Sleight of Hand

Sleight of Hand is often contested by the passive Perception of the creature you're trying to trick.

- 10 Perform an amusing "magic trick"; palm a coin
- 15 Make an object the size of a deck of cards "disappear"
- 18 Hide a dagger† on your person
- 25 Hide a shortsword† on your person

†*or similarly sized weapon*

Stealth

Stealth is almost always contested by the passive Perception of the creature you're hiding from. The following modifiers are appropriate.

- –2 The hider is wearing distinctive or bright garments
- –2 The area is still and there's little movement otherwise
- +2 The hider is wearing common or subdued garments
- +2 The area is active and there are distractions

Survival

- 10 Determine which way is north aboveground; light a campfire; predict the weather; identify common plants
- 15 Identify rare plants; determine whether food or water is safe to consume; determine which way is north belowground
- 20 Light a campfire in the driving rain; figure out the direction of the nearest natural water source

In addition, see the Journey rules in *Trials and Treasure* for more information on tracking.

- –2 The quarry traveled on a commonly used path
- –2 Firm ground with faint tracks
- +2 The quarry used a new path or none at all
- +2 Soft ground with distinct tracks
- +2 The quarry is in a group of 6 or more

Ability Check Criticals

When you roll a natural 20 and succeed on an ability check, or when you roll a natural 1 and fail on an ability check, if you're using a skill roll 1d6 to determine what special effect occurs. Because of the benefits of ability check criticals, some players may try a variety of easy ability checks to get a critical effect. The Narrator is always the arbiter of these critical effects and can rule that if an ability check is superfluous or insignificant, any resulting natural 20s and natural 1s have no special effect.

Tool Kits. Whether or not a tool kit is appropriate for an Ability Check Critical and for which type it qualifies is at the Narrator's discretion.

Arcane

Arcane criticals only occur when an active magical effect is involved. This might be the response to a *counterspell* or *dispel magic*, the curious activation of a specific magic item, or interaction with a ritual or permanent enchantment. When an arcane critical success or critical failure would not apply to the effect that activated it, reroll.

Critical Success

1. ***Arcane Surge.*** You gain temporary hit points equal to your proficiency bonus. These temporary hit points last 1 hour.
2. ***Comfort in the Arcane.*** You may take 10 on Arcana checks for the next 24 hours, even if it is not normally allowed.
3. ***Expanded Use.*** If the magic item or effect targets a set number of targets, you may add one additional target within range.
4. ***Free Use.*** If activating a scroll or item with charges (such as a wand), you do not use the scroll or any charges.
5. ***Lucky Magic.*** You gain an expertise die on Arcana checks for the next 24 hours.
6. ***Metamagic Use.*** Choose one minor metamagic from those found in the sorcerer class and apply it to the spell.

Critical Failure

1. ***Arcane Feedback.*** You take 1 point of damage per spell level.
2. ***Break Device.*** The activated item gains the broken condition or, in the case of a scroll it is destroyed entirely.
3. ***Delayed Activation.*** At some point within the next 1d12 hours, the magic device randomly activates. The target is chosen by the Narrator.
4. ***Misaligned Aiming.*** The device activates, but the target of the item's effect or spell changes to a target of the Narrator's choosing.
5. ***Unlucky Magic.*** You are rattled for the next 2d4 hours.
6. ***Wasteful Usage.*** If activating an item with charges (such as a wand), you use 5 charges (even if the device does not activate).

Facts and Discoveries

Includes skills such as Arcana, Culture, Engineering, History, Investigation, Nature, Perception, Religion, and Survival.

Critical Success

1. ***Doctorate.*** This subject is one of your areas of study and some of it is coming back to you. For the next 24 hours, you gain an expertise die on ability checks using this skill so long as the check is for similar subjects.
2. ***Forgotten Language.*** Choose the language most closely associated with the target (if none or if you already know the language, roll again). If this is your first time getting a critical success with that language, you remember that you studied it long ago. Write down the language. The next time you roll this result, you permanently learn the language.
3. ***Moment of Revelation.*** You gain the benefits of a single *augury* spell (although no magic is involved).
4. ***Related Expertise.*** For the next hour, you may add half your proficiency bonus to any Intelligence or Wisdom check that doesn't already include your proficiency bonus.
5. ***Relevant Tidbit.*** You recall some important bit of information relevant to the target.
6. ***View Auras.*** For 1 minute, you gain the benefits of *detect magic* against targets related to your check.

Critical Failure

1. ***Aggressive Handling.*** If you are examining something, you either break it or worsen a creature's attitude towards you (as Gossip, page 416). When this does not apply, reroll.
2. ***Arcane Fatigue.*** You lose one of your highest level spell slots. When this does not apply, reroll.
3. ***Boring Topic.*** You find this topic incredibly boring. For the next 24 hours, you take a –2 penalty on checks against similar targets.
4. ***Earworm.*** You are trying to concentrate but all you can remember is an advertising jingle. For the next hour, you cannot gain expertise dice on Intelligence and Wisdom checks.
5. ***Frightening Revelation.*** You become frightened for 1d4+1 rounds. There is no direct source of your fear.
6. ***Misinformation.*** You are positive of the veracity of some false bit of information.

Medicine

Critical Success

1. ***Buffer.*** The target gains a number of temporary hit points equal to your proficiency bonus. These temporary hit points last 1 hour.
2. ***Comprehensive Checkup.*** The target heals 1 level of fatigue or strife (reroll if neither applies).
3. ***Expertise.*** You may take 10 on Medicine checks for the next 24 hours, even if it is not normally allowed.
4. ***Repeat the Procedure.*** You may treat your next Medicine check as a natural 20 so long as it is made before you complete a long rest. This does not result in a critical success.
5. ***Spur Natural Healing.*** The target's natural healing improves dramatically. For the next 24 hours, double the hit points the target regains from spending Hit Dice during a short rest.
6. ***Superb Healing.*** The target regains additional hit points equal to your proficiency bonus.

Critical Failure

1. ***Amputate Toe.*** You accidentally amputate the patient's little toe (or similar non-vital extremity). Now, how did you do that?
2. ***Disgusting Procedure.*** You and the target are poisoned for 1 minute.
3. ***Harm.*** The target takes 1d4 bludgeoning, piercing, or slashing damage.
4. ***Infect Wound.*** The target must make a DC 12 Constitution saving throw or becomes infected with sewer plague (Chapter 7: Maladies in *Trials & Treasures*).
5. ***Open Wound.*** The target takes 1 ongoing damage for 1 minute. Each turn the target can use its bonus action to make a Constitution saving throw (DC 20 – 1 per previous save) to stop the bleeding. Any amount of magical healing also stops the bleeding.
6. ***Organ Damage.*** The target suffers one level of fatigue (Narrator's choice).



Physical Skills

Includes skills such as Acrobatics, Athletics, Sleight of Hand, and Stealth.

Critical Success

1. ***Cool Confidence.*** You may take 10 on these skill checks for the next 24 hours, even if it is not normally allowed.
2. ***Impressive Success.*** You impress others with your physical feat. For the next hour, you gain an expertise die on Intimidation and Persuasion checks against targets who saw your success.
3. ***Lead the Way.*** Your allies who attempt a similar check in the next 5 minutes gain an expertise die.
4. ***Like Wearing Nothing at All.*** For the next hour, you ignore any disadvantage to Stealth checks gained from wearing armor.
5. ***Satisfying Exhaustion.*** You'll sleep well tonight. For the next 24 hours, double the hit points you regain from spending Hit Dice during a short rest.
6. ***Speedy.*** You can immediately use your reaction to move half your Speed.

Critical Failure

1. ***Fumble.*** An item held in your hands (Narrator's choice) gains the broken condition.
2. ***Jam.*** You jam your fingers or toes, and for the next 10 minutes your melee attack bonus or AC are reduced by –1 (Narrator's choice).
3. ***Loosened Latch.*** Something you are wearing inexplicably gains the broken condition (Narrator's choice).
4. ***Off Balance.*** You fall prone.
5. ***Pull a Ligament.*** Your Speed is reduced by 5 feet for the next hour.
6. ***Pushed Too Hard.*** You suffer 2 levels of fatigue. After 1 round one of these levels of fatigue is removed, and the other is gone after 1 hour.

Social Skills

Includes skills such as Animal Handling, Deception, Insight, Intimidation, Performance, and Persuasion. *Special*: When using a disguise kit, the effect of the natural 20 or natural 1 is "stored" until a particularly opportune or inopportune time.

Critical Success

1. ***Clever Banter.*** Improve the target's attitude toward you—someone that was put off might become apathetic, and an apathetic person might become friendly.
2. ***Friendly Crowd.*** The target calls over some friends that are friendly to you and interested in what you are doing.
3. ***Gift.*** The target wants to give you some small gift outside the scope of this conversation.
4. ***Good Reputation.*** After this conversation, the attitudes of the target's closest allies improve towards you (as Clever Banter).
5. ***Loose Lips.*** The target accidentally reveals a useful piece of information.
6. ***Love Interest.*** The target may become romantically interested with you.

Critical Failure

1. ***Accidental Reveal.*** You accidentally reveal a piece of information best kept hidden.
2. ***Escalating Tension.*** The target calls over some friends that are not fans of you and your cause.
3. ***False Negative.*** You believe something truthful that the target says to be a lie.
4. ***Gossip.*** After this conversation, the attitudes of the target's close allies worsen towards you. Someone who was apathetic might be put off, and someone put off might become borderline hostile.
5. ***Suspicious.*** The target believes something truthful to be a lie.
6. ***Unfriendly Banter.*** Worsen the target's attitude toward you by one step (as Gossip).



CHAPTER 7

Adventuring

- *The elven rogue flits through the city streets, stopping occasionally to speak to an urchin or street trader, carefully gathering crucial information about the duke's fortified mansion. Soon, she and her companions will infiltrate their enemy's lair!*
- *The wizard brushes dust from the ancient tome, and unlocks its intricate metal clasps. Finally, he has tracked down the last copy of the rare summoning spell he has sought for years. Finally it is within his grasp!*
- *The burly fighter glares at the heavy oak door barring his way. Grunting, he raises his axe, bringing it down with a mighty crash. Wood splinters fly everywhere, as he raises his axe for another strike.*

The world is vast and full of danger. From the cramped and darkened tunnels of a subterranean labyrinth to the wide open expanse of the plains, the worlds you explore are bound to be full of wonder and woe in equal measure. This chapter covers the basics of adventuring through that world, including movement, social interactions, time, and more.

Throughout game sessions the Narrator envisions and describes the setting, places, and situations your characters experience as the party becomes immersed in the world. Your character reacts to the circumstances and obstacles placed before them, developing their personality and honing their talents. For better or worse as the dice roll, the Narrator relates the outcomes of the party's actions as the group continues through various adventures until a campaign reaches its end.

Time

Time is an important aspect of adventuring. For Narrators, time serves multiple purposes and roughly outlines the flow of an adventure. Choosing which scale of time to use in any given situation is a matter of context.

The most common span of time is a round, which takes place during combat and other situations where time is of the essence. A round lasts 6 seconds.

Minutes are the second most common. Most involved actions take a length of time using minutes. For example, an adventuring party spends roughly a minute proceeding through a dungeon corridor, to find a treasure room which they investigate for 10 minutes to find a hidden chest that the rogue spends roughly a minute checking to discover the deadly poison dart booby trap cunningly hidden in the mechanism.



Hours are appropriate for exploring a city or a limited area of land. A sudden whim by a wizard to visit a particular reagent shop on the other side of the city would take hours just as it may take an hour or so for a druid to lead their party members to a defensible cave in the ominous and quickly darkening woods.

Days are generally used for long periods of time during a journey or adventure. Traveling from one city to another, getting lost in the wilderness, and a journey into the unseen depths of the world are all good examples of using days.

Movement

Adventurers come across a wide array of terrain and obstacles during their travels. For simplicity's sake a Narrator is always free to summarize movement without determining exact distances or time frames. However, in some cases it's important to know the general time frame (minutes, hours, days, and so on) that it takes to go from one area to another.

When it comes to determining the time frames of movement, the most important factors are the **Speed** or **travel pace** of an individual or party and the **terrain** being traversed.

Speed

Every creature capable of movement has a Speed, measured in feet, that it can move in a single round. Travel pace is used when it comes to longer time periods of moment that take place over minutes, hours, or days (see the journey rules in Chapter 4: Exploration of *Trials & Treasures*).

Of course the world is wide and vast, leading to exceptions in mounts and methods of travel...

Vehicles

Not all travel is done by foot. Vehicles and mounts are used by many adventurers to help travel the vast distances of the world.

Land-based vehicles can choose at which pace to move while water-based vehicles are restricted by the speed of the vehicle. A water-based vehicle gains no benefits from a slow pace, but has no penalties for moving at a fast pace. Depending on the vehicle and crew size, a ship can travel up to 24 hours a day.

Special Movement

Not all travel can be accomplished by simply walking from one point to another. Adventurers may be forced to climb, swim, or leap to reach their final destinations—nothing ventured, nothing gained.

Climbing, Swimming, and Crawling

Movement using these three methods is similar to traveling through difficult terrain though there are some key differences. First, it costs a creature an extra foot to move for every foot spent. Worse, if a creature is moving in actual difficult terrain, it costs two feet to move for every foot spent. Moving by climbing or swimming through normal terrain by a creature with the corresponding speed costs no additional movement.

A Narrator may apply additional checks in certain scenarios, such as climbing a particularly slippery surface or swimming in churning water.

For example, a berserker with a 30 foot movement speed only moves 15 feet on their turn while trying to climb a mountain. Should that same berserker try climbing that same mountain during a snowstorm, they would only move 7 feet, and may even need to pass an Athletics check to maintain a hold or risk falling into the roaring water below.

Jumping

The distance a creature can jump is determined both by the method attempted and their Strength score.

A **long jump** requires a creature to move at least 10 feet by foot immediately before making its jump and the distance covered is a number of feet up to its Strength score. Each foot covered by a jump costs the same in movement.

A Narrator can also request a DC 10 Strength (Athletics) check to clear low obstacles, which must be no taller than a quarter of the jump's distance. A failure indicates that instead of jumping over such an obstacle, a creature crashes into it.

Landing is also a fair challenge. Should a creature land in difficult terrain, perhaps jumping over a table in the kitchen only to land on a freshly mopped floor on the other side, the creature must make an additional DC 10 Dexterity (Acrobatics) to actually land on its feet. Should it fail, it instead falls prone.

A **high jump** is a bit more complex. To make a running high jump, a creature must move 10 feet on foot immediately before the jump, leaping up into the air a number of feet equal to 3 + its Strength modifier (minimum of 0 feet). To make a standing high jump, a creature need not move beforehand, but only jumps half the distance it would have doing a running high jump.

When a creature's jumping distance exceeds its Speed, it can jump up to a distance equal to twice its Speed in a single leap so long as it takes no other movement on that turn other than to jump. In either case, a creature uses up a foot of movement for every foot it covers jumping.

There are a few special scenarios for high jumping though.

First, a creature can extend its arms up to half its height during a jump. Thus a creature can *reach* above itself equal to the height of a jump plus 1.5 times its height. In addition, the Narrator may allow a creature to make a Strength (Athletics) check to jump higher than it could otherwise.

Traveling

The majority of rules regarding exploration are in *Trials & Treasures* but some extend beyond journeys and into shorter forays as well.

Marching Order

When it's relevant to the game—during a dungeon crawl or while traveling through a forest they know is brimming with bandits—the Narrator should have the party establish who is in the lead (and therefore the most likely to be targeted if a trap is triggered) and who is in the back (the first targeted in a flanking ambush). When it isn't an important element to what's currently happening in the game, whichever character is taking the lead on roleplaying is assumed to be in front of their companions.

Encounters and Threats

Whether or not creatures notice a hidden threat is determined by their passive Perception scores.

When players encounter other characters or creatures while traveling, both parties can choose what happens next. Either party can choose to

attack, talk, flee, or wait to see what the other group does. In addition, a Narrator can decide whether or not a party is surprised by the other if combat ensues (see Chapter 8: Combat).

Stealth

A party looking to avoid threats can choose to travel at a slow pace and employ stealth, making a group Stealth check, typically using Dexterity (see page 10). A party with reasonable cover can do more than avoid ambushes—they may well surprise or sneak past their enemies.

The Environment

Not all dangers while adventuring are from enemies, monsters, and beasts. Whether urban or rural, the very environment a hero must traverse in order to complete their quest (or the battlefield they find themselves on) can present a multitude of hazards. Be sure to pay attention to the environment around your character as they move through it, and be wary of any hidden threats—or anything you can leverage to get the upper hand in a fight.

Falling

When a creature falls, it takes 1d6 bludgeoning damage for every 10 feet it falls (maximum 20d6) and lands prone.

A creature that falls into water takes half damage, or no damage if it dives with a successful Athletics check (DC equal to the distance it falls divided by 5).

Suffocating

Drowning, strangulation, smothering, strange alternate planes of reality with no air—many situations can lead to **suffocation**. A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds). Once a creature is out of breath, it begins suffocating and can survive for a number of rounds equal to its Constitution modifier (minimum 1 round).

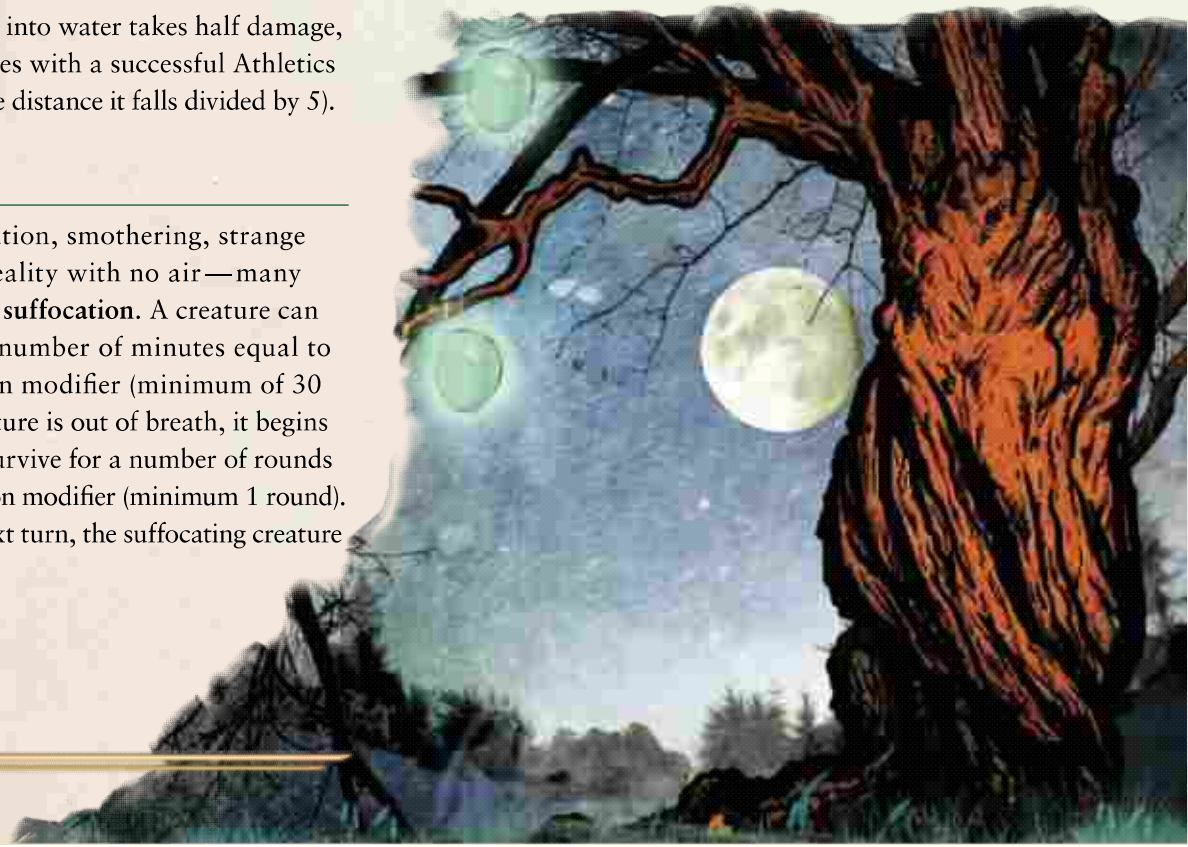
At the start of its next turn, the suffocating creature drops to 0 hit points and is dying. It cannot regain hit points or be stabilized until it can breathe again. For example, during a storm at sea, a creature with a Constitution of 16 is dragged beneath the ocean by debris tangled around its legs. It can hold its breath for 4 minutes, at which time it has 3 rounds before it drops to 0 hit points.

Underwater

A creature that cannot breathe water begins to suffocate underwater once it cannot hold its breath. In addition, creatures without swim speeds have disadvantage on attacks made using any weapon other than a dagger, dueling dagger, javelin, shortsword, spear, or trident. Ranged weapon attacks automatically miss beyond their normal range underwater, and bludgeoning and fire damage are halved. A creature that takes damage while holding its breath underwater must succeed on a concentration check or immediately begin suffocating as if its breath had run out.

Vision and Light

Most creatures rely on sight for even the most mundane, everyday tasks. Adventurers are no different, and the amount of light in a given area impacts their ability to perform both in and out of



combat. Other environmental features {like fog or heavy rain) may obscure a creature's vision and cause difficulty.

A **lightly obscured** area is one that creates a minimal, but not insignificant, amount of visual impairment. A moderately wooded area, lingering smoke from a sacked town, dim lighting, and the like can all cause an area to be lightly obscured. When within this area, creatures have disadvantage on Perception checks that rely on sight.

An area that is **heavily obscured** may be a shoreline cloaked in dense fog, a jungle full of thick foliage and hanging vines, or darkness (magical or otherwise), that obstructs vision completely. A creature in this area is considered blind.

Three types of lighting exist within an area: bright light, dim light, and darkness.

Bright light is the most common. Even on a cloudy day the sun provides bright light, as do torches, bonfires, magical lights, and other similar sources (though often within a limited radius). Most creatures suffer no penalties from being in a brightly lit area.

Dim light creates a lightly obscured area. Dim light is typically found on the outer reaches of artificial light sources, such as the depths of a room lit only by candles or the outer ring of a bonfire. Dim light can also be found during dawn or twilight, or beneath a full moon.

Darkness creates a heavily obscured area. Creatures venturing out at night, delving underground, or traveling into a windowless dungeon without any alternate sources of light will find themselves at a distinct disadvantage.

Blindsight

Not everything relies on vision to sense the world. A creature with blindsight is not affected by darkness or other heavily or lightly obscured areas, and can see through invisibility, within a certain radius. Creatures adapted to the darkness (like bats and moles) or creatures without eyes (like purple worms) have blindsight.

Figments. Creatures that do not rely on visual sight, noted as having blindsight (blind beyond this range), are immune to visual illusions (such as those created by *minor illusion*).

Darkvision

Many creatures within the realms of medieval fantasy are gifted with sensitive sight. Darkvision allows a creature to see within darkness as if it were dim light, and dim light as if it were bright light, though the creature cannot perceive colors while in darkness, only shades of gray.

Truesight

Some especially powerful creatures, like particularly old dragons, have truesight. This allows a creature to see in normal or magical darkness, perceive invisible creatures and objects, automatically detect illusions and succeed on its saving throw against them, and perceive the original form of a shapechanger or creature that is transformed by magic. A creature with truesight can also see into the Ethereal Plane.

Food and Water

Creatures need to eat and drink in order to survive, and often in the wilderness, the opportunity to find fresh food and water can be limited. Characters can circumvent hunger and thirst with dry food supplies, water stores, magic, and more. A creature that takes a long rest must consume food and water (Supply) or it suffers a level of fatigue (see the Supply rules in Chapter 4: Exploration of *Trials & Treasures*).

Objects

The world is full of chandeliers and tree branches to be swung from, doors to be kicked in, and eldritch statues full of ruinous power to meddle with. There are numerous objects bristling with possibility for the intrepid and the bold. Adventurers can perform many actions with an object—they might pick up a vase to secure treasure, throw a glass sculpture to create a diversion, or try and hack their way through hastily set up barricades.

When interacting with an object, a creature might use a trait, feature, or combat maneuver, or it might simply make an attack. In general, given enough time and the right equipment, any adventurer can usually accomplish what they want with an object.

An object is a single inanimate item like a rug, vase, axe, painting, boulder, door, section of wall, or a bureau full of clothes (which themselves are many objects).

Interacting with Objects

Most physical interactions with the environment simply require a player to announce their intentions to the Narrator. A statement like, "*I open the wardrobe,*" is normally all that is necessary to set an action into motion.

Some interactions, however, may require an ability check. A wardrobe that won't open might require a Dexterity (thieves' tools) check to pick a lock or a Strength check to pull it open despite rusted hinges. The Narrator sets the DC for the check based on the difficulty of the task. A Strength check can also be used to break an object. The Narrator sets the DC for the check.

Creatures can also damage objects with both physical attacks and spells. Objects are immune to psychic and poison damage, but otherwise they can be affected by damage just like creatures. The Narrator determines an object's AC and hit points, and if it has any damage resistances, immunities, or vulnerabilities. Objects always fail Strength and Dexterity saving throws, but are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

Statistics for Objects

In the middle of a tense situation where time is of the essence, the Narrator can assign an Armor Class and hit points to a destructible object, as well as determine what immunities, resistances, and vulnerabilities to damage it might have.

When a creature is trying to do something besides destroy the object, the Narrator determines what ability checks are appropriate.

Armor Class

An object's Armor Class represents how tough the object is to damage. Especially tough objects might be harder to damage—the Object Armor Class table has suggested values for objects based on the materials they are made from.

TABLE: OBJECT AC

OBJECT	ARMOR CLASS
Cloth, paper, rope	AC 11
Crystal, glass, ice	AC 13
Wood, bone	AC 15
Stone	AC 17
Iron, steel	AC 19
Mithral	AC 21
Adamantine	AC 23

Hit Points

An object's hit points determine how much damage it can take before it is destroyed. A particularly sturdy object (resilient) might have more hit points than more delicate objects (fragile). The Object Hit Points table has suggested hit points for objects based on their size.

TABLE: OBJECT HIT POINTS

OBJECT	SIZE	HIT POINTS (FRAGILE)	HIT POINTS (RESILIENT)
Game piece, vial	Tiny	2 (1d4)	5 (2d4)
Chair, painting	Small	3 (1d6)	10 (3d6)
Crate, Medium door, table	Medium	4 (1d8)	18 (4d8)
Large door, Equestrian statue, 10 ft. × 10 ft. section of wall	Large	5 (1d10)	27 (5d10)

Huge and Gargantuan Objects

Against Huge or Gargantuan objects, normal weapons or tools are of little effect. Against a castle wall or treasure vault door, a hammer or sword won't get the job done—but determined creatures might try just the same. If the Narrator decides a Huge or Gargantuan object is vulnerable to a creature's attacks, divide it into separate smaller

sections that are each Large-sized and track the hit points of each section independently. For example, a Huge windmill might fall apart when the axle holding the blades is destroyed.

Objects and Damage Types

When damaging an object some damage types might be more effective than others, depending on the object's composition. For example, slashing damage might help cut through a rope, but be less effective for smashing the legs of a stone statue. Flammable objects are typically vulnerable to fire, and unless noted otherwise (such as with inanimate plants) objects are immune to poison and psychic damage. The Narrator determines the effectiveness of any given attack on an object.

Damage Threshold

Objects built to endure attack (like the reinforced walls of a towering fort or the armored hull of a skyship) often have an extra measure of protection: a damage threshold. If an object has a damage threshold it is immune to damage unless an attack or effect deals damage equal to or greater than the damage threshold. Any attack or effect that deals damage less than the damage threshold instead deals no damage at all.

Social Interaction

While combat and exploration are a large part of the game, social interaction is one of the key pillars of play in *Level Up*. Whether interacting with the rest of the party or NPCs portrayed by the Narrator, the way your character moves through their world will have a heavy impact on what they are able to achieve. Talking down a frightened victim to get important information, using fast talk to get out of a tense political situation, or even negotiating a better rate at the local potion shop—all of these require interactions that can either succeed or fail, depending on a creature's skill.

Roleplaying

Roleplaying is the method that you—and, by proxy, your character—interact with the world your Narrator has created. Technically, you're roleplaying anytime you have your character do anything, from opening a door to swinging a maul, but social interactions are where roleplaying can be the vital difference between victory or defeat.

There are two types of roleplaying: descriptive roleplaying and active roleplaying. Some players prefer one over the other, but feel free to choose the style that is most comfortable for you and fits best with the type of game your table is playing. Often, players will employ a mix of both active and descriptive roleplaying. No matter the style of roleplaying you decide to take on, have fun with it!

Descriptive Roleplaying

With descriptive roleplaying, you describe your characters words and actions to the other players and the Narrator. You paint a mental picture of what your character is doing and how they do it, often focusing on their emotional state.

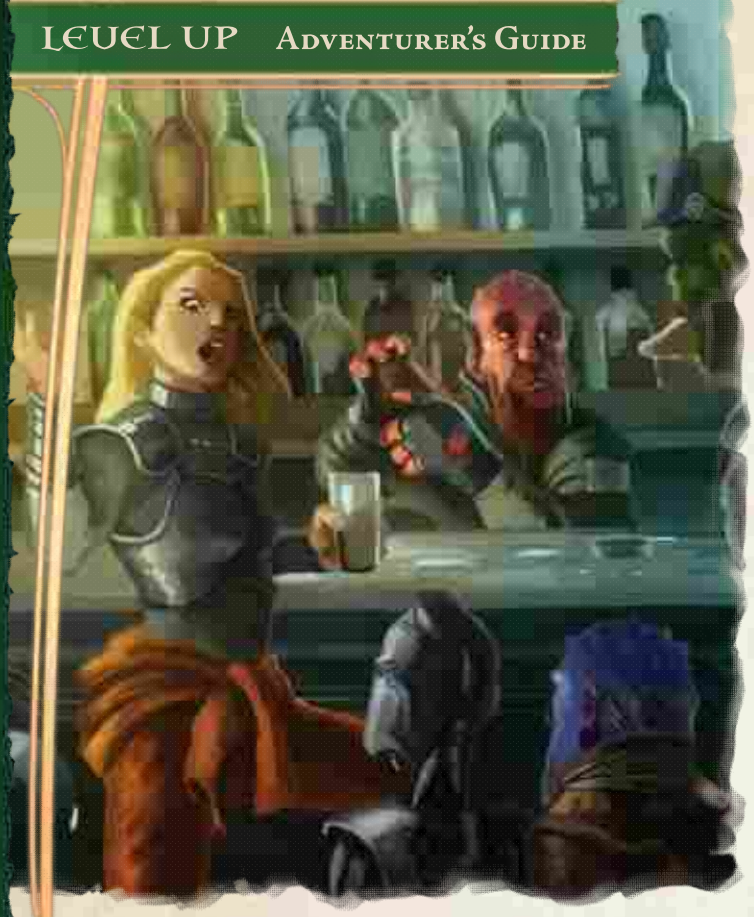
For example, Sarah plays Gorza, the orc berserker. Gorza is quick to laugh and quick to anger. The party is discussing their strategy for clearing out the giant rats that have nested in the town's sewers—a task Gorza thinks will be laughably easy. Sarah, in her normal speaking voice, says: "*Gorza laughs and leans on her axe, and sarcastically suggests that the group should invest in rat poison and cheese. Then she asks how long this meeting will be...she wants to get back to the tavern.*"

Sarah has made clear here what Gorza thinks of the entire experience, giving the Narrator and the other players a glimpse into her motivations and providing them with something they can react to and roleplay with in turn.

When using the descriptive approach to roleplaying, it's important to convey your character's emotional state, what they are doing, and how others might perceive it. You can be as descriptive as you like or keep it simple.

Active Roleplaying

Active roleplaying is more akin to acting than description. Though there may still be many actions that need to be described, you take on your character's voice and demeanor when speaking for them, sometimes even adopting accents, verbal tics, and



specific speech patterns. You talk to the other characters the same way you would speak to the players sitting beside you.

With active roleplay, Sarah is playing Gorza in the same scene, but this time, she speaks as Gorza as well as describes her actions. The result looks something like this: Sarah says (in her normal voice): "*Gorza leans on her axe and shakes her head.*" Then, with a gravelly voice, Sarah laughs and says as Gorza: "*We'd be better off investing in some cheese and arsenic and just calling it a night. I saw a new cask of Hilltop Ale downstairs that has my name on it.*" In this situation, the other players can hear what Gorza sounds like, and they might have to infer what Gorza's true feelings are based off of what she says and how she says it.

Results of Roleplaying

The Narrator will use your character's actions and attitude to decide how an NPC reacts to them. An NPC lackey with little loyalty may buckle under pressure or threat of violence and spill his gang's secrets, whereas one who finds turncoats to be despicable will fight rather than give up any information. Flattery may take you far with a vain fey, but when used on a chaste herald it might sour their demeanor toward you.

When interacting with NPCs, pay attention to not only what they say, but how the Narrator portrays them: the attitude, demeanor, and actions will all be important in how you interact with them. Roleplaying will help you discern their emotions, desires, and what approach will work best. Observing and conversing with an NPC can give you hints as to whether they're bribable, for instance—or if an attempted bribe will prick at their strongly-held integrity and end up with you turned over to the city guards.

Ability Checks

Along with roleplaying, ability checks are a vital way your character interacts with the world. Though many actions simply require a declaration, such as walking across a room or pulling a lever, there are times when the Narrator may call for an ability check to determine if your character is successful at their intended action. For instance, if you're trying to cross the deck of a ship during a tumultuous storm, the Narrator may require a Dexterity check to stay on your feet and avoid any flying debris.

Similarly, roleplaying can affect an NPC's attitude or demeanor, but the Narrator may decide an ability check is warranted to determine the outcome of a conversation or social interaction. A particularly smooth-talking bard may make a Persuasion check to get information from a patron, or a hulking berserker may use Intimidation to scare off opponents and avoid a fight. While Charisma is the ability utilized in most social interactions, other abilities may come into play (see Chapter 6: Using Ability Scores). When approaching a social situation, your party should consider the character best equipped to handle each interaction the same way you'd approach a role in combat.

Resting

Rest is a fundamental necessity for most living creatures. While the exact amount of rest each type of creature needs may vary, they all still must rest in order to recuperate from wounds, rid themselves of fatigue and strife, and replenish their spell slots.

Short Rest

A **short rest** is a period of no less than an hour, in which the character does nothing more strenuous than reading, writing, talking, and binding wounds. At the end of a short rest, a character may expend one or more Hit Dice to restore any lost hit points, up to their maximum number of Hit Dice. For each Hit Die expended, the player rolls the dice (as determined by their class) and adds their Constitution modifier. A player can decide to roll an additional Hit Die after each roll.

Long Rest

A **long rest** is a period of time of at least 8 hours, 6 of which must be spent asleep. The remaining hours can be spent doing light activity like eating or standing watch. If this period is interrupted by strenuous activity for more than an hour, such as walking, fighting, or casting spells, the characters gain no benefit and the time period resets.

After a long rest has been completed, a character regains all lost hit points. The character also regains expended Hit Dice, up to a maximum of half of the character's total number of them (minimum of 1). For example, a character with 10 hit dice who has expended 8 would regain 5 Hit Dice after a long rest.

A character cannot benefit from more than one long rest in a 24-hour period, and must have at least 1 hit point at the start of the long rest to benefit from it. Any character that does not consume at least 1 Supply suffers a level of fatigue when they finish a long rest, and adventurers are only able to truly recuperate within a haven (Chapter 4: Exploration in *Trials & Treasures*). A character recovers from one level of fatigue and one level of strife after finishing a long rest in a haven where they have consumed Supply. When taking a long rest and consuming Supply without a haven, a character can recover only from the first level of fatigue or strife.

Roughing It

There is a difference between bare survival and comfort, and many environmental conditions can make adventurers' rests less rewarding. If any of the following conditions apply to you during a long rest, you regain half the usual number of hit dice. Should you have any levels of fatigue or strife, neither is reduced upon finishing the long rest.

- **Slept in medium or heavy armor other than hide.**
- **Slept without a bedroll or similar bedding on rocky, wet, or uneven terrain.**
- **Slept exposed to the elements during inclement weather conditions.**
- **Slept without warmth in an environment of extreme cold.**
- **Slept without mosquito netting or similar precautions while in a swampy or otherwise insect-ridden area.**

Some adventurers, such as rangers, may have features which allow them to ignore the effects of roughing it.

Between Adventures

Though an adventurer is typically defined by the dangers they face, the bulk of their time is often spent traveling, healing, preparing, or simply living. Some spend their time with families, others contribute to the communities that they protect, develop relationships, or simply kill time until the excitement begins anew.

This period between adventures, called downtime, can represent the passing of a season, a period spent traveling, or the time necessary for an ally or NPC to secure a vital piece of information or permission for the party to travel through guarded lands. Additionally, the mental and physical stress of adventuring often necessitates time off, which can prevent characters from jumping from 1st level to 11th level in a single month! While it is not necessary to meticulously describe each and every day that PCs spend in this way, providing key details can help to bring the setting to life, create the feeling of time passing, and foreshadow events to come.

When considering these key details, think about significant life events for the adventurers and their friends or allies—weddings, birthdays, funerals, holidays, festivals or other seasonal events, political trends, or significant events occurring abroad that come as news. Any of these can be used to foreshadow future plots.

Lifestyle

Some adventurers choose to live lavishly between quests while others are content to rent a room at their favorite drinking establishment. When calculating expenses, see page 347 in Chapter 4: Equipment. A character's lifestyle (poor, moderate, or rich) impacts some of their downtime activities.

An adventurer's lifestyle can also impact their interactions with those around them. The Narrator may provide advantage or disadvantage on Intelligence, Wisdom, and Charisma checks made against people that perceive a PC to be of a different lifestyle than themselves, depending upon the circumstances—an adventurer with a poor lifestyle has a harder time getting along with rich nobles and vice versa.

Downtime Activities

Downtime activities represent specific and intentional activities that a character undertakes to achieve a benefit. A character can undertake one downtime activity per week of downtime, although they do not necessarily occur sequentially.

A downtime period consists of 5 days (treated as a week) each involving at least 8 hours of engaging in a downtime activity. In most cases, an unfinished week does not count towards progress, but in some situations the Narrator might allow specific days to add to the total. At the end of each downtime period, any check required is made and success or failure is determined. Some downtime activities may require more than 1 week to complete. If a downtime activity mentions a month it assumes 4 weeks.

Extended Downtime. When a party of adventurers is experiencing a particularly long period of downtime, such as a year or longer, the Narrator may extend the length of the downtime period to 1 month and allow players to roll one check per 4 weeks of downtime activity. A success on an extended downtime check is treated as 4 successful weeks of a downtime activity, a failure is treated as 2 successful weeks, and on a failure by 5 or more the character makes no progress at the downtime activity.

For even longer periods of downtime, the Narrator can extend the downtime to seasons (treating a success as 12 weeks, a failure as 6 weeks, and a failure by 5 or more as 3 weeks), or even years (treating a success as 52 weeks, a failure as 26 weeks, and a failure by 5 or more as 13 weeks).

Characters may wish to work together to complete downtime activities. At the Narrator's discretion, one character may assist another (as the Help action on page 442). Both characters must spend their downtime on the chosen activity.

Craft

Adventurers with tool proficiencies may use their downtime to create weapons, armor, or other items. The Craft activity can be used to create weapons, armor, tools, clothing, other equipment, or a work of art.

All crafted items require materials. Poor quality items can be made with materials equal to 1/8th the base cost of the item that the character wishes to create. Normal quality work requires materials equal to 1/4th the base cost. If a character wishes to craft a fine item, they must acquire fine materials equal to 1/2 the item's base cost. If a character wishes to craft a masterwork item, the materials cost is equal to the base cost of the item.

Special Materials. Rarely a smith might happen upon special materials. These materials can only rarely be purchased and must often be found. When attempting to craft using adamantine, mithral, or other wondrous materials, increase the DC to craft the item by 2. See the Materials section of Chapter 4: Equipment on pages 322–323 for more details.

Time Required. The time required varies depending upon what a character is attempting to craft, as per Table: Crafting Time. At the end of the required time, the character makes a check based upon the desired quality level. On a success, the materials are consumed and they create the item. On a failure, they create an item of one quality level lower than they desired or may salvage the materials. When a character fails by 5 or more, they produce a poor quality item and the materials are consumed.

TABLE: CRAFTING ITEMS

QUALITY	TIME	DC	MATERIALS	PRODUCTION COST	SELL PRICE	BENEFIT
Poor	×1/2	10	×1/8th	—	Half	Gains the Broken condition after each use
Normal	Base	15	×1/4	—	Up to full	—
Fine	×2	20	×1/2	+25 gp	At least full price	Can be enchanted to become a magic item of up to uncommon rarity
Masterwork	×5	25	×1	+125 gp	No less than double full price	Never has damage vulnerabilities, and can be enchanted to become a magic item of any rarity

TABLE: ENGINEERING ITEMS

COMPLEXITY	DC	COST PER WEEK	EXAMPLES
Rudimentary	13	10 gp	Barge, basic cart, rowboat, single-room building
Simple	18	50 gp	Basic sailboat, geared mechanism, one-story building, short bridge, wagon
Moderate	22	250 gp	Basic steam engine, complex geared mechanism, large or fortified building, long bridge, seafaring vessel, siege weaponry
Advanced	26	500 gp	Castle, lock and damworks, locomotive, ship of the line
Revolutionary	29	1,000 gp	Airship, power plants, railroad networks
Incredible	32	2,000 gp	A sapient clockwork construct

Note: Not all technologies are available in all settings, and ultimately the machines a character is able to craft using Engineering are at the Narrator's discretion.

TABLE: ENGINEERING TIME

OBJECT SIZE	SUCCESSFUL WORK WEEKS REQUIRED	EXAMPLES
Tiny	1	Pocket watch, a clockwork code cypher
Small	2	Prosthetic hand or prosthetic leg for a Medium-sized creature
Medium	4	Cabinet of automated minstrels
Large	8	Self-propelled wagon, a one-room building
Huge*	32	Small airship, a clockwork giant, a locomotive engine, a villager's house
Colossal*	64	Steam-powered city gates, a bascule bridge, a large airship, a noble's city estate
Monumental*	128+	A dam, a massive clocktower, an airship port, a palace

*Projects of this size often require a team of assistants and laborers.

Quality. The quality of an item affects the time, cost, and difficulty of crafting it. Items of fine quality or masterwork quality also offer special benefits. A fine item also costs an additional 25 gold to produce, and a masterwork item 125 gold.

Engineering. The Craft downtime activity can also be used for buildings, engineering devices, and other projects. Each check requires a week of work and access to an amount of gold worth of materials. The DC and materials cost are determined by the project's complexity. The scope of the project determines how many checks are required to complete it.

TABLE: CRAFTING TIME

ITEM	CRAFT TIME
Dual-wielding weapon*	2 per week
Martial or simple weapon*	1 week
Heavy weapon*	2 weeks
Ammunition	50 per week
Light armor	1 week
Medium armor	2 weeks
Heavy armor	4 weeks
Tool or equipment	2 per week

** Rare weapons may require longer crafting times determined by the Narrator.*

Gather Information

The Gather Information activity is used to uncover secure or secret information about individuals, events, organizations, or other things that still exist within living memory. Gather Information is typically done by word-of-mouth on the street or in taverns.

The character specifies a particular individual, event, organization, or place from which they wish to learn more declares a specific piece of information that they're seeking to learn, making an Investigation check. The time, DC, and costs are included below.

On a success, the character learns what they are looking for along with a point of Key Knowledge. Success by 5 or more grants an additional fact or useful piece of information and an additional point of Key Knowledge. Failure means that the character learns nothing, and on a failure by 5 or more they instead learn an incorrect piece of information that could lead them astray or cause some trouble.

Key Knowledge. Key Knowledge represents clues, secrets, or other insights into a particular location, individual, or event. Each point of Key Knowledge is specific to an individual, creature, or location. These points may be spent to gain advantage on an attack roll or ability check made in relation to the subject.

At the Narrator's discretion, these points can also be spent to introduce a small fact to the story. Perhaps a character learns of a friendly bartender while Gathering Information about the next town or discovers a potentially safe cavern while Researching the dungeon they plan to enter.

TABLE: GATHER INFORMATION

OBSCURITY	DC	TIME	COST	EXAMPLES
Uncommon	10	1 week	10 gp	The bar where a local crime boss conducts business, where a local noble likes to drink
Esoteric	15	2 weeks	25 gp	The name of the best fence in a particular city, where to go to get illicit magic ingredients
Hidden	20	3 weeks	100 gp	The location of the duke's secret prison, the name of a dragon's agent in a city
Secret	25	5 weeks	500+ gp	The identity of the leader of a guild of assassins, what the king keeps in the secret room below his chambers



Limitations. The Narrator may decide that there is simply no way that a piece of information can be gleaned by the Gather Information activity. In this case, the Narrator should inform the player before the check is attempted.

Recovery

Sometimes it is necessary to recover from the dangers faced by an adventurer. In order to take the Recover activity, a character must have or temporarily pay for at least a moderate lifestyle. Each week that a character takes the Recover activity, they may:

- Make a Constitution saving throw against one effect that is preventing them from regaining hit points.
- Make one additional saving throw against one disease or poison currently affecting them.

If a character is tended to by someone with a healer's satchel, they have advantage on the above checks.

Religious Devotion

Religious Devotion allows a character to engage in acts of piety in an attempt to appease the gods and earn their favor. In order to engage in this downtime activity, a character must have access to a shrine, temple, or other sacred site and spend the required gold on sacred offerings to make a Nature or Religion check against a DC from Table: Religious Devotion. On a success, the character gains 1 point of favor, plus 1 additional point of favor for every 5 points their result exceeds the DC.

Favor. A point of favor can be spent to represent a minor but helpful boon that aligns with a deity's portfolio. A point of favor from a war god might allow a character to find a weapon after they've been disarmed, while a point of favor from a nature god might make it easier to find a safe place to camp.

The specific details are left up to the Narrator, but in general, this should represent advantage on a roll, the discovery of a small but useful item, or a helpful chance encounter. For 2 favor points, the Narrator may allow a character to benefit from the effects of a 1st-level spell that aligns

TABLE: RELIGIOUS DEVOTION

PHILOSOPHICAL SIMILARITY	DC	OFFERING*	DESCRIPTION
Strongly Aligned	10	10 gp	The character's personal ethos and actions closely mirror the deity's philosophy and teachings.
Aligned	15	25 gp	The character's personal ethos and actions are generally similar to the deity's philosophy and teachings.
Neutral	20	50 gp	The character's personal ethos and actions do not align with or oppose the deity they are beseeching.
Opposed	25	100 gp	The character's personal ethos and actions are generally counter to the deity's philosophy and teachings.
Strongly Opposed	30	500 gp	The character's personal ethos and actions run directly counter to the deity's philosophy and teachings.

*The Narrator may allow specific actions by the character to reduce or eliminate this cost.

with a deity's portfolio. Narrators are free to come up with other uses.

If a character acts against the interests or philosophy of a deity during an adventure, any points of favor are immediately lost.

Research

Research is used to uncover obscure information about individuals, events, organizations, or other things that have faded beyond living memory but still exist in recorded history. Alternatively, Research can be used to find facts or information contained within bureaucratic records.

In order to conduct the Research activity, a character must have access to a library or libraries that might conceivably contain the information that they are searching for—a noble villa's private library might contain original ownership records, but is unlikely to contain information regarding alien interlopers from the last age. The character makes an Arcana or History check (determined by the topic of Research) against the DC listed on Table: Research, taking an appropriate amount of time and spending the indicated amount of gold.

On a success, they learn what they are looking for along with a point of Key Knowledge (see Gather Information). Success by 5 or more grants an additional fact or useful piece of information and an additional point of Key Knowledge. Failure means that the character learns nothing, and on a failure by 5 or more they instead learn an incorrect piece of information that could lead them astray or cause some trouble.

The cost of research is reflective of bribes, library fees, and other related expenses. At the Narrator's discretion, a character may dispense with these if they already have access to a library that might contain the information.

Spellcraft

This downtime activity allows spellcasters to create rare spells by refining their knowledge. Pick a common version of a spell that the character knows and choose one modification from the modifications table. Alternatively, with the Narrator's permission a character may choose one rare spell from Chapter 10: Spellcasting provided it is of a level they can cast.

The character makes an ability check using their spellcasting ability and Arcana (sorcerer, warlock, wizard), Nature (druid), Performance (bard), or Religion (cleric, herald). The DC of the check is based on the spell level as per Table: Rare Spell Crafting and is increased by the desired modification.

Each check requires 1 week and the amount of indicated materials. A character requires a number of successful study weeks as listed on Table: Rare Spell Crafting. If a character succeeds the check by 5 or more, that week counts as 2 weeks for the purposes of completion. On a failure, the character makes no progress that week and the materials are consumed, and on a failure by 5 or more the materials are consumed and a week of progress is lost. The rare spell is finished when the final check succeeds.

TABLE: RESEARCH

OBSCURITY	DC	TIME	COST*	EXAMPLES
Uncommon	10	1 week	10 gp	The original name of a particular village
Esoteric	15	2 weeks	25 gp	The original owner of a piece of land or business, the location of an ancient tomb
Hidden	20	3 weeks	100 gp	The true history of the founding of a dynasty, the real lineage of the local ruler
Secret	25	5 weeks	500+ gp	The name of a fiend, the location of a city destroyed by the gods in the last age

TABLE: RARE SPELL MODIFICATIONS

MODIFICATION	DC MODIFIER	EFFECT
Altered Effect	+0	The spell's primary effect is changed. This can be used to add or alter a spell's damage type, affect what the spell targets, or otherwise modify its core effect. Examples include an *invisibility* spell that targets objects instead of creatures, a *fireball* that deals cold damage, or a *lightning bolt* that has a cone area.
Lingering Effect	+1	The spell has a secondary effect that occurs after the spell has ended. Examples include a *fireball* that causes the target to take ongoing fire damage or a *slow* spell that leaves a target fatigued after its duration has ended.
Additional Effect	+2	An additional effect is added to the spell's primary function. Examples include an *ice storm* that freezes a target in place for the duration.
Additional Target	+2	This spell has the means to target additional creatures. Examples include a paralyzing effect that spreads by touch or a *suggestion* to new targets through conversation.

In order to invent a rare spell, a character must have access to the appropriate type of library. Wizards and sorcerers require a collection of arcane tomes. Clerics and heralds must have access to books of esoteric lore and theological texts. Druids need a sacred place of nature untouched by civilization. Bards utilize folios of magical compositions. Warlocks require forbidden texts and works of the occult.

Creating rare spells should be a collaboration with the Narrator. As always, the Narrator must approve any new rare spell. When in doubt, use preexisting rare spell effects for inspiration.

TABLE: RARE SPELL CRAFTING

SPELL LEVEL	DC	COST PER WEEK	SUCCESSFUL STUDY WEEKS
1st	15	100 gp	2
2nd	16	150 gp	3
3rd	17	200 gp	4
4th	18	300 gp	5
5th	19	500 gp	6
6th	20	1,000 gp	7
7th	21	1,500 gp	8
8th	22	3,000 gp	9
9th	23	5,000 gp	10

In addition to crafting rare spells, it is possible to create entirely new spells. This process typically requires years of work and often represents the pinnacle of a spellcaster's career. If a character wishes to create their own spell, it should require at least 2 months per spell level and 500 gold per spell level each week. DCs for such checks and the other specifics are determined by the Narrator, using the rules for crafting rare spells as a guideline.



Train

The Train activity allows a character to learn a new weapon, language, or tool proficiency, or it can be used to swap a class feature or feat that they learned previously.

Language or Tool. Learning a new language or tool proficiency requires a character to spend a number of months equal to 12 – their Intelligence modifier and pay 50 gold pieces per month to retain a tutor. If a character does not wish to pay for or does not have access to a tutor, they must have another reliable means of learning and the time required is doubled. At the end of this period, the character acquires the proficiency.

Weapon. Learning a new weapon proficiency requires a character spend a number of months equal to 6 – their Strength or Dexterity modifier (whichever is highest) training and pay 50 gold pieces per month to retain a tutor. At the end of this time period, the character acquires the weapon proficiency.

Relearning. A character may also relearn class features. This activity does not require spending any gold. The time required is 1 week to change a feature gained at 1st–5th level, 2 weeks to change a feature gained at 6th–10th level, 3 weeks to change a feature gained at 11th–15th level, and 4 weeks to change a feature gained at 15th–20th level. This activity cannot be used to swap out spells that have been entered into a spellbook.

Feat. To swap a feat gained through leveling to another feat, a character may spend a number of months equal to 8 – their proficiency bonus and pay 50 gold pieces each month to acquire practice materials and advice from experts in the feat they are learning.

Archetype. A character can change to a different archetype for their class by spending 12 weeks mastering the new archetype, at which point they are able to select it. When they do, any class features gained from their previous archetype are lost and replaced by the class features of their new archetype. Changing from one class to another requires the use of powerful reality-altering magic (like the *wish* spell or the direct intervention of a deity).

Work

A character can use the Work activity to pay their cost of living expenses and earn some coin between adventures. Work is broken down into two categories. On a successful check after spending a week on this downtime activity, a character supports a lifestyle (poor, moderate, or rich, and earns gold as listed on Table: Work.

Legal Work. Legal work allows a character to practice a trade or profession without fear of consequence. The character selects a tool proficiency or skill approved by the Narrator and makes an ability check, consulting Table: Work to determine the lifestyle their profits support and the extra gold earned. On a result of 5 or less, a character earns nothing, supports no lifestyle, and has disadvantage on the next Work check that they make using the same skill or tool.

Illegal Work. Illegal work allows a character to sustain themself and make some coin by engaging in petty crime. First, a character selects the type of crime that they would like to engage in and selects an appropriate skill or ability check approved by the Narrator. They then select the difficulty of criminal activities as per Table: Work.

On a failed check, a character receives no earnings and must cover the cost of their lifestyle themselves. If they fail by 5 or more, the character must lay low and cannot take a downtime activity for the following week, and on a failure by 10 or more they are caught and suffer consequences or complications determined by the Narrator.

TABLE: WORK

DIFFICULTY	DC	LIFESTYLE	EARNINGS
Easy	10	poor	1d6 gp
Average	15	moderate	3d6 gp
Hard	20	rich	6d6 gp
Very Hard	25	rich	10d6 gp

Prestige Rating

A character's Prestige rating represents how prominent they are, either as an ally or enemy, and can influence how easy it is for the character to call in favors from their allies, or determine how much effort their enemies will put into defeating them. Most Prestige ratings range from 0 to 6, although some deities and extraplanar beings may have higher ratings.

Player characters start with a Prestige rating of 1. Each time a character enters a new tier of play at 5th, 11th, and 17th level their Prestige rating increases by 1. Additionally, characters may gain Prestige when acquiring a stronghold, and the Narrator may award Prestige when they accomplish great deeds during play. Finally, some class features may grant Prestige bonuses.

Additionally, Prestige determines how many followers a character can have at any one time. This number is equal to the character's Prestige rating.

Prestige Center. A character's Prestige rating distinguishes how widely known they are. If they travel beyond their home, the character may find that people do not know who they are. Prestige applies in an area whose size is determined by a character's Prestige score, starting from as small as a village to as large as an entire world. When creating a character, the player should work with the Narrator to determine where their Prestige is centered from. Often this will be the starting area of a campaign.

Prestige Check. To determine whether somebody has heard of a character, or to call in a favor (see below), the character makes a Prestige check by rolling 1d20 and adding their Prestige rating. The DC of a Prestige check is equal to 12 + double the tier of the region the character is in (or when extremely far from their Prestige Center, triple the tier). When outside the area described by their Prestige rating, the character has disadvantage.

In the *Zeitgeist: The Gears of Revolution* adventure path, instead of tracking Prestige geographically, the Narrator tracks the party's Prestige with five groups:

- **Flint. The citizens of the city of Flint.**
- **Risur. The Royal Homeland Constabulary, and the greater Risuri government and military.**
- **The Unseen Court. The lords of the fey who rule in the Dreaming.**
- **Criminal. A criminal group, the identity of which is secret at the start of the campaign.**
- **Philosophical. An ideological group, the identity of which is secret at the start of the campaign.**

The *Gears of Revolution* adventure path is known for its plots, politics, and intrigue, and is an example of a setting where multiple Prestige tracks are required. *Zeitgeist* lists a range of setting-specific ways that Prestige can be used, from requisitioning equipment to calling in political favors. However, most campaigns will only use one.

For example, Zidi Wheatling, the "Halfling Titan", has a Prestige rating of 5. She is known across the county for her great strength, and stories of how she beat a minotaur in an arm-wrestling match have become a regional legend. She has traveled all the way to the country's capital (a tier 2 region) and seeks an audience with a wealthy noble. Zidi rolls a Prestige check with disadvantage, adding 5 to the roll (from her Prestige rating) against DC 16. Unfortunately the result is an 11—the noble has not heard of her and will not grant her an audience. Zidi has to find some other way to attract their attention!

TABLE: PRESTIGE RATING

RATING	IS WELL-KNOWN ACROSS	CAN GET AN AUDIENCE WITH	NOTORIETY
0	Unknown	Nobody	The character is viewed with disdain, as a buffoon or pariah. People do not take them seriously.
1	Local	Shopkeep	The character is relatively unknown, but some local folks know them.
2	Village	Guard captain	The character has done a few noteworthy things, but most people don't know them or assume they won't do anything else interesting.
3	Town	Mayor	The character has become known across town, or across a district of a city.
4	City	Minor noble	The character is known across an entire city, or a single town plus its immediate environs.
5	Region	Noble	The character has distinguished themself across the region, and most influential people know about their actions and talents.
6	Country	Powerful noble	The character is known all across the land. People pay close attention to them, either viewing them as a powerful ally or a dangerous enemy.
7	Continent	Monarch	The character is well known by those in more than one country. Monarchs and important rulers typically have this level of Prestige.
8	World	Emperor	The character is one of the most famous people in the world, known well to monarchs and powerful figures. A lot of resources are devoted to either helping them out or taking them down.
9	Plane	Minor deity	The character is known not just on this world, but on other worlds on the same plane of existence. They might have saved or threatened the entire world.
10	Multiverse	Greater deity	The character is known not just across the world, but by powerful beings on other planes.
11	Multiverse	Greater deity	When the character seeks the audience of powerful beings like gods they are noticed.
12	Multiverse	Greater deity	When the character seeks the audience of powerful beings like gods they are answered.
13	Multiverse	Pantheon	When the character seeks the audience of powerful beings like gods they are answered in a timely manner.
14+	Divine	Anybody	This level of Prestige is usually the province of deities and other powerful extraplanar beings. The character is widely known on multiple worlds or planes.

Optional Rule: Calling In Favors

Most fantasy adventurers are free agents with no boss but themselves, usually out on the edge of civilization with few allies they can call on in a pinch. Over the course of a campaign however, player characters may want to call in favors from a friendly baroness, the local police, or other power groups. Prestige provides a quick guideline of how much clout the party has, whether they're calling in a mage to perform a ritual beyond their ken, or trying to get their hands on a rare battle wand before assaulting a criminal stronghold.

In addition to acting as a handy track of a character's notoriety, Prestige can be used to call in favors. Use the following guidelines to determine the level of a favor. Calling in a favor normally takes 1d6 hours and requires a Prestige check. The party as a whole can call in one favor per day. As a default, favors can get people to help for up to half an hour. Any task that requires a few hours or more increases the level by 1, or if for a day or more by 2.

The favor ratings below are just guidelines. The Narrator can impose modifiers at their discretion, or state that certain favors are impossible.

Example Favors

Here are some sample favors.

Level 0 (Unknown). Urchins to watch a street. A scribe to look through documents or handle paperwork. A carriage-driver to provide discreet passage around a district.

Level 1 (Local). Audience with the guard captain. A ferry-man to give discreet passage around the city. A craftsman to make a custom mundane item (the character pays the normal price). A minor noble to bend the rules. A bard to tell a story.

Level 2 (Village). Audience with the mayor. A docker to create a distraction that might get them into trouble. A bard to spread a false tale that could have serious consequences. A major noble agreeing to converse for a few minutes.

Level 3 (Town). Audience with a minor noble. A gang of bandits to commit some crimes. A small group of concerned citizens to rally and protest somewhere.

Level 4 (City). A large crowd of protesters to block off a whole building or street. A temple's acolytes to come out and use their skills for the common people. A ship captain to smuggle something.

Level 5 (Region). Audience with a powerful noble. A noble to take a stand for something that might cost them their position. A city-wide search for a missing person. A local celebrity to put on a private show.

Level 6 (Country). Audience with a monarch. A city-wide protest. A call for all citizens to take arms against a threat.

Level 7 (Continent). A national uprising against a tyrannical monarch. Royal pardon for a heinous crime. Borrow an artifact.

Level 8 (World). Coronation as a monarch.

Level 9 (Plane). Audience with a deity.

Level 10 (Multiverse). Audience with a pantheon.



CHAPTER 8

Combat & Turn-Based Action

- *Anticipation is rising. The adventurers ready themselves, knowing full well they'll need to act on their feet. The next few minutes of action could spell death for any or all of them.*
- *As soon as the room starts to flood the party realizes that time is of the essence, their wizard quickly working out that they have only a minute or two to escape before the water fills the chamber entirely.*
- *A few seconds pass after the first mounted sentry appears before they're joined by many more, a small army of bandits on horseback and riding light. The adventurers yell for the steeds drawing their cart to move faster—a chase is afoot!*

While it is going to be used most in combat, Turn-Based Action provides a structure that can be used for other dangerous scenarios. Whenever time is a critical factor, the Narrator can turn to Turn-Based Action to let players better engage with the game whether to cross swords, chase after enemies, or get themselves out of a lethal situation before it's too late.

When to Use Turn-Based Action

Turn-Based Action can be called when a hostile action is taken, the characters enter a precarious location or situation, or at the start of a competition. Whenever methodical actions are necessary from multiple characters at the same time, this system presents the scene in a way that everyone gets the spotlight.

Turn Order

All engagements using Turn-Based Action consist of two phases: set-up and initiative rounds. The set-up phase establishes the status and order of the participants and the amount of time each round takes in the game world, and initiative rounds are where the participants take their turns round after round until one side is victorious.

Set-Up

a. **Set the Scene.** The Narrator decides where everyone is located, the appropriate amount of time for each round, and any important conditions of the engagement.

b. **Surprise.** If any characters intend to act before all participants are aware of the encounter, the Narrator calls for ability checks to determine if any combatants are surprised.

c. **Roll Initiative.** The remaining participants roll initiative and determine the turn order.

Initiative Rounds

1. **World Actions.** If the environment features any world bonuses or penalties with an active element, it occurs at the start of a round before the participants take their turns.

2. **On Your Turn.** The active character moves and uses their available actions.

3. **Off Your Turn.** The inactive characters plan their next turn and prepare to react to the active character's actions.

4. **End of Round.** When everyone has taken their turn, the initiative round repeats at step 1 until the encounter has concluded.

Setting the Scene

The Narrator establishes the conditions of any Turn-Based Action encounter. This includes the known participants and their positions, any active elements and known world bonuses or penalties in the environment, and the length of each round.

A round encompasses the semi-simultaneous actions of the participants within a period of game world time. For combat, one round is usually 6 seconds. In other cases a round might take 10 seconds, 1 minute, or 10 minutes as deemed appropriate by the Narrator.

Surprise & Sudden Actions

The party lurks in the shadows of the cult's ritual, looking for the right moment to cut it short. A sneaky athlete sprints ahead before the start of the race and the other racers catch on. A noble suddenly draws her sword and lunges at the king.

If some participants are unaware of others due to successful attempts to be stealthy, they begin the encounter surprised. The Narrator calls for appropriate ability checks to determine whether participants are aware of each other. Surprised creatures are unable to move or take an action on their first turn, and are unable to use a reaction until after their first turn.

Sometimes all participants are aware of each other at the beginning of an encounter, but one side takes an action or launches an attack while others' guards are down. In this case, no one is surprised, but the Narrator may allow the instigating creature or party to roll initiative (see below) with advantage.

If nobody is trying to be sneaky, combat begins normally with initiative as described below.

Hidden Attacker

When you are hidden from a target, you gain advantage on your first attack roll against it. After your first attack roll, unless you are invisible or your target is otherwise unable to see you, you are no longer hidden.

Initiative

The initiative step sets the order of everyone's turn throughout the encounter. Each participant makes an ability check to determine their place in the initiative count, from the highest check total to the lowest. This ability check is typically Dexterity. The Narrator might determine that one or more participants should instead roll a different ability check, potentially utilizing a relevant skill or tool (see Table: Types of Initiative). In the event of a tie, the tied participants each roll a d20 to determine the order amongst themselves (the highest roll goes first.)

If any creatures have already made an ability check during the surprise step, they use that existing score for initiative.

TABLE: TYPES OF INITIATIVE

Wisdom (Perception)	Spotting a hidden threat
Strength (Athletics)	Climbing a cliff during a landslide
Charisma (Deception)	Being unassuming before suddenly taking action
Wisdom (Insight)	Noticing when an unassuming participant is about to take action
Dexterity (Land Vehicles)	Participating in a wagon race

World Actions

The raging storm howls and a bolt of lightning splits the ground in front of the adventurers. Souls lost to the sea manifest amid the fervor of the fishing competition for another chance at the perfect catch. The battlefield itself can be as active a participant in Turn-Based Action as the characters are, and its actions can have serious consequences for everyone involved.

Some world bonuses and penalties have an effect that activates within the initiative count. These world actions occur at the start of each round before any participants act. The Narrator determines if any participants are within the range of these effects and adjudicates the action accordingly.

The World Bonuses and Penalties section later in this chapter provides more details and examples of world actions.

On Your Turn

When it is your turn, you can move a distance up to your Speed and take your actions. You can declare your intent for your turn in any order, breaking up your movement between actions or using your bonus action first. You can also choose to do absolutely nothing.

Within a single round, you can take an action, a bonus action, and any free actions (like communicating with allies, dismissing the effect of a *thaumaturgy* cantrip you have already cast, or interacting with an object) during your turn, and one reaction at any time. The rules for actions and movement are found in the Actions in Combat and Movement and Position sections of this chapter, respectively.

Off Your Turn

You're still an active participant in Turn-Based Action even when it's not your turn! You have a number of responsibilities to keep track of within an encounter in between taking actions.

1. *Plan your actions so you're ready when your turn comes.* Creatures who carry long lists of spells especially have a lot of options to manage, and you might not want to spend your precious 6 seconds flipping through a book.
2. *Pay attention to the encounter beyond events that involve you.* The priorities of you and your allies can change in the blink of an eye, and the actions you were planning can become inappropriate for the task.
3. *Be prepared to use your reaction.* Reactions have specific conditions that can occur at any time and you don't want to let a golden opportunity escape your grasp.

End of Round

Once all participants have taken their turn, the encounter returns to the start of a new round. The loop persists until the action concludes, or the granularity of Turn-Based Action is no longer needed.

Movement and Position

You can move a distance up to your Speed on your turn. With that in mind, how you choose to move and how much movement you use are all up to you.

Size and Space

Creatures and objects come in all different shapes and sizes. To determine the amount of space one can effectively command, Table: Size Categories approximates a standard for Turn-Based Action.

The 5-foot square that a Medium orc commands cannot be passed through by other Medium creatures unless the orc allows them to. Likewise, the space determines the limit to the number of creatures that can surround it; the orc can be surrounded by a maximum of 8 Medium creatures, or 4 Large creatures.

TABLE: SIZE CATEGORIES

SIZE	SPACE	SURROUNDING CREATURES
Tiny	2.5 ft. by 2.5 ft.	8
Small	5 ft. by 5 ft.	8
Medium	5 ft. by 5 ft.	8
Large	10 ft. by 10 ft.	12
Huge	15 ft. by 15 ft.	16
Gargantuan	20 ft. by 20 ft.	20
Titanic	25 ft. by 25 ft. or larger	24 or more

Squeezing

A creature usually has the option to squeeze through a space one size smaller than its own. A Large ogre can explore a 5-foot wide tunnel or narrow crevice with her Small goblin friend by squeezing, although it'll be a little difficult.

While you are squeezing:

- Your movement speed is halved.
- You have disadvantage on ability checks, attack rolls, and Dexterity saving throws.
- Ability checks and attack rolls made against you have advantage.

Where does the action happen?

Every gaming table has its preference for depicting what happens in the game world, especially during Turn-Based Action scenarios. The action might be better served with visual granularity, or simple enough to paint a picture with words alone. The following are common styles of play:

Abstract. **The current location is broken up into two or more notable landmarks, sometimes represented by index cards or a small visual aid. Participants can move their miniatures or tokens onto one of the areas, allowing them to directly interact with other participants located there as well.**

Grid (Square or Hex). **The location is represented by a grid. Each space typically represents 5 feet. Participants (represented by miniatures or tokens) move space by space along the grid in 5-foot increments. As long as they have at least one space of movement left, they can move into the next space adjacent to theirs. A diagonal movement counts as one space.**

Theater of the Mind. **Players maintain their own mental map of the action and describe what they do on their turn. The Narrator confirms the positions of all participants and any moving pieces to help keep things consistent for everyone.**

Movement in Turn-Based Action

Your Speed centers around moving across the ground by running, walking, rolling, slithering, and so on. Any natural or magical means can provide you with additional speeds based on other forms of movement.

Climbing and Swimming. You can use your base Speed to perform these tasks, but you must spend 1 extra foot for every foot you do so. A swim or climb speed allows you to move through these environments at no additional cost.

Gliding, Hovering, and Burrowing. You must have the appropriate movement speed to perform these tasks.

Flying. Not only do you need to have a flying speed to fly, you may fall out of the sky when you are knocked prone or have your Speed reduced to 0.



When switching between different movement speeds, you subtract the distance you've already moved during your turn from the new speed. If the remainder is 0 or less, you cannot use the new speed this turn.

The way you break up your movement between speeds is up to you. If you have two attacks and a Speed of 30 feet, you can move 15 feet, perform an attack, move another 15 feet, and then attack a second time. If you have more than one movement speed, like a swim speed of 30 feet, you can run 10 feet, swim across a pool for 10 feet, and then run another 10 feet on the other side.

Mounted Combat

A creature can ride on top of another creature at least one size larger than its own, provided the bigger creature can support its weight. Mounting or dismounting a creature costs half your movement and can be performed once per turn.

While you are mounted on a creature:

- You have half cover (+2 to AC, Dexterity saving throws, and ability checks made to hide) against melee attacks.
- You have advantage on ability checks to leap off the creature you're riding.
- If you are knocked prone, you make a DC 10 Dexterity saving throw or fall off prone in a space adjacent to the creature you're riding.
- If the creature you're riding is knocked prone, you can use your reaction to dismount and land on your feet. Otherwise, you also fall prone.

While you are being ridden by another creature:

- You have advantage on ability checks to throw the creature riding you.

If you're riding another creature that you have control of, you use its Speed instead of your own, and you and your mount share movement on your turn. Remember that mounting or dismounting costs half your Speed when choosing to move after you've jumped onto or off the creature.

A mounted creature under your control can take the Dash, Disengage, or Dodge action during your movement on your turn. Alternatively, you can use a bonus action to command the creature to make an ability check or take the Attack action (this does not include Multiattack). You can read more about these actions later in this chapter.

Being Prone

Falling down on the ground is often a consequence of action, but it can also be an effective strategy in the heat of the moment while bolts of lightning whiz overhead. You can drop prone without using any movement. You can also drop prone as a reaction to being targeted by a ranged attack you can see.

While you are prone:

- Your only movement option is to crawl (every 1 foot of movement while crawling costs 1 extra foot) until you stand up.
- Standing up requires half your movement.
- You have disadvantage on melee attack rolls.
- An attack roll against you is made with advantage if the attacker is within 5 feet. Otherwise, the attack roll is made with disadvantage.

Tactical Positioning

Position in combat can give you or your allies the upper hand during Turn-Based Action.

Attacking From Above

If you are at least 5 feet above your target and you aren't grappled or restrained, you gain an expertise die on melee attack rolls made against it.

Back-To-Back

When you are adjacent to an ally, you can use a bonus action to stand back-to-back. While back-to-back with an ally it is harder to be caught off guard, and you cannot be flanked. As long as neither you nor your ally move, your passive Perception is increased by 2 until either the start of your next turn or when one of you moves.

Dragging An Ally

While adjacent to a willing ally, you can use your reaction to grab them by the hand and pull them along with your movement even if they've already expended all of theirs. While doing so, every foot of movement costs you an additional 2 feet of movement, and the ally cannot use their reaction. This movement provokes opportunity attacks as normal.

Flanking

When you and an ally are on direct opposite sides of a target, you gain an expertise die on your actions against that target. You and your ally cannot flank for one another if either of you are incapacitated. If you are not using a grid for combat, flanking instead occurs when three or more creatures are attacking the same creature in melee.



Pulling From Below

If you are at least 5 feet below your target, your target is your size or smaller, and you aren't grappled or restrained, you gain an expertise die on Strength checks and saving throws made against it.

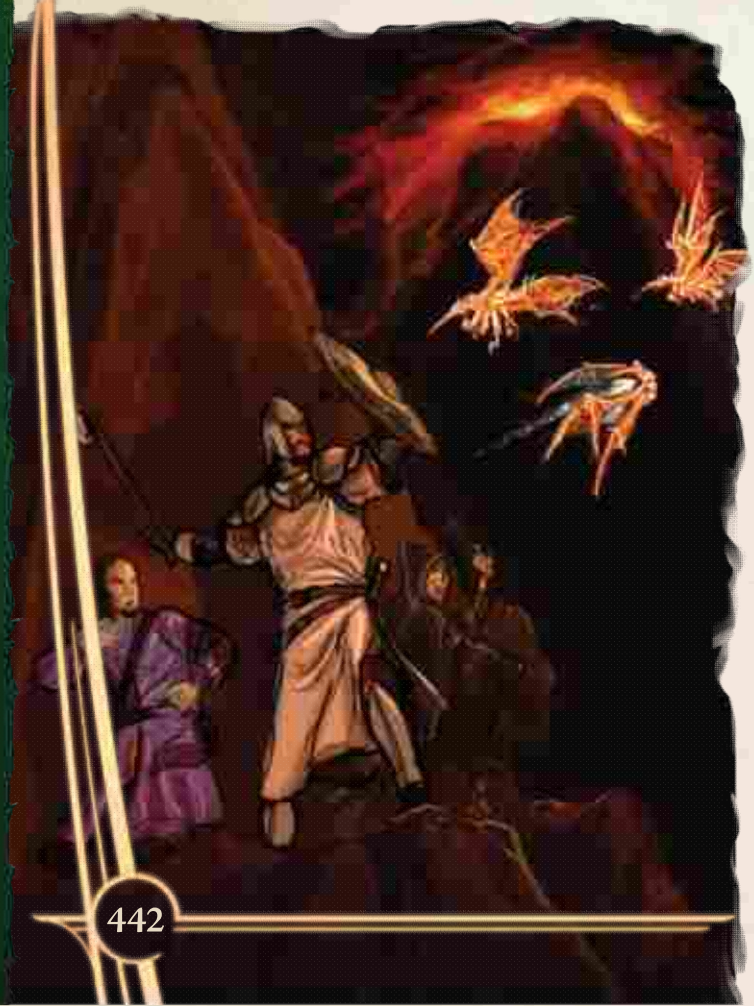
Actions in Combat

On your turn, you typically have an action, a bonus action, and your movement. You can use one of the following actions, an action gained from your class, magic item, or trait, or an action that you improvise. Monsters have their own action options in their statistics.

When you want to perform an action not detailed here, the Narrator determines whether the action is possible and what kind of roll you need to make to determine if you succeed or fail.

Attack

Making an attack can be anything from swinging a sword, firing an arrow, or punching or kicking. Attacks are either melee attacks or ranged attacks. See the "Making an Attack" section for the rules that govern attacks. In addition to regular attacks, you may choose to use a special melee attack such as a shove, a disarm, or a grapple. These special melee attacks are described in Chapter 9: Combat Maneuvers.



Certain class and monster features, like Extra Attack or Multiattack, allow you to make more than one attack with a single action.

Cast a Spell

Many spells have a casting time of an action. Some, though, use a reaction, bonus action, minutes, or hours to cast. See Chapter 10: Spellcasting for the rules that govern spells.

Dash

When you take the Dash action, your speed is doubled for the current turn. The increase applies after applying any modifiers. If your Speed is 30 feet, for instance, you can move up to 60 feet on your turn if you Dash. If your Speed is reduced to 15 feet, you can move up to 30 feet if you Dash.

Disengage

When you take the Disengage action, you take a defensive, guarded retreat and your movement does not provoke opportunity attacks during that turn.

Dodge

When you take the Dodge action, instead of attacking you focus on avoiding attacks. Until the start of your next turn, attacks against you are made with disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You cannot take the Dodge action when your Speed is reduced to 0.

Help

When you take the Help action, you aid another creature in completing a task. The creature you aid gains advantage on the next ability check it makes to perform the task you are helping with before the start of your next turn.

You can also help a friendly creature in attacking a creature. You must be able to target the creature with an attack, or otherwise threaten it. If your ally attacks the target before your next turn, its next attack roll against the target is made with advantage.

Hide

When you take the Hide action, you make a Dexterity (Stealth) opposed by the passive Perception scores of creatures able to observe you. If you succeed, you gain the benefits described in the Unseen Attackers and Targets section later in this chapter.

Press the Attack

Before you take the Attack action, you can use a bonus action to designate one creature within your reach which is not currently the target of a Press the Attack action. Until the beginning of your next turn, your melee attacks against that creature gain an expertise die, and all attacks against you are made with advantage. You cannot gain expertise dice in this way on attacks made with disadvantage.

When you Press the Attack, your target can use its reaction to Fall Back.

Ready

When you take the Ready action, you prepare an action to be used when a certain trigger comes to pass. You first choose a perceivable circumstance that will trigger your reaction. Then you choose an action you will take in response to that trigger (such as making an attack, or using Dash to move your speed). When the trigger occurs, you can use your reaction immediately after, or you can decide to ignore the trigger, wasting your readied action.

Only spells with a casting time of 1 action can be readied. When you take the Ready action to cast a spell, you first cast it normally and then concentrate on the spell to be released when the trigger is met.

Search

When you take the Search action, you focus your attention on finding something. Without using the Search action, your passive Investigation and passive Perception scores determine whether you notice a hidden creature or object. Using the Search action gives you an additional chance. Depending on the nature of your search, the Narrator may call for a Wisdom (Perception) check or an Intelligence (Investigation) check.

Fall Back

Whenever a creature takes the Press the Attack action against you, you can use your reaction to yield ground. You move backwards 5 feet, and your attacker does not gain an expertise die against you from using Press the Attack. As part of its action, your attacker can move 5 feet towards you.

Neither you nor the attacker provoke opportunity attacks from this movement.

A creature using the Rage class feature cannot choose to Fall Back.

Sprint

When you take the Sprint action, you focus all your effort on moving as fast as possible to the exclusion of everything else.

- You may not take any other actions, bonus actions, or reactions other than your move Speed for the turn.
- If you are unencumbered, your Speed is quadrupled for one turn; if you are encumbered or wearing heavy armor, your Speed is tripled for one turn.
- You must Sprint in a straight line each turn, although you can change direction each time you Sprint.
- You may Sprint for a number of turns equal to your Constitution modifier. Each turn you Sprint after that, you make a Constitution (Athletics) check (DC 10 + 1 per previous check made in the last minute) or you suffer a level of fatigue from either tiredness or a minor sprain or injury. You recover fatigue suffered from sprinting one minute after you stop sprinting.
- You cannot Sprint if you are suffering from one or more levels of fatigue.
- Attacks against you are made with advantage until the start of your next turn.

Tumble

You can use an action or bonus action to Tumble through a hostile creature's space by deftly diving or rolling past. Make a Dexterity saving throw against the target's combat maneuver DC. On a success, you can move through the hostile creature's space once this turn. If you have proficiency with Acrobatics, you gain an expertise die on the save (or you gain a 1d6 expertise die if you also have the tumbling specialty.) The creature can choose to just let you pass and no save is required.

If you are smaller than the target, you have advantage. If you are larger than the target, you have disadvantage (though if you are two or more sizes larger than the target, you can move through the hostile creature's space without making a check). You still provoke opportunity attacks if you move beyond a creature's reach.

Use a Basic Maneuver

You can always choose to Disarm, Grapple, Knockdown, Overrun, or Shove as a basic maneuver instead of making an attack. See Chapter 9: Combat Maneuvers for the rules that govern basic maneuvers.

Use a Combat Maneuver

Many combat maneuvers are used alongside making an attack, but some have their own action costs. See Chapter 9: Combat Maneuvers for the rules that govern combat maneuvers.

Use an Object

Normally, you use an object while performing another action, such as drawing a sword while running forward or or an arrow as part of an attack. You are also able to interact with one object for free on your turn without spending an action (like opening an unlocked door, undoing a peace bond on a weapon, or tearing down a wanted poster). When an object otherwise requires your action for its use (like administering or drinking a potion), you take the Use an Object action, which can also be useful when you need to interact with more than one object on your turn.

Making an Attack

Attacks all follow a simple structure, whether it is a melee attack with a sword, a ranged attack with a bow, or a spell attack. If it ever needs to be determined whether an action counts as an attack, it is an attack if you are making an attack roll.

1. **Select a Target:** Choose a target within your attack's reach or range: a creature, an object, or a location in space. Generally, you must have line of sight and line of effect to attack a target, but that can vary (such as firing an arrow through a glass window, or swinging a sword at where you assume a hidden target is located).
2. **Apply Modifiers:** The Narrator determines whether the target has cover and if you have advantage or disadvantage on your attack roll. Certain abilities, spells, or effects can apply additional modifiers or expertise dice to your attack roll.
3. **Resolve the Attack:** You make your attack roll, rolling a d20 and applying your modifier with the bonuses or penalties from above. On a hit, you roll damage and apply any additional effects of the attack.

Attack Rolls

When you attack a target, the result of your attack roll determines if it hits or misses. An attack roll is a d20 roll plus the appropriate modifiers (usually proficiency bonus and either Strength or Dexterity modifiers). If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. Objects and monsters have their own AC scores, while a character's AC is determined by their armor, ability scores, features, traits, and magic items.

Critical Hits and Fumbles. A natural 20 on an attack roll is a critical hit and is always successful. On the flip side, rolling a natural 1 on an attack roll is considered a critical fumble and always misses.

Modifiers to the Roll

When making an attack roll, a character typically adds an ability modifier and their proficiency bonus to the roll. Monsters and other NPCs use whatever modifier is provided in their statistics (though they typically follow the same formulas).

Ability Modifier: Melee attacks use the attacker's Strength or Dexterity modifier depending on the weapon used, while ranged attacks usually use the attacker's Dexterity modifier unless they are thrown.

Spell attacks utilize the spellcasting ability of the spellcaster, determined by the class or trait which grants the spell.

Proficiency Bonus: You add your proficiency bonus when attacking with a weapon you are proficient with, or when you are attacking with a spell. Nonproficient attacks do not add your proficiency bonus.

Miscellaneous Modifiers: Sometimes you will gain other modifiers to your roll. These can come from combat maneuvers, spells, features, traits, or any ability that adds an expertise die. Magical weapons also often grant bonuses to attack rolls.

Unseen Attackers and Targets

Whether through stealth, environmental effects, or spells like *invisibility*, attackers and targets often go unseen. When you attack a target that you cannot see, but whose location you know, you have disadvantage on your attack roll.

Being unseen does not always mean hidden; you may know the location of an invisible target that is not using the Hide action to move quietly. However, if a target is both unseen and undetected, you must guess what square it occupies, and the Narrator will typically say that an attack missed if you guessed wrong so as not to give more information about the target's location.

Likewise, if your target cannot see you, you have advantage on your attack rolls against it. If you are hidden when you make your attack, you give away your location after making the attack.

In situations where your target is unseen by you and you are unseen by your target (such as if both



you and your target are invisible, or if you are fighting in magical darkness), all attack rolls are made at disadvantage.

Some creatures and characters have additional senses, like blindsight, that allow them to sense targets without vision. A creature is only unseen to them if they are unable to perceive it.

Ranged Attacks

Ranged attacks can be many things, from projectile weapons like bows and crossbows, to thrown weapons like handaxes or javelins, or even the more exotic like ranged spell attacks or monstrous attacks such as acid spit or launched spikes.

Range

Ranged attacks come with a range, and your target must be within that range. If a ranged attack has a single range, you cannot make an attack at a target beyond that range. If a ranged attack has two ranges (a normal range and a long range), attacks made at targets further than the normal range are made at disadvantage, and targets beyond long range cannot be targeted.

Ranged Attacks in Close Combat

It is difficult to aim a ranged attack when a foe is next to you. When you make a ranged attack while you are within the reach of a hostile creature, you make the attack with disadvantage.

Melee Attacks

A melee attack is an attack made in hand-to-hand combat. These can be attacks with manufactured weapons, unarmed attacks, or natural weapons like claws, teeth, or horns. Some spells utilize melee attacks as well.

Most creatures have a reach of 5 feet, allowing them to make melee attacks against any creature within 5 feet of them. Larger creatures, or creatures using reach weapons, can have larger reach (noted in their attack entries).

Opportunity Attacks

The melee attack rolls you make are not the only times a character swings their weapon in a round. There are feints, parries, and other movements that are not rolled. As such, if someone drops their guard, they open themself up to attack. Such an attack is called an opportunity attack.

You can use your reaction to attempt an opportunity attack when a hostile creature that you can see moves out of your reach. An opportunity attack is a single melee attack against the provoking creature made immediately before the creature leaves your reach.

The Disengage action can be used to avoid provoking opportunity attacks. Movement through teleportation does not provoke opportunity attacks, and unless noted otherwise neither does forced movement (such as if you are pushed away by a creature or effect, or if you move past a creature while falling).

Two-Weapon Fighting

When you take the Attack action and attack with a weapon that does not have the heavy property that you are wielding in one hand, you can use your bonus action to attack with a different dual-wielding melee weapon that you are holding in your off-hand. You do not add your ability modifier to the damage roll of the bonus attack, unless that modifier is negative. If a weapon has the thrown property, you can make a ranged weapon attack with it instead.

If you have the Extra Attack feature, you can use your bonus action to make two attacks with the weapon in your off-hand.

Damage and Recovery

Those who seek adventure do so knowing that they face the risk of injury and death. A fall onto sharpened stakes of a cunning pit trap, the scimitar swung recklessly by the dastardly pirate, a druid's summoned lightning striking from a clear sky, or the deadly bite of a giant serpent—all can damage or kill even the mightiest of creatures.

Hit Points

Hit points represent a creature's stamina, willpower, and the luck needed to survive deadly challenges. Creatures with a lot of hit points are harder to kill, while those with few hit points are more fragile.

A creature's current hit points can be any number from their hit point maximum down to 0. A creature loses hit points when taking damage, subtracting the damage value from current hit points down to a minimum of 0, and regains hit points when it receives healing, adding hit points, up to its hit point maximum.

When a character loses hit points they aren't necessarily taking physical harm, rather they are avoiding otherwise fatal blows, and their ability to keep doing so is whittled away as they take further damage and their hit points decrease.

Loss of hit points has no effect on a creature's capabilities until it drops to 0 hit points.

Damage Rolls

Weapons, spells, and monster attacks specify the damage they deal. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic, special abilities, and other factors can grant a bonus, or occasionally a penalty, to damage. With a penalty it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier (the same modifier used for the attack roll) to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.

Any time an effect deals damage to more than one target at the same time, roll the damage once for all targets. For example when a wizard casts *fireball*, the spell's damage is rolled once for all creatures caught in its area of effect.

Critical Hits

When you score a critical hit, you double the attack's damage against the target (including static modifiers). A critical hit can be turned into a regular hit by sacrificing an equipped shield (see Chapter 4: Equipment) or choosing to suffer fatigue (see Fatigue below).

Damage Types

Attacks, weapons, harmful spells, and other damaging effects deal different types of damage. Although damage types have no rules of their own, other rules (such as damage resistance) rely on damage types.

The damage types follow, with examples to aid a Narrator assigning a type of damage to a new effect.

Acid. The caustic spray of a black dragon's breath and the corrosive touch of an ooze deal acid damage.

Bludgeoning. Blunt hits—punches, hammer-blows, and being crushed in a giant's grip—deal bludgeoning damage.

Cold. The numbing chill from a *ray of frost* and the frigid blast of a white dragon's breath deal cold damage.

Fire. A hot stove, a burning building, a conjured flame, and the inferno of a red dragon's breath all deal fire damage.

Force. Pure magical energy focused to strike at the enemy, force damage is supernatural and dealt mostly by spells (including *magic missile* and *spiritual weapon*).

Lightning. The spark from a faulty gnomish gadget, a bolt of electricity striking from a storm, and a blue dragon's breath deal lightning damage.

Necrotic. The touch of a ghost withers flesh and wounds the soul. Necrotic damage is dealt by necromantic magic and the void of undeath.

Piercing. Attacks that puncture and impale—arrows, daggers, spears, and monstrous bites with sharp teeth—deal piercing damage.

Poison. Envenomed stings, bites and coated blades, toxic toadstools, and the noxious exhalations of a green dragon deal poison damage.

Psychic. Monsters with psionic powers and attacks on the mind itself by illusion or enchantment magic deal psychic damage.

Radiant. An angel's smiting weapon or a divine *guiding bolt* deal radiant damage, burning flesh and searing the spirit with raw power.

Slashing. Cuts and swipes—whether from swords, axes, or monstrous talons—deal slashing damage.

Thunder. The resonant power of the storm

and a concussive burst of sound, such as from the *thunderwave* spell, each deals thunder damage.

Ongoing Damage

Some attacks, spells, and effects deal **ongoing damage**. This hit point loss happens at the end of each of your turns. Unless the effect states a damage type, the hit point loss is unaffected by damage resistance or vulnerability (see below).

Ongoing damage could be caused by burning oil, a psychic echo, corrosive ooze, a bleeding wound, or another pernicious element.

An effect that deals ongoing damage specifies the circumstance that ends the damage.

For example, a **fire elemental**'s touch will cause its target to catch on fire. The burning creature takes 1d10 ongoing fire damage at the end of each of its turns until a creature uses an action to smother the flames.

Damage Resistance, Vulnerability, and Immunity

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

A creature or an object with **resistance** to a damage type takes only half the damage whenever it takes damage from that type.

A creature or an object with **vulnerability** to a damage type takes twice the damage whenever it takes damage from that type.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, an **imp** is resistant to cold damage and is hit by a powerful *ray of frost* for 25 cold damage. The imp is also sitting in a magical cage which reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the imp takes 10 cold damage.

Multiple instances of resistance or vulnerability affecting the same damage type count as only one instance. For example, if that imp with resistance to cold damage was additionally protected by a magical spell that granted resistance to all damage, the cold damage it takes is still only reduced by half (not reduced by three-quarters).

Some creatures and objects are **immune** to certain types of damage, or damage inflicted by mundane weapons. Damage immunity does not modify damage dealt; instead the immune creature is unaffected by damage of that type. Furthermore, some creatures are immune to certain conditions.



Fatigue, Death, and Doom

When you take damage you risk injury, unconsciousness, and death.

Massive Damage and Instant Death

Massive damage can injure or kill you instantly. If you are reduced to 0 hit points after taking an amount of damage equal to or greater than 20 + triple your character level (or Hit Dice for creatures), you make a DC 15 Constitution saving throw. On a failure, you die instantly, while on a successful result you live, but suffer one level of fatigue and one level of strife.

For example, an 8th level sorcerer with 25 hit points is subjected to a black dragon's acid breath, taking 54 acid damage and being reduced to 0 hit points. Because they took massive damage (44

or more), the sorcerer must succeed on a DC 15 Constitution saving throw to avoid instant death.

If the sorcerer had succeeded on their saving throw against the breath weapon to take half as much damage, or if they had resistance to acid damage, they would have only taken 27 acid damage, and although still reduced to 0 hit points wouldn't have taken massive damage (and not at risk of instant death).

Dropping to 0 Hit Points

If damage reduces you to 0 hit points and fails to kill you, you are **unconscious** (see Appendix: Conditions page 616). This unconsciousness ends if you regain any hit points.

Falling unconscious during an encounter is traumatic and inflicts a level of fatigue (see below).

Dying and Death Saving Throws

Whenever you start your turn with 0 hit points and you're not **stable** (see below), you are dying and you must make a special saving throw called a death saving throw to determine whether you slip closer to death or cling to life. Unlike other saving throws, a death saving throw isn't tied to an ability score, but can be affected by spells and features that modify your chances of succeeding on a saving throw.

Roll a d20. If the result is 10 or higher, you succeed. Otherwise, you fail. However, a single success or failure won't spare or kill you. On your third success, you become stable. On your third failure, you die. These successes and failures don't need to be consecutive—keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling a 1 or 20. When you make a death saving throw and roll a natural 1, you suffer one level of fatigue and one level of strife. If you roll a natural 20, you regain 1 hit point, immediately regain consciousness, and are able to take the rest of your turn.

Being Attacked at 0 Hit Points. If you take damage from an attack while you're on 0 hit points, the attacker can choose to make you suffer a death saving throw failure, one level of fatigue, or one level of strife.

Other Damage at 0 Hit Points. If you take any other damage while you have 0 hit points, you suffer a death saving throw failure. At the Narrator's discretion, depending on the nature of the damage, such as blasting steam or errant magic, this may instead inflict a level of fatigue or strife.

Stabilizing a Creature

Healing a creature at 0 hit points is the best way to save it. Where healing is unavailable, the creature can be stabilized so that it doesn't die due to failed death saving throws.

As an action, you can administer first aid to an unconscious creature to attempt to stabilize them, with a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable and must start making death saving throws again if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Fatigue

Sometimes during an encounter, a creature will gain an injury representing a serious wound. This is represented by fatigue.

Suffering Fatigue. You gain a level of fatigue when:

- Each time you take damage that makes you fall unconscious during an encounter.
- You take a critical hit while at 0 hit points.
- When you take a critical hit, you can use your reaction to block it, turning the critical hit into a regular hit and suffering a level of fatigue (if you have a shield, you can Sacrifice Shield instead; see page 318 in Chapter 4: Equipment). Once you have turned a critical hit into a regular hit in this way, you cannot do so again until you finish a short or long rest.

The effects of fatigue gained during combat are only felt after the encounter in which they were inflicted has ended. During the heat of battle it is easy to fight on without realizing the extent of your injuries.

A creature can survive multiple such injuries and continue adventuring; however injuries are not to be ignored lightly. If you gain 5 levels of fatigue, you are **doomed** to die (see below), as your combined injuries mean you're beyond the aid of all but the most powerful healing magics.

Doomed

A **doomed** creature has sustained damage to their body, mind, and spirit that puts it beyond the help of normal recovery and lesser magic. While the symptoms of a doomed creature's injuries might be removed, only powerful spells such as *regeneration* or *resurrection* can spare it from death or restore it to life.

Suffering the effects of 7 or more levels of fatigue is one way to become doomed; however at the Narrator's discretion a creature might become doomed for any number of other reasons.

More details on the doomed condition are on page 616 in Appendix A: Conditions.

Monsters, NPCs, and Death

Rather than falling unconscious, accruing injuries, or making death saving throws, a monster that drops to 0 hit points usually dies immediately.

Essential villains and important nonplayer characters are common exceptions. The Narrator might have any nonplayer character follow the same rules as player characters, or they might become **doomed** the moment they hit 0 hit points—allowing them a final dramatic action or speech before they succumb and die.

Knocking a Creature Out

Rather than killing, sometimes an attacker wants to incapacitate their foe, perhaps because they've sworn not to kill or simply to interrogate the enemy for information. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. This choice is made the instant the damage is dealt. The creature falls unconscious, gains a level of fatigue, and is stable.

Healing and Recovery

Damage which doesn't kill you isn't permanent, and even death can be reversed with powerful magic. Rest can restore a creature's hit points, and magical means such as *cure wounds* and a *potion of healing* can remove damage in an instant.

Any time a creature receives healing, hit points regained are added to their current hit points. A creature's hit points can't exceed their hit point maximum, so hit points regained in excess of this number have no effect. For example, a cleric casts *cure wounds* to heal a ranger 6 hit points. If the ranger has 10 current hit points and a maximum of 13 hit points, they regain 3 hit points to their maximum (not 6).

A creature that has died can't regain hit points until magic such as the *revivify* spell has restored them to life.

Recovering From Fatigue

Recovering from fatigue is more difficult than restoring hit points.

A creature can recover from the initial level of fatigue during a long rest anywhere, but recovering from two or more levels of fatigue requires long rests taken at a Haven (Chapter 4: Exploration in *Trials & Treasures*), reducing its level of fatigue by one each time.

Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature, a separately tracked buffer against damage.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage is then subtracted from your normal hit points. For example, if you have 5 temporary hit points and take 8 damage, you lose the temporary hit points and then take 3 damage.

Healing can't restore temporary hit points because they are separate from your actual hit points, however they can exceed your hit point maximum. A creature can be at full hit points and receive temporary hit points.

Temporary hit points can't be added together—if you have temporary hit points and receive more of

them, you decide whether to keep the temporary hit points you have or gain the new temporary hit points. For example, if a spell grants you 10 temporary hit points when you already have 5, you can have either 10 or 5 (not 15).

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or make you stable. They still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants temporary hit points has a duration, they last until they're depleted or you finish a long rest.

World Bonuses, Penalties, and Cover

The action hardly happens in a featureless void. Craggy roads, chandeliers of suspect quality, and figures reaching out from the mists for fresh blood can all greatly shape the way you move through the world.

World benefits and world penalties are objects, obstacles, and field conditions in the immediate area. They might provide you with bonuses, or can slow you down and provide another source of danger.

Difficult Terrain

One of the most common forms of world penalties is difficult terrain. Anything from dense bramble, precarious steps, or tenacious mud can slow you down from your normal movement speed.

Every foot of movement you take within difficult terrain costs 1 extra foot. Multiple hazards that would cause difficult terrain in a space do not stack. However, additional conditions that increase the cost of movement (such as crawling while prone) stack with difficult terrain.

Cover

A common world benefit presents cover for participants that stumble on it. Larger obstacles such as trees and stone walls can help to keep creatures out of sight and out of harm's way.

Cover provides you with protection from attacks and effects that originate on the other side of it. There are three degrees of cover: half, three-quarters, and total cover. If you are behind multiple sources of cover, you only gain the benefits from the most protective source of cover.

Half cover is provided by obstacles that block at least half of your body, such as a tree trunk or another creature. Half cover provides you with a +2 bonus to AC, Dexterity saving throws, and ability checks made to hide.

Three-quarters cover obscures three-quarters of your body, like an arrow slit or a castle wall. It provides you with a +5 bonus to AC, Dexterity saving throws, and ability checks made to hide.

Total cover keeps you completely concealed from the other side. You cannot be targeted directly by attacks, spells, or ability checks, although spells that target an area of effect and checks to search the area might still reach you.

World Actions

Environments are often dynamic spaces with moving parts other than their inhabitants. Within Turn-Based Action, the world gets its own turn to enact these moving parts in the form of a world action.

World actions have a variety of specific effects depending on the environment. A bolt of lightning might strike near a single participant. The fumes from the swamp could thicken and choke the people in it. New participants might even emerge from the landscape and jump right into the action!

After the environment uses a world action with a recharge, the Narrator rolls 1d6. On a result equal to or greater than the listed number, the environment regains its world action. Otherwise at the start of each round the Narrator repeats the roll until the environment regains the world action.

Example Environments

If a particular bonus, penalty, or action doesn't make sense for where the participants are located, the Narrator can reskin a different environment's effects or forgo using them altogether for a Turn-Based Action encounter. That said, an unexpected effect can prompt creativity, challenge, and intrigue in the game.

CAVERNOUS

Echo. Sound travels twice as far, and any effect which causes thunder damage does 1 extra point of damage per die rolled.

Loose Foundation. Area hazard that can cause the entire section of cave to collapse within 2 rounds of being disturbed by any explosive effect or significant impact. Participants still in the area are grappled and start to suffocate (escape DC 12).

Stalactites. Obstacles that can be knocked down by ranged attacks that deal any damage (AC 12). The creature beneath a stalactite makes a DC 12 Dexterity saving throw or takes 2d6 piercing damage.

Stalagmites. Obstacles that each provide half cover.

FIERY

Burning Surface. Touching an unattended object or a surface for the first time on a participant's turn causes them to take 1d6 fire damage.

Floating Ash. A participant that ends their turn in this area hazard makes a DC 10 Constitution saving throw or is blinded until the start of their next turn.

WORLD ACTIONS

Flame Burst (Recharge 4–6). A single participant makes a DC 12 Dexterity saving throw or they take 1d12 fire damage.

Sweltering Heat. All participants make a DC 10 Constitution saving throw or suffer one level of fatigue.

FORESTED

Brush. Obstacle provides half cover while a participant is prone behind it.

Trees (Fallen or Standing). Obstacle provides half cover.

Fallen Leaves. Area hazard that may conceal potholes, traps, and other hazards. Participants can perceive what's under the leaves by making a DC 12 Wisdom (Perception) check.



WORLD ACTIONS

Distressed Animal Cacophony (Recharge 4–6). All participants can only hear sounds within 10 feet of them (except for loud, explosive noises).

FRIGID

Frostbitten Surface. Touching an unattended object or a surface for the first time on a participant's turn causes them to take 1d6 cold damage. This effect is nullified if they have resistance to cold damage or the participant's skin isn't exposed to the surface.

Icy Patch. When a participant starts moving in a single direction through this area hazard, movement in another direction is considered difficult terrain until the start of their next turn.

Snow. The area is lightly obscured.

WORLD ACTIONS

Cold Chill (Recharge 4–6). All participants make a DC 15 Constitution saving throw or take 2d6 cold damage. This damage is reduced to 1d6 if they are wearing cold weather gear.

FURNISHED

Chandelier. Obstacle can be swung from with a DC 12 Dexterity (Acrobatics) check, or knocked down dealing 2d6 bludgeoning damage to any creatures underneath (each makes a DC 12 Dexterity saving throw to negate the damage).

Clutter. Area hazard that counts as difficult terrain. If a participant uses the Dash action to move through the area, they make a DC 10 Dexterity saving throw or fall prone.

Mirror. A participant using this Medium-sized object as cover can use their reaction to reflect a 1st-level spell or cantrip targeting them, turning it back onto the spellcaster by succeeding on a Dexterity check opposed by a spellcasting ability check (on a failure, the spell hits a randomly determined unoccupied square). The mirror then breaks.

Tables. Obstacles that can be pushed over as an action to provide half cover.

HAZY

Blanketed Ground. Area hazard that may conceal potholes, traps, and other hazards. Participants can perceive what's under the fog by making a DC 12 Wisdom (Perception) check.

Thick Fog. The area is heavily obscured.

WORLD ACTIONS

Shadow Puppet (Recharge 6). A **shadow** that looks identical to a random participant in the haze manifests and is hostile to everyone (initiative 20). The shadow can see through the fog clearly.

Twisting Haze. All participants in the haze move into randomly determined unoccupied spaces within 5 feet.

ROCKY

Boulder. Obstacle can be dislodged and made to roll with a DC 15 Strength (Athletics) check, dealing 2d10 bludgeoning damage to any creatures in its way (each makes a DC 12 Dexterity saving throw to negate the damage).

Loose Rocks. Object can be used for a thrown weapon attack (1d4 bludgeoning, range 15/30 feet).

Uneven Footing. Area hazard that counts as difficult terrain.

WORLD ACTIONS

Falling Rocks (Recharge 5–6). Participants near a treacherous cliffside make a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage.

STORMY

Heavy Precipitation. The area counts as difficult terrain.

Loud Winds. All participants can only hear sounds within 15 feet of them (except for loud, explosive noises).

WORLD ACTIONS

Forceful Gale. A single participant makes a DC 12 Strength saving throw or they are pushed 15 feet in one direction. This movement does not provoke opportunity attacks.

Lightning Strike (Recharge 5–6). A single participant makes a DC 10 Dexterity saving throw or they take 4d6 lightning damage. They cannot be targeted by this action again until Turn-Based Action ends.

SWAMPY

Thick Trudge. Area hazard that counts as difficult terrain.

Tenacious Mud. When a participant ends their turn in this area hazard, they make a DC 12 Strength saving throw or are restrained until the end of their next turn. They can use their action to break free of this effect.

WORLD ACTIONS

Swamp Gas. Participants in mud make a DC 10 Constitution saving throw or are poisoned until the end of their next turn.

Leeches (Recharge 6). A **swarm of insects** (leeches) rises out of the swamp to attack any creature in the marsh.

Controlling Summons and Multiple Creatures

The Narrator typically controls all characters that aren't the PCs. However, players may command mounts and hirelings, summon familiars, or conjure squads of reinforcements to tip the scales of any Turn-Based Action encounter in their favor.

Any creatures or summons under your control can take their movement at any point on your turn. Identical creatures and summons move as a group provided each is adjacent to one other member.

You can use your bonus action to command a single creature or group of creatures to take their actions. For groups, this means each member performs the same action against the same target or towards the same goal.

For group ability checks:

1. Roll the ability check for one member of the group.
2. For Strength group ability checks, add +1 for every other member of the group.

For group attack rolls:

1. The attack roll becomes a Dexterity saving throw made by the target. If the attack is already based on a saving throw, skip step 2.
2. The DC of the Dexterity saving throw equals 8 + the highest attack bonus among creatures in the group. On a failure the target takes the attack's damage and any additional effects, or half damage and no additional effects on a success.
3. Add +1 to the DC and damage for every other member of the group.

Alternative Turn-Based Action Scenarios

The Turn-Based Action rules can be used for more than combat and are also ideal for most high-octane situations. There are several alternative scenarios where an additional layer of granularity can provide new challenges and strategies for the participants.

Suspended Movement

Adventures can take you under the sea, into the sky, or adrift in the Astral Plane. These scenarios aren't anchored to the ground and expand your movement options to a whole new dimension.

Participants in these Turn-Based Action scenarios are able to move in any direction they choose and have their movement suspended vertically from any ground. The conditions of this suspension depend on the environment.

While participants are suspended in a large body of water:

- Bludgeoning and fire damage are halved.
- Ranged weapon attacks beyond the weapon's normal range automatically miss their target.
- Unless the weapon is thrown, attacks made with ranged weapons have disadvantage.
- Dexterity ability checks and melee weapon attacks have disadvantage unless the attacker has a swim speed.

While participants are aloft in the sky:

- When a creature is knocked prone, restrained, or otherwise has no fly speed it automatically begins to fall.
- Willing movement made vertically downward costs half the distance (in feet) that it normally would. A creature that moves 10 feet downward only spends 5 feet of its movement to do so.

While participants are adrift in an intangible, space-like environment such as the Astral Plane:

- Creatures and objects have vulnerability to psychic damage unless they have proficiency in either Wisdom or Intelligence saving throws.
- A creature's Speed is determined by its thoughts. Each creature gains a fly speed equal to 30 feet + (5 feet × its Intelligence modifier).

Rolling Movement

Races, chases, horseback embraces, action alongside a train car, and falling down the side of a building all come with an assumption that each participant of the Turn-Based Action scenario is moving.

While in a rolling movement scenario:

- The Narrator determines the direction and the base speed of the scene per round, typically either 30 feet or the base Speed of the second slowest active participant.
- The World Actions phase of Turn-Based Action occurs at the start of each participant's turn, affecting only them.
- Participants cannot use their basic movement to move further forward without Dashing or performing an improvised action. They can still move sideways or slow down.
- Participants that become too distant from the action must find a way to return themselves, wait for active participants to move the action back to them, or wait until the end of the scenario.

Countdowns

Can a climber scale a crumbling cliff before it collapses? Can a thief pick a lock before the magical alarms go off? Can a halfling rogue recover the magic goblet and escape the dragon's lair before it wakes up?

A countdown takes place when there is an unknown time limit before something occurs. A deadly ritual might need to be dispelled, or a room might be filling up with poisonous gas.

The countdown is started by forming a pool of six-sided dice. The Narrator determines the size of that dice pool based on the circumstances.

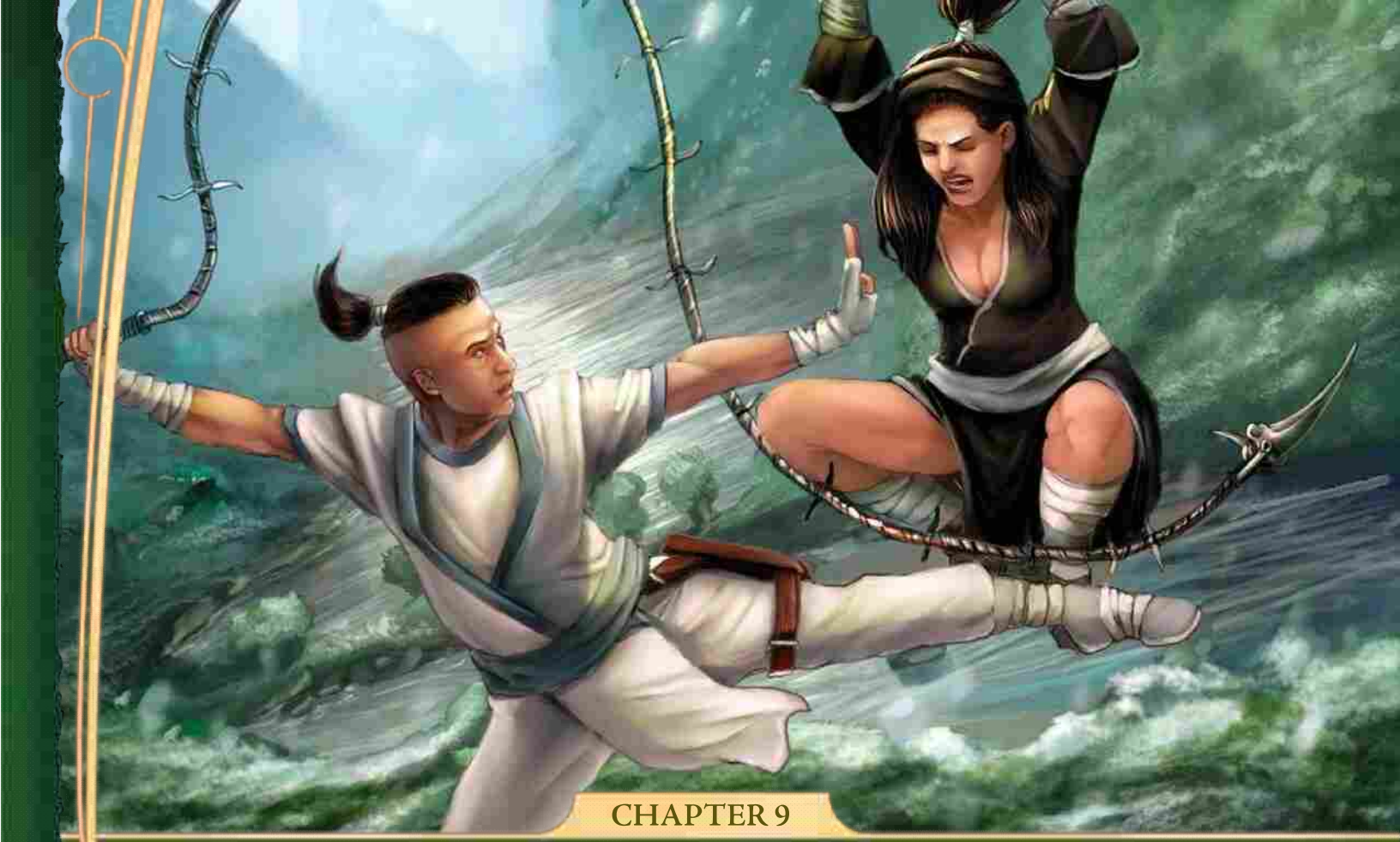
At the start of each round, the dice pool is rolled. Any dice with a result of 6 are removed from the dice pool, and play continues. The countdown is not immutable: the Narrator might deem that certain actions during the scenario might add or remove a die from the countdown, and there will often be a way to stop it. However, sometimes a countdown cannot be stopped—the cliff *is* going to crumble, and you must reach the top before it does!

When the last die is removed from the dice pool the countdown expires.

For a faster countdown, remove any dice which roll a 5 or a 6, or which roll a 4, 5, or 6. See Table: Approximate Number of Rolls for a guide to how long each countdown can be expected to last. However, remember that these are only average figures, and even the slowest countdown can end quickly if the dice fall badly.

TABLE: APPROXIMATE NUMBER OF ROLLS

DICE POOL	SLOW (6)	MEDIUM (5–6)	FAST (4–6)
1d6	6	3	2
2d6	9	4	3
3d6	11	5	3
4d6	12	6	4
5d6	13	6	4
6d6	14	7	4
7d6	15	7	4
8d6	15	7	4
9d6	16	7	5
10d6	17	8	5



CHAPTER 9

Combat Maneuvers

- *The knight wheels his horse around and levels his lance at the great beast guarding the gates. Spurring his steed forward, he charges at the fiend, his lance aimed at its heart.*
- *As the orc hunters approach, the ranger swiftly nocks a pair of arrows and lets them fly simultaneously, knocking the two lead attackers from their dire wolf mounts.*
- *The duelist deftly steps aside as the clumsy brute lunges forward. With a few swift strokes, she carves the letter 'K' into his back. Her foe will never forget her name!*

Combat maneuvers encompass the techniques honed by warriors devoted to learning the nuances of battle, discovered and perfected through innumerable fights and countless hours of practice. As adventurers become more skilled in the arts of combat, what they can accomplish with a seemingly simple strike grows in breadth and scope, making true masters as deadly in a duel as any archmage. Even novices make use of combat maneuvers however, and with the right timing and a bit of luck they can change the course of critical battles.

Combat Traditions

Combat traditions are the basic disciplines of fighting that a warrior relies upon: Adamant Mountain, Biting Zephyr, Mirror's Glint, Mist and Shade, Rapid Current, Razor's Edge, Sanguine Knot, Spirited Steed, Tempered Iron, Tooth and Claw, and Unending Wheel. Each also represents an ethos to combat—the traditions a warrior knows are as defining as a mage's preferred schools of magic. Although regions and cultures may have different names for combat traditions or value some more than others, the tenets at the core of each are the same and practitioners of similar styles often forge alliances through fundamental beliefs that can bridge enormous divides.

These disciplines are much more than mere styles of fighting—they embody the focuses of your training and greatest strengths as a warrior. Two warriors utilizing the same combat traditions might fight in entirely different ways with different weaponry. What they share in common are similar psychological states, approaching battle from the same mindset and concentrating on the same general objectives with their techniques.

Maneuvers in Combat

Adventurers can do much more than just hit an opponent or dodge a blow, instead delivering special attacks that debilitate or turn a foe's missed assault into a painful mistake. Many of these techniques are combat maneuvers, sublime methods and tactics that make every combatant and their approach to fighting unique.

You know a number of combat maneuvers determined by your class and class level. Your known combat maneuvers are chosen from the combat traditions you are proficient with. Whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower.

Using a combat maneuver requires spending one or more exertion points and either a bonus action, reaction, or action. Certain combat maneuvers require two or more attacks (from Extra Attacks or the use of other class features), and if you are unable to use the Attack action to make as many attacks on your turn as the combat maneuver requires, you cannot use that combat maneuver.

A maneuver sometimes forces a target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

> **Maneuver DC** = 8 + your proficiency bonus + your Strength or Dexterity modifier

Combat maneuvers are nonmagical.

Prerequisites

In order to learn a combat maneuver, you must know its combat tradition and meet its prerequisites. New combat maneuvers learned through a feat or by taking levels in an additional class may be up to the highest degree of combat maneuvers you are able to learn.

Stances

The complexities of each combat stance require the right state of mind, making the reordering of one's tactical view a necessary act of focus. Activating a combat stance requires a bonus action. Once activated, a combat stance remains active until you are knocked unconscious, stunned, activate a different combat stance, begin a long rest, or choose to end it on your turn.

Exertion Pool

A warrior requires willpower, whether born from discipline, survival instinct, or bloodlust, to control the ebb and flow of combat around them. Every call to act beyond a typical block or strike depletes this cool disposition.

To use a combat maneuver, you must expend exertion points. You have a maximum number of exertion points equal to double your proficiency bonus. You regain any spent exertion points at the end of a short or long rest.

Alternatively, you can meditate, refocus, and stretch to refill your exertion pool more quickly. You expend Hit Dice to do so, recovering 1d4 exertion points for each Hit Die expended. The process takes 1 minute per expended Hit Die.

Basic Maneuvers

Melee combat is not always an exchange of weapon attacks—sometimes you are trying to subdue, not kill. Other times, you may want to do something else other than damage your target in order to gain an upper hand. Several other basic maneuvers are presented below. The Narrator can use these to help adjudicate other improvised actions, following a similar structure and using similarly weighted effects.

All creatures can use basic maneuvers, even if they do not have access to combat maneuvers. No exertion points are required to use a basic maneuver. Unless otherwise noted, using a basic maneuver replaces an attack made on your turn.

Basic Melee Damage. When you successfully use a basic maneuver you also deal basic melee damage. This is equal to 1 + your Strength modifier. Basic melee damage is bludgeoning damage, but at the Narrator's discretion may be piercing or slashing damage.

You cannot use a basic maneuver to activate any features that deal additional damage (such as Sneak Attack or Divine Smite) unless the feature specifically states otherwise.

Any creature with a Challenge Rating of 0 cannot deal basic melee damage.



Disarm

You can use the Disarm maneuver to attempt to knock an item or weapon from a creature's hand. If you are able to make multiple attacks with the Attack action, this maneuver replaces one of them.

The target must be within your reach and be holding an item (either carried or wielded). The target makes a Strength or Dexterity saving throw against your maneuver DC. On a failure, you deal basic melee damage and the target drops the item in its space. The target has advantage if it is larger than you or holding the item with two or more hands, and a target smaller than you has disadvantage.

Grab On

While you cannot grapple a creature two or more size categories larger than you, you can grab onto it. By jumping onto its back or climbing up a limb, you can make a Strength or Dexterity saving throw against the creature's maneuver DC to cling to or balance upon its body. On a success, you move into the creature's space and can move upon its body as if it is difficult terrain.

While grabbing onto a larger creature, you gain advantage on attack rolls against it. The larger creature may be able to attack you as normal, depending on its limbs or attacks. It can also use an action or replace one of its attacks on its turn to try to dislodge you, such as shaking you loose or bashing you against a wall, forcing you to make a Strength or Dexterity saving throw against its maneuver DC or fall prone into the nearest space adjacent to the creature, taking its basic melee damage in the process.

If the creature chooses to roll over in order to dislodge you, it becomes prone, but you have disadvantage on the saving throw to hang on.

Grapple

You can use the Grapple maneuver to grab or wrestle a creature. If you are able to make multiple attacks with the Attack action, this maneuver replaces one of them.

You must have at least one free hand to attempt a grapple, your target must be within your reach, and the target must be no more than one size cate-

gory larger than you. The target makes a Strength or Dexterity saving throw against your maneuver DC. On a failure, you deal basic melee damage and the target becomes grappled (see Appendix A: Conditions on page 616). In addition to things that end the condition, you can release the target at any time (no action required).

Escaping a Grapple. While grappled, a creature can use its action to attempt to escape. It must succeed on a Strength or Dexterity saving throw against your maneuver DC.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you. When you do so, your Speed is halved, unless the creature's weight is within your carrying capacity and you are not encumbered by bulky items.

Freeing a Grappled Creature. You can use the Grapple maneuver to try to free another grappled or restrained creature. The creature grappling or restraining the target makes a Strength saving throw against your maneuver DC. If it fails the saving throw, the grappled or restrained creature is freed. Additionally, you may move the freed creature 5 feet in any direction.

Knockdown

You can use the Knockdown maneuver to trip or push a creature down. If you are able to make multiple attacks with the Attack action, this maneuver replaces one of them.

The target must be within your reach and be no more than one size category larger than you. The target makes a Strength saving throw against your maneuver DC. On a failure, you deal basic melee damage and knock the target prone.

Overrun

You can use an action or bonus action to make an Overrun maneuver to move through a hostile creature's space by forcing your way past. Make a Strength saving throw against the target's maneuver DC. On a success, you deal basic melee damage and can move through the hostile creature's space once this turn. The creature can choose to just let you pass instead of rolling. You have advantage if you



are larger than the target, or disadvantage if you are smaller. If you are two or more sizes smaller than the target, you can move through the hostile creature's space without making a save. You still provoke opportunity attacks if you move beyond a creature's reach.

Shove

You can use the Shove maneuver to push a creature away. If you are able to make multiple attacks with the Attack action, this maneuver replaces one of them.

The target must be within your reach and be no more than one size category larger than you. The target makes a Strength saving throw against your maneuver DC. On a failure, you deal basic melee damage and push the target a number of feet away from you equal to 5 + 5 for every 5 points it failed its saving throw by. You can move the creature in any direction away from you (to the side, forward, or diagonally away).

A creature that is shoved off of a precipice is propelled off of whatever it is standing on—it does not receive any saving throw or ability check to grab onto something to avoid falling down below.

Combat Maneuvers

Agile Feint: Gain advantage against a nearby creature.

Anticipate Spell: Attack an adjacent creature which tries to cast a spell.

Any Weapon Stance: Focusing on your in depth training with certain weaponry gives you proficiency with all weapons.

Armor Lock: Use an enemy's armor against them, paralyzing them.

Assisted Roll: Roll away from an opponent who misses you.

Back To Back: Both you and an adjacent ally gain +2 AC.

Battering Strike: Knock your opponent's weapon flying.

Blinding Blow Stance: Attack in a shifting flow of deft strikes that make it easy to blind enemies.

Blinding Strikes: Deprive your opponents of any ability to see, whether with their eyes or otherwise.

Blind Instinct: Briefly see without the use of sight and use a reaction to chase down a fleeing enemy.

Blindshot: Attack hidden targets without disadvantage.

Bloody Roar: Unleash a powerful yell that injures and frightens your foes.

Bodyguard: Take a hit for an ally and reduce the damage it inflicts on you.

Bounding Strike: Jump at an enemy and use your ability check as your attack roll.

Branding Steel: Brand a foe to make it reticent to approach or attack you.

Break Spell: Make a melee attack against an enemy casting a spell.

Brotherhood Stance: Take the Help action whenever you hit with a melee weapon attack.

Burning Embers of Faith: Use a reaction when you would be reduced to 0 hit points to heal yourself.

Catch Your Breath: Pause to regain hit points.

Cavalier Stance: Increase your mount's AC.

Charge: Move and make a melee attack.

Cleaving Swing: Make an additional attack with a heavy weapon.

Countershot: Shoot a missile out of the air.

Covering Fire: Protect an ally from opportunity attack.

Crushing Blow: Paralyze your opponent with a heavy weapon.

Dashing Razor: Charge forward to strike an enemy and feed off of the adrenaline from hitting, increasing your Speed.

Dangerous Signature: Cut a symbol into your target in order to frighten it.

Dangerous Strikes: Score critical hits on a roll of 19–20 for one round.

Death Blow: Make an attack that critically hits and possibly even incapacitates your opponent.

Deceptive Stance: Gain an expertise die on Deception and Sleight of Hand checks in combat.

Deflect Strike: Reduce damage from an attack.

Defy Magic: Make a spellcaster miss you with its spell attack.

Devoted Assault: Ignoring other enemies allows you to strike one foe more accurately.

Disarming Assault: Knock your enemy's weapon or shield from their grasp.

Disarming Counter: Your enemy drops their weapon when they miss you.

Discerning Strike: Learn the health and defenses of opponents you damage.

Dispelling Assault: Your attacks are critical hits on rolls of 19–20 and they end spells.

Disrupting Charge: Dart up to an opponent casting a spell and strike them, possibly disrupting the magic.

Dive For Cover: Use your reaction to take cover behind a creature or object when a ranged attack misses you.

Doubleshot: Fire two missiles and do extra damage.

Double Tackle: You and an ally knock a creature prone.

Doubleteam: A nearby ally can push a creature as a bonus action.

Doubletime: You and up to 3 allies can disengage and move their Speed.

Douse: Dash a container of liquid over a nearby foe.

Drive Back: Push your foe 10 feet on a hit.

Dual Grapple: You and an ally restrain a creature.

Expert Sidestep: Gain an AC bonus when you are hit.

Expert Tumble: Increase your AC as long as you move at full Speed.

Exploit Footing: Trip a creature which misses you.

Eye Slash: Blind your enemy with a well-aimed strike.

Faith Within: Reroll a saving throw when charmed, frightened, poisoned, or stunned.

Farshot Stance: Increase the range of your missiles.

Feinting Strike: Use a Sleight of Hand check as your attack bonus.

First Blood: React to danger with unnatural swiftness.

Flowing Form: Make melee attacks against all enemies who miss you.

Flowing Steps Stance: Ignore difficult terrain and be better able to resist being immobilized.

Follow-Up Topple: Attack a creature an ally has attacked to knock it prone.

Force Hesitation: Trick a creature into not attacking anyone but you.

Furious Barrage: Make a frenetic series of attacks until one of your strikes misses.

Gaze Of Conviction: Force a creature to attack you.

Gut Strike: Strike your enemy and cause fatigue.

Hear The Wind: Concentrate on what you can hear to see what cannot be seen and deftly evade attacks.

Heart Of The Sword: Focusing on your training with a weapon, you make your attacks more devastating and ignore an enemy's defenses.

Heartseeker: Aim for and exploit a foe's weak spot with a dangerous shot.

Heavy Stance: Gain an expertise die on Athletics checks and saving throws against combat maneuvers, and reduce difficult terrain.

Heightened Concentration: Use a reaction to retain concentration when you would otherwise lose it.

Heightened Reflexes: Gain additional reactions for this round.

Horizon Shot: Use a ranged weapon to attack to shoot a creature from as far away as you can see.

Hurl Ally: Throw a smaller ally at a creature within 20 feet.

Imposing Glare: Frighten a nearby foe.

Instant Strike: Quickly draw a melee weapon and attack a creature.

Instinctive Counterattack: Use a reaction to make a melee attack.

Iron Will: Get advantage to resist being charmed or frightened.

Knockdown Assault: Knock your target prone when you hit with a melee attack.

Lancer Strike: Deal extra damage and knock your target prone with a lance.

Launched Strike: Leap from your mount to score a critical hit against an enemy.

Leading Throw: Use your reaction to throw an enemy who misses you.

Lean Into It: Knock your target prone when you hit with a melee attack.

Leaping Strike: Move up to 40 feet and either push or knock your target prone.

Legion Stance: An ally can attack a foe you hit with a critical hit.

Look At Me!: Turn your weapon attacks into distractions that allow allies to move through the battlefield more freely.

Mercurial Striking Stance: Focus on making every hit with a natural weapon, unarmed strike, or dual-wielding weapon have a satisfying impact.

Mind Over Body: Reduce the damage you take.

Missile Volley: Attack a group of creatures within 10 feet of a focal point.

Mistaken Opportunity: Use a reaction to turn a strike that misses into an attack against a different opponent.

Mounted Charge: Move your mount's Speed and gain advantage on your first attack.

Mugging Hit: Make a Sleight of Hand check against a creature you have hit.

Mundane Missile Stance: Give nearly any weapon the thrown property.

Off-Balancing Strikes: Knock your target off-balance, reducing its Speed and agility.

Painful Pickpocket: Use your reaction to make a Sleight of Hand check against a target which hits you.

Parrying Counter: Increase your AC against one creature and gain a free attack if it misses you.

Perceptive Stance: Enhance your perception.

Perfect Assault: Exhaust your exertion pool to transform all of your attacks into combat maneuvers.

Perfect Edge Stance: Focus on making your strikes as devastating as possible, increasing how often you score a critical hit.

Perplexing Flurry: Cause your enemy to suffer disadvantage while you focus all your attacks on them.

Pickpocket: Use your reaction to make a Sleight of Hand check.

Pilfer Object: Move next to an enemy about to use an item and take it from their hands.

Point Blank Shot: Use a bonus action to make ranged weapon attacks in melee without disadvantage.

Practiced Roll: Move 20 feet without provoking opportunity attacks.

Preternatural Strikes: Strike targets who normally require magic.

Primal Intercept: Attack a creature which grapples you.

Prodigious Leap: Use a reaction and spur your mount to jump impossible distances.

Purge Magic: Make a melee attack against an enemy casting a spell.

Quickdraw: Use your reaction to draw a weapon and make a ranged attack when initiative is rolled.

Rake: Do extra damage when making multiple attacks.

Raking Strikes: On a hit, hit the target again with disadvantage.

Rallying Cry: Use a reaction to inspire an ally to fight onward when they take a hit.

Rapid Drink: Quickly consume or administer a potion.

Rapid Strike: Make an additional attack against a creature you have hit.

Reactive Knockdown: Trip your foe as an opportunity attack.

Rearing Menace: Frighten nearby foes from atop your mount.

Reassuring Pat: Encourage your mount and restore some of its hit points.

Redirect: Redirect an attack to strike an adjacent creature.

Reflect Attack: Use a reaction to turn an attacker's strike back upon them.

Retributive Blow: Use a reaction to respond to a weapon attack with a strike of your own that disrupts a foe's offensive.

Ricochet: Ignore your target's cover with a ranged attack.

Ride Enemy: Jump onto a larger creature.

Riding Leap: Increase the size of your mount's jump.

Rolling Strike: Move and make a melee attack.

Sacrifice Mount: Make your mount the target of an attack.

Saddled Blows: On a hit, make your target confused, prone, or slowed.

Sharpened Awareness: Use a reaction when attacked to evade by relying on your Perception, gaining an edge on your attacker with a successful dodge.

Shield Wall: Adjacent allies with shields gain +2 AC.

Shoulder Check: Shove a creature 10 feet when it attacks an ally.

Shrug It Off: Use your reaction to avoid being frightened, poisoned, or stunned.

Speed Over Strength: Make a quick attack against a large foe or a foe which attacks you with a heavy weapon.

Spell Shattering Strike: Disrupt an enemy's spellcasting and fray the magic to disorient them as well.

Spinning Parry: Use a reaction to evade an opponent's attack and swap places with your attacker, stunning them.

Spirited Whistle: As long as you can see your mount with but a whistle it rushes to your side.

Springing Stance: Increase your jump distances.

Spur Mount: Grant advantage to your mount's ability checks and saving throws.

Stand Tall Stance: Be bigger than you really are.

Steal Momentum: Make a quick strike against a foe that moves within your reach and arrest their movement.

Steely Steed Stance: Fight with and alongside your mount, altering your assault to make it deadlier and harder to hurt.

Striding Swings: Move up to 15 feet though hostile spaces.

Strike the Cracks Stance: Focus on weak spots to deal more critical hits that inflict more damage.

Stunning Assault: Stun your target with a successful attack.

Swift Stance: Increase your Speed by 5 feet.

Take Weapon: Snatch your foe's weapon away when they miss you.

Throwing Stance: Give your weapon the rebounding and thrown properties.

Tidal Parry: Use a reaction when hit with an attack to possibly turn it into a miss.

Trample: Move and knock those in your path prone.

Trickshot: Perform an impressive trick with a ranged weapon attack.

Tsunami Dash: Flow past your enemies and deliver a strike against each of them.

Twist The Blade: Use a reaction to turn a roll of 18 or more into a critical hit.

Unbreakable: Defy death.

United We Stand: Fall upon an enemy in concert with your allies and make their attacks more effective with every blow struck.

Unsettling Injury: Make your target unable to cast spells or use combat maneuvers.

Unstoppable: Prevent yourself from being paralyzed, petrified, or stunned.

Unyielding: Heal yourself when reduced to 0 hit points.

Use The Pain: Get a free attack against a foe who scores a critical hit against you.

Victory Pose: Grant allies advantage on death saving throws when you score a critical hit.

Warding Wield: Increase your AC by 2 for one round.

Warning Strike: Stop a creature from moving away from you.

Wary Stance: Gain an expertise die on Insight checks and increase your passive Insight score.

Wheeling Charge: Caper about an enemy and rain down attacks from atop your mount, circling back with every strike.

Whirlpool Strike: Attack all creatures adjacent to you and deal extra damage.

Whirlwind Strike: Attack all creatures adjacent to you.

Wild Capering: Move and gain a climb speed.

Wild Swing: Turn a miss with a heavy weapon into an attack against a different target.

Wind Strike: Make a strike so superb that the wake it cuts through the air damages an enemy beyond your reach.

World-Shaking Strike: Create a massive shockwave by striking the ground with a heavy weapon.

Wounded Animal Gambit: Pretend to die and then strike when an opponent makes themself vulnerable.

Wounding Strike: Cause ongoing damage to your target.

Zealous Stance: Gain expertise dice on attacks in exchange for granting expertise dice to your foes.

Adamant Mountain Maneuvers

Hardiness, Might, Power

Engaging in combat means enduring some amount of suffering and those who make use of Adamant Mountain maneuvers are well prepared to weather their opponents' blows, relying not just on their might but the careful and expert application of force in all aspects of battle.

Catch Your Breath (2 points)

1st degree Adamant Mountain bonus action

You have a limited well of stamina that you can draw on to protect yourself from harm.

You regain hit points equal to 1d6 + your proficiency bonus + your Constitution modifier (minimum 0).

Cleaving Swing (2 points)

1st degree Adamant Mountain reaction

After you slam your weapon into an opponent you work the momentum of the blow into another strike at a second enemy nearby in a devastating display of might.

When you hit with a melee weapon attack using a weapon with the heavy property, you can use your reaction to make an additional melee weapon attack against a second creature that is also within your reach.

Movement and Combat Maneuvers

Any movement granted by a combat maneuver only affects how far you can move on your turn if it refers to your Speed.

Heavy Stance (1 point)

1st degree Adamant Mountain bonus action (stance)

You set yourself firmly in place, determined not to move.

You gain an expertise die on Athletics checks that use Strength, you gain an expertise die on saving throws made to resist combat maneuvers, and you ignore the first 10 feet of difficult terrain when you move on your turn.

Lean Into It (2 points)

1st degree Adamant Mountain action

Not just commiting to an assault, you shoulder into it with all the strength you can bear and deliver hits that resonate in the very bones of your foes.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you hit a creature with a melee weapon attack it makes a Strength saving throw or it is knocked prone.

Reactive Knockdown (1 point)

2nd degree Adamant Mountain reaction

Putting yourself in just the right position as you strike, your unbalancing hit sends a retreating opponent into a reeling stumble and then the ground.

When a creature within your reach provokes an opportunity attack, you can use your reaction to make a melee weapon attack. On a hit, the creature makes a Strength saving throw or it moves 10 feet in a straight line and is knocked prone.

Shrug It Off (2 points)

2nd degree Adamant Mountain reaction

Girding yourself when your body is assaulted by more than clenched fists or sharp steel, you defy weakness and overcome.

When an effect causes you to be frightened, poisoned, or stunned, you can use your reaction to prevent it.

Warding Wield (1 point)

2nd degree Adamant Mountain bonus action

With seeming ease you whirl your weapon about your body, weaving it in a threatening pattern that makes your opponents hesitant to attack.

Until the start of your next turn, your AC increases by 2.



Battering Strike (1 point)

3rd degree Adamant Mountain reaction

A powerful blow smashes a weapon from your enemy's grasp.

When you hit a creature using a melee weapon that has the heavy property, you can use your reaction to force it to make a Strength saving throw. On a failure, a weapon it is wielding (your choice) flies from its grip to land in a randomly determined space 10 feet away.

A creature that is two or more size categories larger than you has advantage on its saving throw.

Crushing Blow (2 points)

3rd degree Adamant Mountain action

Prerequisites: Extra Attack

With a bone crushing strike you briefly deprive an opponent of their very ability to move.

Make a melee weapon attack roll using a weapon that has the heavy property. A creature damaged by the attack makes a Strength saving throw, and on a failure it is paralyzed until it takes damage or the end of your next turn (whichever comes first).

Unbreakable (3 points)

3rd degree Adamant Mountain reaction

At the edge of death, you cling firmly to life.

When you fail a death saving throw, you instead succeed. You can take this reaction even if you are incapacitated.

Stand Tall Stance (1 point)

4th degree Adamant Mountain bonus action (stance)

You set yourself firmly against maneuvers.

You count as being one size category larger. When you use an Adamant Mountain maneuver that requires a saving throw against a creature smaller than you, it has disadvantage on its saving throw.

Unstoppable (3 points)

4th degree Adamant Mountain reaction

You power through your enemy's special attacks.

When an effect causes you to be paralyzed, petrified, or stunned, you can use your reaction to prevent it. You can take this reaction even if you are incapacitated.

Wild Swing (1 point)

4th degree Adamant Mountain reaction

You wield your weapon with abandon, striking seemingly at random.

When you miss with an attack using a weapon that has the heavy property, you can use your reaction to make an attack with the same weapon against another target within your reach.

Unyielding (3 points)

5th degree Adamant Mountain reaction

Badly wounded, you force yourself to keep fighting.

When you are reduced to 0 hit points, you can use your reaction to regain hit points equal to 1d12 + your proficiency bonus + your Constitution modifier (minimum 0).

You can take this reaction even if you are incapacitated.

World-Shaking Strike (3 points)

5th degree Adamant Mountain action

Prerequisites: Extra Attack

You smash the ground, knocking down your enemies with a shockwave.

You hit the ground using a weapon that has the heavy property, sending out a shockwave in a 30-foot cube centered on you. Other creatures in the area each make a Strength saving throw or take damage as if hit by the weapon and fall prone.

Biting Zephyr Maneuvers

Distance, Sharpshooting, Thrown Weapons

Not every battle requires making close contact with the enemy and there is an art to fighting from a distance, whether that be a few dozen feet or hundreds. Warriors that know Biting Zephyr techniques are superlative ranged combatants, not only for the deadly accuracy of their attacks but also the myriad tricks they've mastered to routinely make shots that should be impossible.

Covering Fire (1 point)

1st degree Biting Zephyr action

Making haphazard shots to dissuade enemies, you force opponents onto the defensive by unleashing death from above so an ally can move into position.

Choose a number of creatures equal to your proficiency bonus that you can see within your weapon's normal range. Until the start of your next turn, a chosen creature's movement does not provoke opportunity attacks from creatures you can see as you pelt the area nearby with missiles.

For each opportunity attack a chosen creature would have otherwise provoked, you expend one piece of ammunition or thrown weapon.

Doubleshot (1 point)

1st degree Biting Zephyr bonus action

You palm two blades or nock two arrows, launching both missiles at the same opponent.

The next ranged weapon attack you make uses two missiles instead of one. On a hit, you deal an additional weapon damage die.

Farshot Stance (1 point)

1st degree Biting Zephyr bonus action (stance)

By arching your back and stretching your arms to their fullest extent, you make your ranged weaponry travel further than usual.

When you use a weapon to make a ranged attack, increase its normal range by 20 feet and long range by 50 feet.

Point Blank Shot (1 point)

1st degree Biting Zephyr bonus action

With uncanny swiftness you ready a weapon normally only used at range, compensating for making an attack at an opponent within only a few feet and giving your enemies reason to be wary.

Until the end of your next turn, being within 5 feet of a hostile creature who can see you and who isn't incapacitated does not give you disadvantage when making a ranged attack using a weapon.

In addition, when an adjacent hostile creature that you can see moves 5 feet or more away from you, you can use your reaction to make a ranged weapon attack against it.

Countershot (1 point)

2nd degree Biting Zephyr reaction

With awe-inspiring skill you unleash a thrown weapon or arrow, knocking a missile out of the air.

When you see a missile from a ranged weapon attack enter into the normal range of a weapon you are wielding, you can use your reaction to deflect it. Use a weapon to make a ranged attack against an AC equal to the attack roll of the missile. On a hit, the missile is deflected and misses its target.

At the Narrator's discretion, certain ranged weapon attacks (like a giant's thrown rock) may be too heavy to be deflected by Countershot.

Quickdraw (2 points)

2nd degree Biting Zephyr reaction

With incredible swiftness you tear your weapon from its sheath and let fly a reckless attack.

As long as you are not surprised, when initiative is rolled you can use your reaction to draw a weapon and make a ranged attack with it.

Trickshot (1 point)

2nd degree Biting Zephyr action

Carefully judging the wind and everything else that might interfere, you unleash an impressive shot that delights all who see it.

Make a ranged weapon attack against an unattended object. On a hit, you can use the result of the attack roll instead of making a Performance check, and you gain an expertise die when doing so. Otherwise the kinds of trick shots you can make are at the Narrator's discretion.

Blindshot (1 point)

3rd degree Biting Zephyr bonus action

By closing your eyes and focusing on the sound of the environment, you target an unseen foe with uncanny accuracy.

Make a Perception check against the passive Stealth of a target you cannot see that is within 30 feet. On a success, you know the target's location and do not have disadvantage on your next ranged attack against it before the end of your turn.

Missile Volley (2 points)

3rd degree Biting Zephyr action

Prerequisites: Extra Attack

Seizing upon the moment you make the sky rain death, striking at a multitude of creatures in rapid succession.

Make a ranged weapon attack against a number of creatures within 10 feet of a point you can see within your weapon's range.

You may only target a number of creatures equal to or less than your proficiency bonus, you must have ammunition for each target, and you make a separate attack roll for each target.

Ricochet (2 points)

3rd degree Biting Zephyr bonus action

With careful judgments of distances, materials, wind, and applied force you let loose a shot that bounces off of one or more surfaces to strike opponents crouching behind walls or otherwise hidden from sight by cover.

On the next ranged weapon attack you make before the start of your turn, you can completely ignore a target's cover.

Only targets that have total cover from being entirely enclosed by an object or effect (such as inside of a chamber with no openings to shoot through or a sphere from *wall of force*) have cover against this attack, and you do not have disadvantage from attacking a target you cannot see.

Dive For Cover (2 points)

4th degree Biting Zephyr reaction

Under fire, you dive for cover.

When you are targeted by a ranged attack, after it hits or misses you, you can use your reaction to move up to your Speed.

If your movement ends adjacent to either a solid barrier as big as you are or a creature the same size as you or larger, until the beginning of your next turn you have three-quarters cover against ranged attacks (+5 bonus to AC and saving throws) as long as you remain adjacent to the barrier or creature.

Heartseeker (2 points)

4th degree Biting Zephyr action

You aim carefully at your opponent's most vulnerable spot.

Make a ranged weapon attack with advantage against a creature within your weapon's normal range.

If both attack rolls would hit, it's a critical hit. If only one of the rolls would be a critical hit but the other roll would still hit, you deal an additional weapon damage die.

Mundane Missile Stance (2 points)

4th degree Biting Zephyr bonus action (stance)

By focusing on balance and heft you can throw whatever you have in hand with deadly accuracy.

While you are wielding a weapon that does not have the heavy or special property, it gains the thrown property.

Hear the Wind (3 points)

5th degree Biting Zephyr bonus action

You can literally hear the sound of incoming missiles and react to them easily.

Until the end of your next turn, you gain blindsight to a range of 20 feet. When you are hit by a ranged attack, you make a Perception check against a DC equal to the attack roll.

On a success the attack misses you, and on a critical success you redirect it back at the attacker.

Horizon Shot (3 points)

5th degree Biting Zephyr action

Prerequisite: Extra Attack

No matter how far away a foe is, if you can see them they're still in danger.

When you activate this maneuver, you take the Attack action and make a ranged weapon attack, as well as any additional attacks granted by Extra Attack. Choose one target you can see. Until the start of your next turn, the target is considered to be within your weapon's normal range and it gains no benefit from cover less than total cover.

Mirror's Glint Maneuvers

Flowing, Insightful, Reactive

At its heart combat is a dance between opponents and practicing the Mirror's Glint tradition means reading, interpreting, and anticipating one's foe. Using instinct and your insight from battles won and lost, you are excellent at reacting to an enemy in order to gain the upper hand.

Knockdown Assault (1 point)

1st degree Mirror's Glint action

Your unpredictable maneuvering puts your opponent off-balance—when you connect with your weapon they stumble and fall.

When you activate this maneuver, you take the Attack action and make a melee weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you hit with a melee weapon attack against a creature and deal 8 or more damage it makes a Dexterity saving throw or is knocked prone.

Leading Throw (1 point)

1st degree Mirror's Glint reaction

An opponent that strikes at you invites peril as they find the momentum from their attack turned against them.

When a creature within your reach misses you with a melee weapon attack, you can use your reaction to try to throw it. The creature makes a Dexterity saving throw or moves 15 feet in a straight line in a direction of your choice.

Warning Strike (1 point)

1st degree Mirror's Glint reaction

When an opponent opens themself up to a reflexive strike you can deliver a blow that shakes them to their core and forces them to hesitate.

When a hostile creature that you can see moves out of your reach, you can use your reaction to make a melee weapon attack and on a hit its Speed is reduced to 0 until the start of its next turn.

Wary Stance (1 point)

1st degree Mirror's Glint bonus action (stance)

With a keen eye you constantly assess everything within sight, paying close attention to subtle visual cues and tells to better anticipate an opponent.

You gain an expertise die on Insight checks and increase your passive Insight score by 3.

Assisted Roll (1 point)

2nd degree Mirror's Glint reaction

You take the force delivered by an opponent's failed attack and make it your own, propelling yourself away.

When a creature within your reach misses you with a melee weapon attack, you can use your reaction to move 15 feet without provoking opportunity attacks.

Off-Balancing Strikes (1 point)

2nd degree Mirror's Glint bonus action

Focusing your attacks on an opponent's weak points allows you to not just wound, but to confound.

Until the start of your next turn, when you hit a creature with a melee weapon attack instead of dealing damage you can choose to use pulls, shoves, and strikes to put your target off-balance.

Until the end of your next turn, the target moves at half Speed, and it has disadvantage on ability checks and Dexterity saving throws.

Take Weapon (2 points)

2nd degree Mirror's Glint reaction

You snatch your enemy's weapon and use it against them.

When a creature misses you with a melee weapon attack against you using a weapon, you can use your reaction to flip it out of the creature's hands. The creature makes a Dexterity saving throw, and on a failure it drops the weapon and you grab it from mid-air.

You can spend 2 exertion points to immediately use the weapon to make a melee weapon attack against the creature.



Flowing Form (2 points)

3rd degree Mirror's Glint action

You turn into a twisting leaf upon the wind of battle, turning every dodged strike into a sublime counterattack.

You take the Dodge action. Until the start of your next turn you make one melee weapon attack against each target that misses you with a melee weapon attack, and you have disadvantage on Wisdom (Perception) checks.

Heightened Reflexes (1–3 points)

3rd degree Mirror's Glint bonus action

Bracing yourself with a controlled burst of adrenaline propels you into a state of superior awareness along with the energy to act with unnatural quickness.

You gain a number of reactions equal to exertion points spent. You must use these reactions before the start of your next turn.

Redirect (2 points)

3rd degree Mirror's Glint reaction

Your opponent's blow is not simply turned away but re-oriented entirely, forced into inflicting a wound against a foe unfortunate enough to be nearby.

When you are hit with a melee weapon attack, you can use your reaction to force the attacker to make an Intelligence saving throw. On a failure, you take no damage and the attack targets another creature within 5 feet.

A Huge-sized or larger attacker has advantage on the saving throw. Once you have used this maneuver against a creature, until the end of combat it has advantage on saving throws to resist Redirect.

Discerning Strike (2 points)

4th degree Mirror's Glint action

Prerequisite: Extra Attack

A probing blow allows you to take the measure of your foe.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you deal damage to a creature you learn its current hit points, hit point maximum, immunities, resistances, and vulnerabilities.

If you score a critical hit you can choose one of the creature's resistances or immunities. The creature loses that resistance or immunity until the end of your next turn. In addition, until the beginning of your next turn you gain advantage on melee weapon attacks against that creature.

Retributive Blow (2 points)

4th degree Mirror's Glint reaction

You return a blow so quickly that your opponent is shocked.

When you are hit with a melee weapon attack, you can use your reaction to make a melee weapon attack against the attacker. On a hit, that creature has disadvantage on attack rolls against you until the beginning of your next turn.

Strike the Cracks Stance (2 points)

4th degree Mirror's Glint bonus action (stance)

You focus on targeting your enemy's weakest spots.

When you make melee weapon attacks, you score critical hits on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

You deal one additional weapon damage die when determining the extra damage for a critical hit with a melee weapon attack.

Blinding Strikes (3 points)

5th degree Mirror's Glint action

Prerequisite: Extra Attack

With a vicious strike, you blind your enemy.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you use a melee weapon to deal damage against a creature, it is blinded and can't benefit from either blindsight or tremorsense.

At the beginning of each of its turns, a creature blinded by this maneuver can make a Constitution saving throw, ending the effect on itself on a success.

Reflect Attack (3 points)

5th degree Mirror's Glint reaction

You redirect your enemy's attack back upon itself.

When you are hit with a melee weapon attack, you can use your reaction to redirect the force back to the attacker. The attack misses you and the creature makes an Intelligence saving throw. On a failure, the attack is redirected and it becomes the target.

If you have already hit that creature with a Mirror's Glint maneuver since the beginning of your last turn, the redirected attack is a critical hit.

Mist and Shade Maneuvers

Diversion, Feinting, Mental

Making the wrong move in a fight can be fatal—particularly when an opponent causes such a misstep. Warriors that rely on Mist and Shade maneuvers are confounding foes that play mental games amidst battle, feinting and leading their enemies into crucial mistakes they are all too ready to exploit.

Anticipate Spell (1 point)

1st degree Mist and Shade bonus action

You make your move while your foe is busy casting a spell.

Until the start of your next turn, when you see a creature within 5 feet of you cast a spell you can use your reaction to make either an opportunity attack or a Sleight of Hand check against it.

Deceptive Stance (1 point)

1st degree Mist and Shade bonus action (stance)

With practice and training you learn how to shut off your facial reactions amidst battle, taking on a passive countenance from which nothing can be easily gleaned.

You gain an expertise die on Deception and Sleight of Hand checks made in combat.

Painful Pickpocket (1 point)

1st degree Mist and Shade reaction

Sometimes a good diversion is presented to you and though a foe might bloody you, your light fingers find opportunity in the exchange.

When a creature hits you with a melee attack, you can use your reaction to make a Sleight of Hand check against it.

Perplexing Flurry (1 point)

1st degree Mist and Shade action

A rain of short, sharp strikes disorients your enemy.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. As long as all of your attacks on your turn are melee weapon attacks that target the same creature, that creature has disadvantage on attack rolls against you until the start of your next turn.

Agile Feint (2 points)

2nd degree Mist and Shade bonus action

You juke left and right, throw sand, whip out your cloak, or otherwise try to distract your opponent and make them vulnerable to attack.

Choose a creature within your reach. You have advantage on your next weapon attack roll against it.

Force Hesitation (2 points)

2nd degree Mist and Shade action

After working your way into an opponent's guard you convince them that every step will lead to a disastrous end, and that to divert their attention away from you for even a moment invites devastation.

A creature within your reach makes an Intelligence saving throw. On a failure, it reacts to a strike from you that never comes. As long as you remain within the target's reach, until the start of your next turn it cannot attack any creature other than you.

After you have used this maneuver against a creature, until the end of combat it has advantage on saving throws against Force Hesitation.

Mugging Hit (1 point)

2nd degree Mist and Shade bonus action

As your enemy howls in pain, you swiftly snatch something away from them.

Choose a creature you can see. On a hit with your next melee attack against it before the start of your next turn, you can also make a Sleight of Hand check against the creature.

Douse (1 point)

3rd degree Mist and Shade bonus action

You quickly dash a container of liquid over your opponent at an opportune moment.

You splash a held container of liquid, such as a contact poison, holy water, or alchemical substance, at a target within 20 feet. The target makes a Dexterity saving throw or is hit by the liquid.

This maneuver can also be used to extinguish a small nonmagical fire in a 5-foot-square area.

Feinting Strike (2 points)

3rd degree Mist and Shade action

You make a skillful, deceptive strike which your foe doesn't see coming.

Make a melee weapon attack roll using the result of a Sleight of Hand check instead of your attack bonus.

Pickpocket (1 point)

3rd degree Mist and Shade reaction

You snatch something from your enemy.

When a creature is within your reach, you can use your reaction to make a Sleight of Hand check against it.

Blinding Blow Stance (2 points)

4th degree Mist and Shade bonus action (stance)

You pace your attacks in a disruptive flow that makes it easy to follow a strike with maneuvering that temporarily blinds your foes.

After you hit a creature with a melee weapon attack, you can spend 1 exertion to make a Sleight of Hand check, blinding it if the result is higher than its AC.

At the beginning of each of its turns, the blinded creature can make a Wisdom saving throw to recover from its blindness.

Spinning Parry (2 points)

4th degree Mist and Shade reaction

A quick step and suddenly you and your foe exchange places.

You can use your reaction to make a Sleight of Hand check when a creature makes a melee attack against you, turning it into a miss if your result is higher than the attack roll.

In addition, you may also swap places with the attacker (no opportunity attacks provoked), forcing it to make a Wisdom saving throw or be stunned until the beginning of its next turn.

Steal Momentum (2 points)

4th degree Mist and Shade reaction

A quick jab to a pressure point locks your opponent's joints.

When a creature moves into your reach you can use your reaction to make a Sleight of Hand check against its AC. On a success, the creature becomes restrained until the beginning of its next turn.

Armor Lock (3 points)

5th degree Mist and Shade action

Prerequisites: Extra Attack

You swiftly adjust your enemy's armor so that they cannot move.

Make a Sleight of Hand check against the AC of a creature within reach that is wearing armor, paralyzing it on a success. At the beginning of each of its turns, a creature paralyzed by this maneuver can make a Strength saving throw, ending the effect on itself on a success (unlike normal, the paralyzed creature doesn't automatically fail this save).

A creature wearing heavy armor has disadvantage on its saving throw.

Pilfer Object (3 points)

5th degree Mist and Shade reaction

You dart forward and snatch an item from a foe just as they start to use it.

When a creature within 15 feet draws an item or takes the Use an Object action, you can use your reaction to move adjacent to it and force it to make a Wisdom saving throw. This movement does not provoke opportunity attacks. On a failure, you can either take the item for yourself or choose the target of the creature's Use an Object action.

Rapid Current Maneuvers

Fast Strikes, Mobility, Swiftness

It is not always the hardest hits that win a fight—sometimes striking first is far more important. Embracing rapid blows and agility, warriors of the Rapid Current tradition know how to use speed to its utmost to defeat a foe.

Charge (1 point)

1st degree Rapid Current action

Flinging yourself forward you barrel towards an enemy with your weapon held at the ready to unleash an attack before they can react!

Move up to 30 feet in a straight line and make a melee weapon attack. You can't take the Dash action and use this maneuver on the same turn.

Eye Slash (2 points)

1st degree Rapid Current action

You rapidly lash out in a rising strike targeting your opponent's brow, leaving a wound that obscures their vision.

Make a melee weapon attack against a creature that relies on sight. On a hit, it makes a Constitution saving throw or is blinded until the end of your next turn.

Speed Over Strength (1 point)

1st degree Rapid Current reaction

With practiced agility you weave around an opponent wielding a more cumbersome weapon, quickly darting in to strike with a lighter armament.

When a creature attacks you with a melee weapon that has the heavy property, or a Large-sized or larger creature attacks you with a natural weapon, you can use your reaction to make a melee weapon attack against it using a weapon that has the dual-wielding or finesse property.

Swift Stance (1 point)

1st degree Rapid Current bonus action (stance)

You adopt a loose stance that gives you an extra bit of swiftness that can make all the difference in a fight or chase.

Your Speed increases by 5 feet.

Parrying Counter (1 point)

2nd degree Rapid Current reaction

Pointing your weapon at your foe you challenge them, forcing them to lower their defenses so you can launch an attack of your own.

At the end of your turn, you can use your reaction to gain an expertise die to your AC against one creature you can see within reach. This increase to your AC only applies to the chosen creature and ends at the start of your next turn.

If the creature misses with one or more attacks against you before the start of your next turn, you can make a melee weapon attack against it.

Rapid Drink (2 points)

2nd degree Rapid Current bonus action

As casually as any seasoned alchemist, you pluck the cork from a magical concoction and pour it down your throat or a companion's.

You drink a potion or administer a potion to a creature within reach.

Rolling Strike (1 point)

2nd degree Rapid Current action

Flowing through battle like the wind itself, you deftly sprint forward through the reach of enemies to deliver an unexpected attack.

Move up to 20 feet without provoking opportunity attacks and make a melee weapon attack.



Disarming Counter (2 points)

3rd degree Rapid Current reaction

With expert timing you apply just the right amount of force to send an opponent's weapon flying just as they strike.

When a creature makes a melee weapon attack against you and misses, you can use your reaction to force it to make a Dexterity saving throw. On a failure, a weapon it is wielding (your choice) flies from its grip to land in a randomly determined space 10 feet away.

Rapid Strike (2 points)

3rd degree Rapid Current action

With an array of quick, carefully placed attacks against the same opponent you throw them off their guard.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. After hitting a creature with a melee weapon attack, you can use your bonus action to make an additional attack against the same creature.

On a hit with this additional attack, you can use your reaction to spend 2 exertion points and attack the same creature again.

Whirlwind Strike (2 points)

3rd degree Rapid Current action

Prerequisites: Extra Attack

Shouldering into a hard spin you lash out at opponents that have surrounded you, striking at each of them in rapid succession.

Make a melee weapon attack against any number of creatures within 5 feet of you, making a separate attack roll for each target. You may only target a number of creatures equal to or less than your proficiency bonus.

First Blood (3 points)

4th degree Rapid Current reaction

You react and attack quicker than the eye can see.

After rolling initiative, you can use your reaction to treat your initiative as if you had rolled a critical success.

Flowing Steps Stance (3 points)

4th degree Rapid Current bonus action (stance)

You focus on moving so swiftly and with such subtlety that nothing can stop you.

You allow your movements to adapt to all conditions. You have advantage on saving throws made to resist being grappled, paralyzed, restrained, or stunned. In addition, you ignore difficult terrain.

Whirlpool Strike (3 points)

4th degree Rapid Current action

Prerequisites: Extra Attack

You spin around, gathering momentum as you strike your foes harder and harder.

Make a melee weapon attack against any number of creatures within 5 feet of you, making a separate attack roll for each target. For each subsequent hit after the first, you deal an additional 1d6 damage.

Tidal Parry (2 points)

5th degree Rapid Current reaction

An expert parry turns a hit into a miss.

When a creature hits you with a melee attack, you can use your reaction to evade the attack. The creature makes a Dexterity saving throw, and on a failure its attack becomes a miss. A creature that scored a critical hit has advantage on its save.

Tsunami Dash (3 points)

5th degree Rapid Current action

Prerequisites: Extra Attack

You sprint through your enemies, striking at every one you pass.

You take the Dash action. During your turn, any time you become adjacent to a creature, you can make a melee attack against it using a weapon that has the dual-wielding or finesse properties.

You cannot attack the same creature twice in a row in this manner or make more attacks than your proficiency bonus.

Razor's Edge Maneuvers

Awareness, Concentration, Discipline

The most impressive strikes and superlative parries are not matters of luck or circumstance when made by a warrior utilizing the Razor's Edge—they are the fruits of keen awareness, concentration, and iron-clad discipline.

Dangerous Strikes (1 point)

1st degree Razor's Edge action

The execution and follow-through of your strike is exquisite with not an iota of force wasted.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, your weapon attacks score a critical hit on a roll of 19–20.

If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Exploit Footing (2 points)

1st degree Razor's Edge reaction

Deftly surging forward and weaving around your opponent, when their attack fails you quickly move around your foe and force them to stumble.

When a creature makes a melee weapon attack against you with advantage and misses, or when it has disadvantage and both attack rolls would miss, you can use your reaction to trip it. The creature makes a Dexterity saving throw or is knocked prone.

Iron Will (1 point)

1st degree Razor's Edge reaction

Withdrawing into your mind, you focus and concentrate to steel your nerves.

When you make a saving throw to resist being charmed or frightened, you can use your reaction to gain advantage on the saving throw.

Perceptive Stance (1 point)

1st degree Razor's Edge bonus action (stance)

Nothing within your sight is of minor significance and you take in your surroundings with great care even as arrows fly and blades clash upon shields.

Your passive Perception score increases by 3. In addition, you gain an expertise die on Perception checks.

Practiced Roll (1 point)

2nd degree Razor's Edge bonus action

With a series of low steps and somersaults you expertly maneuver around opponents.

Move 20 feet. This movement doesn't provoke opportunity attacks from creatures you can see.

Twist the Blade (2 points)

2nd degree Razor's Edge reaction

After striking your foe, you twist the blade.

When you hit a creature with a melee weapon attack on a roll of 18 or 19, you can use your reaction to turn the attack into a critical hit.

Use The Pain (1 point)

2nd degree Razor's Edge reaction

Seizing on the surge of adrenaline that comes from suffering a severe blow, you lash out with a vengeful strike.

When a creature makes a critical hit against you using a melee weapon attack, you can use your reaction to make a melee weapon attack against it.

Drive Back (2 points)

3rd degree Razor's Edge action

You move inexorably forward with an attack which cannot be stopped by blade or shield, forcing your opponent back.

Make a melee weapon attack against a creature. Whether or not you hit, the creature is pushed back 10 feet.

Instinctive Counterattack (2 points)

3rd degree Razor's Edge reaction

Utilizing reflexes perfected by dedicated training, your body flows into a sublime strike almost without a thought.

When your exertion pool is not empty, you can use your reaction to make a melee weapon attack.

Mind Over Body (1 point)

3rd degree Razor's Edge bonus action

Focusing your thoughts inward allows you to rise above the pain of wounds inflicted upon your body.

Until the start of your next turn, reduce any damage you take by 2.

Dashing Razor (1 point)

4th degree Razor's Edge action

Prerequisites: Extra Attack

You feed off the adrenaline from a solid strike and turn that energy into frenetic movement.

Move up to your Speed and make a melee weapon attack against a creature. On a hit, for the next minute your Speed is increased by 10 feet.

Perfect Edge Stance (2 points)

4th degree Razor's Edge bonus action (stance)

By relying on your training and countless hours of repetition, you can easily manipulate the battlefield to position yourself where your strikes are able to inflict the most harm.

Your weapon attacks score a critical hit on a roll of 18–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Sharpened Awareness (3 points)

4th degree Razor's Edge reaction

You tune your senses, focusing on the fight at hand.

You can use your reaction to make a Perception check when a creature makes an attack against you, turning it into a miss if your result is higher than the attack roll. In addition, if the attack is turned into a miss you gain advantage on attacks made against that creature until the end of your next turn.

If the attack still hits you, the creature has disadvantage on its next attack made against you before the end of its next turn.



Death Blow (3 points)

5th degree Razor's Edge action

Prerequisites: Extra Attack (2)

All your training culminates in this lethal attack. You deliver the perfect killing blow with a single secret technique.

Make a melee weapon attack against a creature. On a hit, your attack becomes a critical hit, and if your attack would have already been a critical hit the creature makes a Constitution saving throw. On a failure, the creature is reduced to 0 hit points.

Heightened Concentration (3 points)

5th degree Razor's Edge reaction

You nearly lose concentration, but you shake your head and stay focused.

When you lose concentration, you can use your reaction to prevent yourself from losing concentration.

Sanguine Knot Maneuvers

Legion, Teamwork, Trust

A battle fought alone is often a battle already lost and practitioners of the Sanguine Knot tradition focus on the opportunities presented when an ally is nearby to help. While they may be weaker alone, these warriors are lethal in tandem and the trust they have for their companions make them truly valuable adventurers to keep nearby.

Doubleteam (1 point)

1st degree Sanguine Knot bonus action

Working in tandem with an ally, you fray the defenses of an opponent so your companion can better land a strike.

Choose a creature within your reach. The next ally within 20 feet that makes a melee weapon attack against that creature can use their bonus action to make an Athletics check against the target's maneuver DC to grapple or push the target 10 feet.

Legion Stance (1 point)

1st degree Sanguine Knot bonus action (stance)

You strike your foes in such a way as to leave an opening for your allies to follow-up.

When you score a critical hit against a creature, an ally within reach of the same creature can use their reaction to make an opportunity attack against it.

Shield Wall (1 point)

1st degree Sanguine Knot bonus action

Falling into step with a fellow warrior and putting both of your shields together makes each of you harder to hit.

While you are wielding a shield, you can choose one ally within 5 feet that is also wielding a shield. Until the start of your next turn, as long as that ally remains within 5 feet of you and is able to take actions both you and your ally increase your AC by 2.

Shoulder Check (1 point)

1st degree Sanguine Knot reaction

Watching a companion under attack infuriates you and you fling yourself at their opponent with a powerful shove.

After a creature within your reach makes a melee attack against an ally, you can use your reaction to make an Athletics check against the creature's maneuver DC. On a success you shove the creature 10 feet away from you and you move 10 feet in that direction.

This movement does not provoke opportunity attacks.

Back To Back (1 point)

2nd degree Sanguine Knot bonus action

You know how to fight while surrounded by foes and can quickly instruct an ally on how to move in concert to survive against an overwhelming number of foes.

Choose an ally within 5 feet. Until the start of your next turn, as long as that ally remains within 5 feet of you and is able to take actions, and both of you are unmounted, you and your ally increase your AC by 2.

In addition, each of you gets an extra reaction that can be used before the start of your next turn to either make an opportunity attack or activate a combat maneuver.

Double Tackle (3 points)

2nd degree Sanguine Knot action

You and an ally tackle a foe together, your combined strength forcing them to the ground.

Choose an ally you can see. Your ally can use their reaction to move up to 20 feet to be adjacent to a creature you designate.

As long as you move at least 20 feet and both you and your ally are adjacent to the creature, it makes a Strength saving throw or is knocked prone.

Alternatively, you and your ally may both choose to go prone to force the creature to fail its save. You cannot use this maneuver against creatures more than one size category larger than you or your ally.

Dual Grapple (2 points)

2nd degree Sanguine Knot bonus action

You join in a grapple instigated by an ally.

Make an Athletics check against the maneuver DC of a creature an ally has grappled. If you succeed, the creature is restrained until the grapple ends, and either you or your ally (your choice) are also restrained until the grapple ends.

Follow-Up Topple (2 points)

3rd degree Sanguine Knot reaction

As your ally strikes an opponent, you seize the moment of imbalance to knock them down.

When an ally within your reach hits a creature with a melee weapon attack, you can use your reaction to make a melee weapon attack against that creature. On a hit, the creature makes a Dexterity saving throw or is knocked prone.

Hurl Ally (3 points)

3rd degree Sanguine Knot bonus action

You throw your ally at an opponent, lending them extra power.

Choose a willing ally within your reach that is at least one size category smaller than you. You hurl your ally at a creature within 20 feet. Your ally lands in a space adjacent to the creature and can use their reaction to make a melee weapon attack against it. On a hit, the creature makes a Dexterity saving throw or the attack becomes a critical hit (or if the attack is already a critical hit your ally deals maximum damage).

Look At Me! (2 points)

3rd degree Sanguine Knot action

Your strikes make foes hesitate, leaving openings for your allies to move free of danger.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you make a melee weapon attack against a creature you can choose one ally within reach. The chosen ally does not provoke opportunity attacks from that creature until the start of your next turn.

In addition, the next melee attack the chosen ally makes against that creature before the end of their next turn gains an expertise die.

Bodyguard (3 points)

4th degree Sanguine Knot reaction

You interpose yourself to take a hit for your ally.

When an ally within your reach is hit by an attack, you can use your reaction to swap places with them and become the target of that attack, taking half as much damage as normal.

Brotherhood Stance (3 points)

4th degree Sanguine Knot bonus action (stance)

By focusing on keeping enemies off-balance, you help allies attack more effectively.

Whenever you hit a creature with a melee weapon attack, you can also take the Help action. On a critical hit, the target of your Help action can use their reaction to take the Dodge action.

Doubletime (2 points)

4th degree Sanguine Knot action

You execute a perfect retreat that distracts enemies and allows your companions to fall back beside you.

You take the Disengage action, and up to 3 allies within your reach can use their reactions to take the Disengage action and move their Speed.

Rallying Cry (3 points)

5th degree Sanguine Knot reaction

You offer inspiring encouragement to an ally and they gain their second wind.

When an ally you can see takes damage from an attack, you can use your reaction to release a hearty rallying cry. As long as they are able to hear you, your ally regains an amount of hit points equal to twice your proficiency bonus.

United We Stand (3 points)

5th degree Sanguine Knot action

Prerequisites: Extra Attack

You and your allies combine forces and attack a single foe with devastating results.

Make a melee weapon attack against a creature. Any willing ally within your reach can use their reaction to make a melee weapon attack against the same creature.

If the creature is hit by two attacks, it takes extra damage equal to your proficiency bonus.

If the creature is hit by three attacks, it takes extra damage equal to twice your proficiency bonus and it is knocked prone.

If the creature is hit by four or more attacks, it takes extra damage equal to twice your proficiency bonus, it is knocked prone, and it is stunned until the end of its next turn.

Spirited Steed Maneuvers

Mounted, Soldiering, Warfare

There are many warriors that fight on horseback—or an altogether different kind of creature—and master the tricks of battling in tandem with their mount to overwhelm slower, less mobile foes. The most common adherents to this tradition are soldiers typically born to noble castes with the resources to both keep steeds and pay for the tutelage of their use.

Cavalier Stance (1 point)

1st degree Spirited Steed bonus action (stance)

You protect your mount as you ride.

While you are riding your mount, its Armor Class increases by an amount equal to half your proficiency bonus.

Lancer Strike (1 point)

1st degree Spirited Steed action

You knock your opponent prone with a direct hit from your weapon.

You must be wielding a weapon with the reach property, mounted, and move 20 or more feet in order to use this maneuver.

Make a melee weapon attack against a creature within your weapon's reach. On a hit, you deal an extra 1d6 damage and the creature makes a Strength saving throw or is knocked prone.

Mounted Charge (2 points)

1st degree Spirited Steed action

You charge your foe using your mount's strength and swiftness to add power to your attack.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. You must be mounted to use this maneuver.

Move up to your mount's Speed in a straight line. If at the end of your movement there is a creature within your reach, the first attack you make against it as part of this maneuver has advantage.

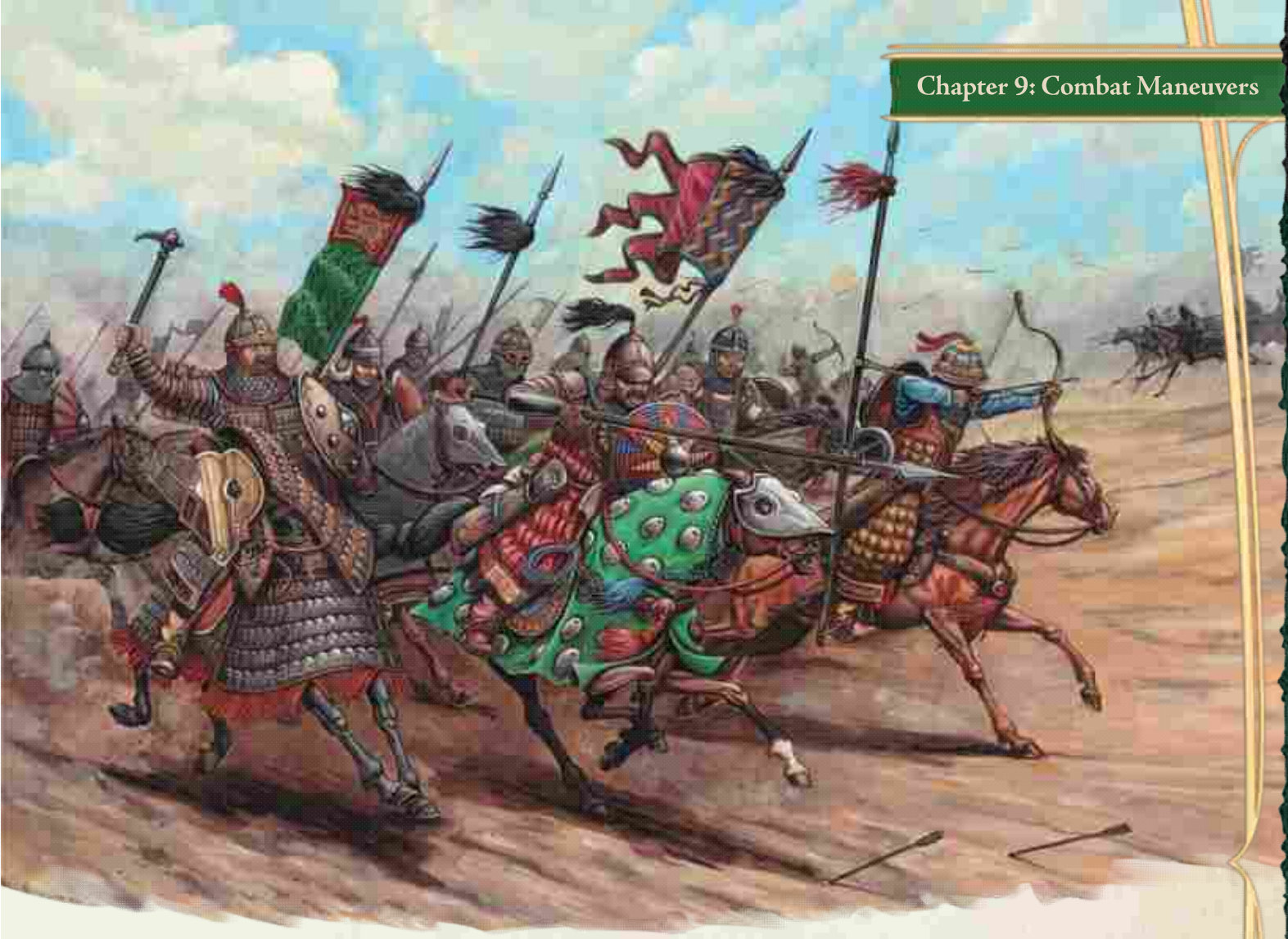
You can't take the Dash action and use this maneuver on the same turn.

Riding Leap (1 point)

1st degree Spirited Steed bonus action

You coax your mount into making a remarkable leap.

As long as you are mounted and move at least 30 feet in a straight line first, your mount can jump further and higher than usual. The height of the jump increases by a number of feet equal to your proficiency bonus and the distance of



the jump increases by a number of feet equal to twice your proficiency bonus.

Your movement this turn does not provoke opportunity attacks.

Rearing Menace (3 points)

2nd degree Spirited Steed action

You rear your mount, intimidating nearby opponents.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. You must be mounted to use this maneuver.

Choose a number of creatures equal to your proficiency bonus that are within 20 feet. Each creature makes a Wisdom saving throw. On a failure, a creature is frightened until the end of your next turn.

A creature of the same size as your mount or larger has advantage on the saving throw.

Spur Mount (1 point)

2nd degree Spirited Steed reaction

In tune with your mount, you guide it to greater heights.

While you are riding your mount, when it makes an ability check or saving throw you can use your reaction to grant it advantage.

Trample (2 points)

2nd degree Spirited Steed bonus action

You trample down enemies in your path.

You must be mounted to use this maneuver.

Move up to half your Speed without provoking opportunity attacks. Creatures in your path that are at least one size smaller than your mount make a Dexterity saving throw. On a failure, a creature takes 2d6 bludgeoning damage and is knocked prone.

Launched Strike (2 points)

3rd degree Spirited Steed action

You leap from your mount to attack a nearby opponent.

You must be mounted to use this maneuver.

You leap 10 feet away from your mount and make a melee weapon attack against a creature within your reach before you land. On a hit, your attack becomes a critical hit.

Sacrifice Mount (2 points)

3rd degree Spirited Steed reaction

You use your mount as a shield.

You must be mounted to use this maneuver.

When a creature targets you with an attack you can use your reaction to swing down the side of your mount, making it the target of the attack instead of you.

Saddled Blows (3 points)

3rd degree Spirited Steed action

From atop your mount, you strike down at your foes with powerful blows.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. You must be mounted to use this maneuver.

Until the end of your next turn, when you use a melee weapon attack to hit a creature of a size smaller than your mount, it makes a Strength saving throw. On a failure, it suffers one of the following (your choice): confused until the start of your next turn, knocked prone, or slowed until the end of your next turn.

Prodigious Leap (3 points)

4th degree Spirited Steed reaction

Your mount makes an incredible leap, soaring through the air.

When your mount makes an Athletics check to jump, you can use your reaction to grant it a fly speed equal to half its Speed until the end of your turn. Your mount can only fly in a straight line.

Spirited Whistle (2 points)

4th degree Spirited Steed action

You summon your mount to your side.

When you have become separated from your mount but can see it, you can use an action to whistle. As long as your mount is able to hear you, it uses its reaction to move until it is adjacent to you.

Your mount suffers a level of fatigue if this movement is more than twice its Speed.

Steely Steed Stance (3 points)

4th degree Spirited Steed bonus action (stance)

You focus on a deep and unspoken connection with your mount, lending it strength and working together as one.

When you make a melee attack against a creature, your mount gains advantage on attack rolls against that creature until the start of your next turn.

In addition, your mount has advantage on saving throws and it takes half as much damage as normal.

Reassuring Pat (3 points)

5th degree Spirited Steed reaction

Your mount takes comfort from your presence and gains its second wind.

When your mount is hit by an attack, you can use your reaction to pat it reassuringly. Your mount regains hit points equal to your level.

If your mount is charmed, poisoned, or restrained, it can use its reaction to end those conditions.

Wheeling Charge (3 points)

5th degree Spirited Steed action

Prerequisite: Extra Attack

You repeatedly charge your mount at your opponent, attacking again and again.

Your mount takes the Dodge action. If it moves at least 10 feet in a straight line and there's a creature within your reach, make a melee attack against that creature.

If you can continue your movement for at least 10 more feet, you can turn around and attack the same creature again.

You must end your movement at least 10 feet away from the creature.

Tempered Iron Maneuvers

Confidence, Conviction, Zealotry

To achieve victory over any opponent a warrior must be confident and those who utilize the techniques of Tempered Iron are certain of their every step and swing, often zealous in their pursuit of a foe and motivated by a daunting drive to succeed no matter the cost.

Imposing Glare (1 point)

1st degree Tempered Iron bonus action

For a moment you unleash your fury forcing your enemy to hesitate.

Choose one hostile creature you can see within 30 feet. If it can see you, it makes a Charisma saving throw or is frightened of you until the end of your next turn.

After you have used this maneuver against a creature, until the end of combat it has advantage on saving throws to resist Imposing Glare.

Purge Magic (1 point)

1st degree Tempered Iron reaction

As soon as your senses seize upon the uttering of an incantation or a hand working the gestures of magic your body reflexively reacts with violence.

When a creature you can see within your reach casts a spell, you can use your reaction to make a melee weapon attack against it.

Striding Swings (1 point)

1st degree Tempered Iron action

With supreme confidence you march forward with your attack, stepping heavily into every strike and driving each blow home.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Move up to 15 feet. This movement can be through the space of hostile creatures that are up to one size category larger than you, and the spaces of other creatures do not count as difficult terrain.

Zealous Stance (1 point)

1st degree Tempered Iron bonus action (stance)

By submitting to your fervor you make yourself vulnerable but gain an edge on your opponents.

When you make your first attack on your turn, you can decide to gain an expertise die on melee weapon attack rolls until the start of your next turn. When you do so, until the start of your next turn attack rolls against you gain an expertise die.

Faith Within (1 point)

2nd degree Tempered Iron reaction

As soon as you spot the workings of magic nearby you can reflexively draw upon your willpower to fortify your mind, body, and soul.

When you fail a saving throw against a spell or other magical effect that makes you charmed, frightened, poisoned, or stunned, at the start of your turn you can use your reaction to repeat the saving throw.

Gaze Of Conviction (2 points)

2nd degree Tempered Iron bonus action

You lock eyes with an opponent with a fury so potent that it cannot be ignored.

You stare down a creature you can see within 30 feet, and if it can see you it makes a Wisdom saving throw. On a failure, the creature is compelled to attack you. On its turn the creature moves towards you and makes as many attacks against you as it can.

The effects of this maneuver end when you attack a different creature or the creature is unable to attack you.

Stunning Assault (3 points)

2nd degree Tempered Iron action

Prerequisites: Extra Attack

You strike your opponent with enough force to stun them.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you hit a creature with a melee weapon attack it makes a Constitution saving throw or is stunned until the end of your next turn.

Break Spell (2 points)

3rd degree Tempered Iron reaction

You interrupt a spell to stop it being cast.

When a creature you can see within your reach casts a spell, you can use your reaction to make a melee weapon attack against it. On a hit, the creature makes a Constitution saving throw (against your maneuver DC or as normal, whichever is higher) or the spell is interrupted (expending the spell slot) and has no effect.

Defy Magic (2 points)

3rd degree Tempered Iron reaction

The potency of magic is dependent upon whoever wields it, and whether arcane or divine most spells and spellcasters pale in comparison to your obsessive conviction.

When you see a creature within 30 feet make a spell attack against you, you can use your reaction to defy it. The creature makes a spellcasting ability check against your maneuver DC or automatically misses with its spell attack.

If the spell is of 7th-level or higher, this combat maneuver has no effect.

Dispelling Assault (2 points)

3rd degree Tempered Iron action

Prerequisites: Extra Attack

You attack with such fury that your enemy's magical defenses wither and fail.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, your weapon attacks score a critical hit on a roll of 19–20, and when you score a critical hit against a creature any spell of 3rd-level or lower on the creature ends.

If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Devoted Assault (3 points)

4th degree Tempered Iron bonus action

The battle around you narrows as you focus your ire on a single opponent, ignoring other threats or enemies.

Choose one creature you can see within 30 feet. Until the start of your next turn, you cannot attack any other targets and you have advantage on weapon attacks made against that creature.

On a critical hit, you can spend exertion to use a Tempered Iron maneuver that you know against the creature so long as it can be activated with an action or bonus action.

Disrupting Charge (2 points)

4th degree Tempered Iron reaction

You charge a spellcaster in order to interrupt their spell.

When a creature you can see casts a spell, you can use your reaction to move up to your Speed. If you end your movement adjacent to that creature, you can make a melee weapon attack against it. On a critical hit, the spell is interrupted (expending the spell slot) and has no effect.

Spell Shattering Strike (2 points)

4th degree Tempered Iron reaction

You strike a spellcaster and disrupt their control over magic, fracturing the power behind a spell and transforming the energy so it roots them to the spot.

When a creature you can see within your reach casts a spell, you can use your reaction to make a melee weapon attack against it. On a hit, the creature makes a Wisdom saving throw or the spell is interrupted (expending the spell slot) and it rolls 1d4 to determine how the fraying magic affects it: 1—the creature's Speed is reduced to 0, 2—the creature becomes confused until the end of its next turn, 3—the creature has disadvantage on checks made to concentrate on spells until it succeeds on a concentration check, 4—the creature is stunned until the end of its next turn and rattled for the next minute.

Branding Steel (3 points)

5th degree Tempered Iron bonus action

You permanently mark your foe with your sword.

Before the start of your next turn, when you hit a creature with a melee weapon attack you can choose to brand it. A branded creature has disadvantage on concentration checks and on attacks made against creatures other than you. In addition, a branded creature able to see you cannot move closer to you without making a Wisdom saving throw. The brand on a creature is removed when it regains 30 hit points or more from a healing spell or similar magic.

Burning Embers of Faith (3 points)

5th degree Tempered Iron reaction

Digging within, you stave off the call of death and surge renewed towards your foes.

When you are reduced to 0 hit points, you can use your reaction to heal a number of hit points equal to your proficiency bonus.

If you were reduced to 0 hit points by a spell, you instead heal a number of hit points equal to your level. In addition, for the next minute you gain advantage on attack rolls made against the creature that reduced you to 0 hit points, and your weapon attacks against it deal extra damage equal to your proficiency bonus.

Tooth and Claw Maneuvers

Animalistic, Movement, Natural

There is a fundamental need to survive that all creatures tap into during a fight, an urge to endure that can be captured and focused to tremendous effect. Wielders of Tooth and Claw are animalistic in their attacks, moving around in combat and pouncing upon an opponent's every weakness.

Bounding Strike (1 point)

1st degree Tooth and Claw action

You leap and bound toward your enemy with animal fury.

Move 15 feet in a straight line and make an Acrobatics or Athletics check to jump as you do so. If a creature is within your reach when you land, you can make a melee weapon attack against it using the result of your check instead of an attack roll.

Raking Strikes (2 points)

1st degree Tooth and Claw action

You lash out with one strike that sets up another, faster and wilder attack.

Make a melee weapon attack. On a hit, you can make an additional attack against the same target. You have disadvantage on this additional attack.

Ride Enemy (2 points)

1st degree Tooth and Claw reaction

You leap atop your enemy just as it attacks.

When a creature at least one size category larger than you attacks you with a natural weapon, you can use your reaction to use the Grab On basic maneuver, making your Strength or Dexterity saving throw with advantage.

Springing Stance (1 point)

1st degree Tooth and Claw bonus action (stance)

Every time you step, slide, or turn you do so more quickly than usual and it becomes much easier to hurl yourself about.

You increase the distance of your horizontal jumps by a number of feet equal to your proficiency bonus, and the distance of your vertical jumps by a number of feet equal to half your proficiency bonus. In addition, you gain an expertise die on Acrobatics checks and checks made to jump.



Expert Tumble (2 points)

2nd degree Tooth and Claw bonus action

You throw your body across the battlefield, careening around opponents in a route and manner that makes it difficult to anticipate where you'll move next.

As long as you move your full Speed on your turn (and your Speed is greater than 0), your AC increases by an amount equal to your proficiency bonus until the start of your next turn.

Leaping Strike (1 point)

2nd degree Tooth and Claw action

Prerequisites: Extra Attack

Like a stalking predator you run down your prey and pounce with a lethal attack that throws your opponent to the ground or knocks them back.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Move up to 40 feet in a straight line. If you hit with a melee weapon attack at the end of your movement, the target makes a Strength saving throw, and on a failure it is either knocked prone or pushed back 10 feet (your choice).

Primal Intercept (2 points)

2nd degree Tooth and Claw reaction

The instant you sense an opponent has moved within your guard you immediately attack in response.

When a creature makes a melee weapon attack or attempts to grapple you, you can use your reaction to make a melee weapon attack against it.

Gut Strike (3 points)

3rd degree Tooth and Claw reaction

You instinctively know when you hit an opponent's weak spot and can muster an extra bit of force to devastating effect, causing your foe to suffer momentary fatigue.

When you hit a creature with a weapon attack, you can use your reaction to give the target one level of fatigue for 1 minute. On a critical hit, the target gains two levels of fatigue instead. A target cannot gain more than two levels of fatigue from this maneuver.

Rake (1 point)

3rd degree Tooth and Claw action

With two deft attacks you rend at your opponent, striking at them first to diminish their defenses then delivering a ferocious second blow.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you hit a creature with two or more melee weapon attacks, each hit after the first deals 1d8 extra damage.

Wild Capering (1 point)

3rd degree Tooth and Claw bonus action

You move through the environment like a cat, running along walls and easily leaping across gaps.

Move 30 feet. Until the start of your next turn, you gain a climb speed equal to your Speed and your minimum jump distance increases to 10 feet vertically and 15 feet horizontally.

Blind Instinct (3 points)

4th degree Tooth and Claw bonus action

You use all your senses to focus your attacks on a single enemy.

You gain blindsight out to a range of 30 feet.

If a creature leaves the range of your blindsight, you can use your reaction to mark it as prey and move up to your Speed. The next melee weapon attack you make against that creature before the end of your next turn deals an additional weapon damage die.

Bloody Roar (3 points)

4th degree Tooth and Claw action

A victorious battle cry strikes fear in the heart of your foes.

Make a melee weapon attack against a creature. On a hit, you release a mighty roar that shakes the very earth and firmament in a 30-foot cube centered on you. Each hostile creature in the area makes a Wisdom saving throw. On a failure, a

creature takes psychic damage equal to twice your proficiency bonus and it becomes frightened until the end of its next turn, or on a success it takes half damage and does not become frightened.

Mercurial Striking Stance (1 point)

4th degree Tooth and Claw bonus action (stance)

By tapping into your basic survival instincts you not only unleash your potential—you make certain that every strike counts.

The minimum result on a damage die rolled with a natural weapon, unarmed strike, or weapon with the dual-wielding property is a 3.

Furious Barrage (3 points)

5th degree Tooth and Claw action

Prerequisites: Extra Attack

You unleash blow after blow, striking your opponent again and again, oblivious to your surroundings.

Make a melee weapon attack against a creature. On a hit, make another melee weapon attack. You can keep attacking until you miss. You cannot make more attacks than your proficiency bonus in this manner.

Attack rolls against you have advantage until the beginning of your next turn.

Wounded Animal Gambit (3 points)

5th degree Tooth and Claw reaction

Playing dead, you surprise your foe with a sudden attack.

When you lose hit points, you can use your reaction to fall prone and pretend to be dead. All hostile creatures able to see you consider you to be dead or dying.

If a creature moves within your reach before the beginning of your next turn, you can immediately stand up and spend exertion to use a Tooth and Claw maneuver you know against it. No action is required to activate the maneuver and any melee attacks made as part of the maneuver have advantage.

After you have used Wounded Animal Gambit against a creature, if you activate it again before the end of combat it receives a Wisdom saving throw. On a success, it realizes you are playing dead.

Unending Wheel Maneuvers

Mastery, Patience, Training

There are many facets to combat—how one places their feet, an adroit grip upon a weapon's hilt, the angle of a shield arm—but achieving exceptional skill over specific weaponry can be an efficient means to victory. By patiently focusing your martial studies you unlock secrets that general practitioners of combat never glean, and with dedicated training you master their use.

Dangerous Signature (1 point)

1st degree Unending Wheel reaction

You have mastered a strike that is unmistakably your own.

Choose a simple symbol (such as a letter) to be your signature. When you have advantage on a melee weapon attack roll, on a hit you can leave your signature on the creature or object you attacked. Your signature remains on a creature until it is fully healed and has taken a long rest.

While a creature bears your signature, you can use a bonus action to try to intimidate it. The creature makes a Wisdom saving throw against your maneuver DC or becomes frightened of you until the start of your next turn.

Throwing Stance (1 point)

1st degree Unending Wheel bonus action (stance)

You wield your weapon with a practiced familiarity that makes it deadly even when a foe is beyond your reach, able to hurl it as accurately as a thrown dagger.

Choose a weapon when you learn this combat maneuver. While you are wielding the chosen weapon it has the rebounding property and thrown property (range 30/60 feet).

Victory Pose (1 point)

1st degree Unending Wheel reaction

Your victory pose spurs your allies.

Choose a weapon when you learn this combat maneuver. When you score a critical hit with this weapon, you can use your reaction to pose dramatically as you finish the strike.

As you dramatically pose, choose a number of allies equal to your proficiency bonus that you can see within 30 feet. The chosen allies have advantage on the next death saving throw each makes before the end of combat.

Wounding Strike (2 points)

1st degree Unending Wheel bonus action

Swinging or thrusting with your weapon like you have thousands of times before, you know precisely where its tip grazes and your swing hits at the smallest flaw in an opponent's armor to deliver a painful wound.

Choose a weapon when you learn this combat maneuver. If you hit with your next attack roll using the chosen weapon against a living creature, you deliver a wound that deals 1d4 ongoing damage (page 448).

At the start of each of the wounded creature's turns, it makes a Constitution saving throw, ending the effect on itself on a success.

Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Medicine check against your maneuver DC, ending the ongoing damage on a success.

Healing magically or from a trait (such as Regeneration) also ends the effect.

Deflect Strike (1 point)

2nd degree Unending Wheel reaction

With a bit of effort as an opponent strikes at you, you can knock the blow away and divert the attack.

When a creature hits you with a weapon attack, you can use your reaction to reduce the attack's damage by a number of d6 equal to your proficiency bonus.

If this maneuver reduces the damage to 0, the attack becomes a miss.

Instant Strike (3 points)

2nd degree Unending Wheel bonus action

You quickly draw and strike with a weapon in the blink of an eye.

Choose a creature within your reach. You draw a melee weapon and use it to make an attack against that creature. You cannot use this combat maneuver against the same creature more than once per combat.

Preternatural Strikes (1 point)

2nd degree Unending Wheel action

By executing your attacks with perfect precision your weapon can slip beneath even supernatural defenses.

Choose a weapon when you learn this combat maneuver. When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, your weapon attacks using that weapon ignore resistance to nonmagical weapon damage.

Disarming Assault (1 point)

3rd degree Unending Wheel action

Instead of waiting for an opponent to strike so you can slap their weapon away, you lay into them with attacks that knock it from their hands.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, your strikes can deprive foes of their armaments. In addition to dealing damage, when you hit a creature with a melee weapon attack it makes a Strength saving throw. On a failure, an item of your choice that the creature is holding (including a shield) flies from its grip to land in a randomly determined space 10 feet away.

Expert Sidestep (2 points)

3rd degree Unending Wheel reaction

You respond to an attacker's weapon with a peerless defensive step that displays your prowess as a warrior.

When a creature makes a weapon attack against you, you can use your reaction to gain a bonus to AC equal to your proficiency bonus, possibly turning a hit into a miss.

Unsettling Injury (3 points)

3rd degree Unending Wheel action

Your attack unnerves your foe, making it hard for them to concentrate.

Choose a weapon when you learn this combat maneuver. Make a melee weapon attack using the chosen weapon, and on a hit the target makes a Constitution saving throw. On a failure the target loses concentration on any spell it has cast, any combat stance it is using ends, and it cannot use combat maneuvers or cast spells until the end of your next turn.

Any Weapon Stance (1 point)

4th degree Unending Wheel bonus action (stance)

What you wield isn't what makes you a deadly combatant—*you* are the weapon. Attaining mastery of some weaponry has taught you how to focus and bring all that practice to bear even with lethal implements you've never seen before.

You gain proficiency with all weapons (including rare weapons).

Mistaken Opportunity (2 points)

4th degree Unending Wheel reaction

Mastery is making sure even a mistake becomes an opportunity. You follow-through on a miss to attack a different enemy.

When you miss with a melee weapon attack against a creature, you can use your reaction to take your momentum and target a different creature within your reach with a melee attack using the same weapon.

This attack is made with advantage and deals extra damage equal to your proficiency bonus. If both attack rolls would hit the creature, it is stunned until the end of its next turn.

Wind Strike (3 points)

4th degree Unending Wheel action

You use a melee weapon to strike a foe from a distance.

Choose a weapon when you learn this combat maneuver. You can use the chosen weapon to strike a distant target with air pressure, giving your attack a normal range of 20 feet and long range of 60 feet. This functions as if your weapon had the thrown property except you don't actually throw it.

You have advantage on attack rolls made using this maneuver. If both attack rolls hit, you deal an additional weapon damage die.

After using this maneuver to hit a creature, it can use an action to make a Perception check against your maneuver DC. On a success, for the next minute any uses of Wind Strike do not grant advantage on attack rolls made against the creature.

Heart of the Sword (3 points)

5th degree Unending Wheel bonus action

You focus on the bond between you and your weapon.

Choose a weapon when you learn this combat maneuver. For the next minute, attacks made with the chosen weapon score a critical hit on a roll of 19–20 and ignore any damage resistances a target might have. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Perfect Assault (3 points)

5th degree Unending Wheel action

Prerequisites: Extra Attack

In a blur of smooth motion, you unleash a sequence of attacks.

When you activate this maneuver, you take the Attack action and make two weapon attacks, as well as double the number of additional attacks granted by Extra Attack. You can replace any number of these attacks with combat maneuvers that do not grant more than one attack. At the end of your turn your exertion pool is reduced to 0 and you suffer a level of fatigue.



CHAPTER 10

Spellcasting

- *The wizard extends her hand towards the oncoming bandits. A bead of flame speeds in their direction, exploding in a red-hot ball of fire. The few bandits who survive wisely choose to retreat.*
- *The cleric prays to his god as he covers his wounded companion's injuries with both hands. His god answers, and the damage miraculously begins to heal itself.*
- *The druid calls to the wild, and nature responds. Vines and plants rapidly grow, quickly entwining themselves around the intruding goblins, holding them fast.*

What are Spells?

Magical energy flows unseen throughout the multiverse, unimpeded by dungeon walls or planar boundaries. Spells are formulae for manipulating this impalpable force to achieve observable effects: bursts of flame, deceptive illusions, or the restoration of life and limb.

Most spellcasters learn traditional sequences of words or gestures which channel magical energy or the power of divine beings. A few spellcasters can intuitively modify or invent simple spells. No spellcaster fully understands the workings of magic; its fundamental laws, if ever known, were long ago forgotten.

Knowing and Preparing Spells

Before it may be cast, a spell must be known (learned and conceptually understood) and prepared (memorized in detail in a ready-to-cast form). Each spellcasting class has a different approach to learning and preparing spells.

Some character classes, such as clerics, druids, and heralds, know most spells which are available to their class, and choose a subset of those spells to prepare at any given time.

Other classes, such as bards and sorcerers, choose a small set of spells which they know, each of which is always prepared. They can only know a fixed number of spells at any level.

Wizards maintain a large and ever-growing collection of known spells, of which they have a certain number prepared at any time. Wizards can learn any number of new spells without giving up old ones; the only limit is the scarcity of magical scrolls and spellbooks to copy.

Rare Spells

Many spellcasters leave their mark on the world by individualizing their spells. Some of these unique spells have been lost to antiquity, but a few are preserved in ancient scrolls.

Some spell descriptions include one or more rare versions of the spell. A rare spell is a little-known variant of an existing spell which offers a change or improvement to the spell's functionality. It's usually named after its creator. For instance, a rare version of the *fire bolt* cantrip, *Katrina's hellish fire bolt*, ignores fire resistance. The Narrator determines which, if any, rare spells are available to discover or research.

A rare spell can't be chosen when selecting new spells at character creation or when gaining a level—it is obtained on a specially-scribed scroll or learned through costly research. When a character acquires a scroll bearing a rare version of a spell, they may spend a long rest to learn it if it is on their spell list. Doing so destroys the scroll. Alternatively, with the Narrator's assistance, a player can use the Research downtime activity to invent or reinvent rare spells (see Downtime in Chapter 7: Adventuring). For classes which only know a limited number of spells, a rare spell does not count against their number of spells known. For classes which prepare a limited number of spells, this spell must be prepared separately.

Casting Spells

As spellcasters advance in character level, they gain the ability to prepare and cast more powerful spells.

A spell's level determines the amount of mental energy the spellcaster must expend to cast the spell. Spells are ranked in complexity and power from level 0 to 9. 0th-level spells, also called cantrips, can be cast effortlessly. Other spells require an investment of energy, and can only be cast a limited number of times between rests. The most complex and powerful spells, 9th-level spells, can only be employed by the mightiest spellcasters, and generally only once per long rest.

Spell Slots

Most spellcasting classes' reserves of magical energy are represented by a number of spell slots, each of which has a spell level. More and higher-level spell slots become available as a character gains experience in a spellcasting class. A spell slot is expended when a character casts a spell at that spell level. When all the slots of a given spell level have been used, the character can no longer cast spells at that spell level. Taking a long rest restores all spell slots.

Casting Spells With a Higher Slot

A spell can be cast as a higher-level spell if there is a higher-level spell slot available to spend. For instance, the 1st-level *cure wounds* spell can be transformed into a 2nd-level spell by casting it using a 2nd-level spell slot.

Some spells have more powerful effects when cast using a higher-level spell slot. For instance, *cure wounds* restore more hit points when cast as a 2nd-level spell. Such benefits apply to both the normal version of a spell and any rare variant.

When casting a spell using a higher-level spell slot that the spell provides no benefits for, you gain the benefits for casting at the highest-level spell slot that qualifies. For example, casting detect thoughts with a 6th-level spell slot grants the additional benefits from using a 5th-level spell slot, increasing its range to 1 mile (instead of only the normal effects for a casting at 2nd- or 3rd-level).

Casting Spells Without Slots

Some magic items allow characters to cast certain spells without expending spell slots. For instance, a magical *necklace of prayer beads* allows its owner to cast spells such as *bless* once per day.

A magical spell scroll allows a character to cast a single spell, if the spell is on the character's spell list. After the spell is cast, the scroll loses its magic. A character who uses a magical scroll can cast it at a higher level, or even cast a spell of a higher level than the character can normally cast, by making an ability check, using their spellcasting ability against a DC of 10 + the level at which they cast the spell. On a failure, the scroll loses its magic. A character may increase the spell's casting time by 12 hours in a magical stronghold appropriate to their class, such as a wizard's tower or a cleric's temple. If they do so, they gain a bonus to their spellcasting ability check equal to the grade of the stronghold.

Character abilities granted by class or heritage may also grant the innate ability to cast spells without using spell slots. For instance, a 3rd-level shadow elf can cast *faerie fire* once per long rest. Some monsters also have the innate ability to cast spells in this way.



Cantrips

0th-level spells (cantrips) don't require spell slots to cast, and can be cast any number of times per day. Cantrips don't need to be prepared. A spellcasting class' description indicates how many cantrips a character knows at any given level.

Rituals

Certain spells can be cast as a ritual. Such spells have a special category, Ritual, listed on the same line as the spell's casting time.

If a character has a Ritual Spellcasting feature, they can choose to cast such a spell either normally or as a ritual. If they choose to cast it as a ritual, they do so without expending a spell slot. Casting the spell in this way takes an extra 10 minutes to cast. A spell cast as a ritual can't be cast as a higher-level spell.

Most characters must have a spell prepared in order to cast it as a ritual, though wizards can cast any known spell as a ritual.

Casting Spells in Armor

A spellcaster can't cast spells while wearing armor in which they're not proficient.

Spell Descriptions

The spells in *Level Up* each begin with a block of rules information specifying the spell's name, spell school, tags, casting time, range, components, and duration. Some spells may also include an entry for target, area, and saving throw. A description of the spell follows the spell block.

Classical Spell Schools

Every spell belongs to one or more schools of magic. These schools include 8 classical schools of magic, as defined by mages long past and handed down in formal tradition. Each classical school represents a different type of magical energy being channeled, and a spell can only belong to one classical school. A magical effect's school is usually detectable by effects such as *detect magic*.

Abjuration spells involve the forces of protection and warding. *Shield* is an abjuration spell.

Conjuration spells cause objects to be teleported or summoned. *Find familiar* is a Conjuration spell.

Divination spells provide information and uncover secrets. *Detect magic* is a Divination spell.

Enchantment spells twist the mind. *Charm person* is an Enchantment spell.

Evocation spells call forth magical energy. *Cure wounds* and *magic missile* are evocation spells.

Illusion spells create false sensory impressions. *Silent image* is an illusion spell.

Necromancy spells deal with the power of death. *Inflict wounds* is a necromancy spell.

Transmutation spells transform or change their subjects, or grant a creature new abilities. *Jump* is a transmutation spell.

Other Spell Schools

The formal, classical spell schools are not the only way magic-users throughout the ages have labeled spells. In the multiverse there is a near-infinite array of spell schools; some are based on elemental sources (like beasts, fire, plants, shadow, water, and so on), while others are based on effects (compulsion, healing, and more). While a spell can belong to only one classical spell school, it can belong to any number of other spell schools. These spell schools have no rules of their own, but may be referred to by other game rules. For instance, a monster's description might state that it can cast any spell in the fire school.

This book contains spells using the following schools: acid, affliction, air, arcane, attack, beasts, chaos, cold, communication, compulsion, divine, earth, enhancement, evil, fear, fire, force, good, healing, knowledge, law, lightning, movement, nature, necrotic, negation, obscurement, planar, plants, poison, prismatic, protection, psychic, radiant, scrying, senses, shadow, shapechanging, sound, storm, summoning, technological, telepathy, teleportation, terrain, thunder, time, transformation, unarmed, undead, utility, water, weaponry, weather.

Casting Time

Most spells take one action to cast.

Some spells are cast with a bonus action. A spellcaster can't cast a spell as a bonus action on the same turn that they cast another spell, unless the second spell is a cantrip with a casting time of one action.

Other spells use a reaction. This type of spell will describe the trigger that allows the spell to be cast. For instance, a wizard may cast *shield* when hit by an attack or targeted by a *magic missile*.

A few spells (and spells cast as rituals) have a longer casting time. A spellcaster must use their action every turn to maintain such a spell. Furthermore, they must concentrate on the spell (see below). Otherwise, the spell fails, and the spellcaster doesn't expend a spell slot or any material components the spell requires.

Rapid Summoning

Conjuration spells that summon powerful or extraplanar creatures take longer to enact, but by choosing to forge a more tenuous connection it's possible to cast these more quickly than normal.

When casting *conjure celestial, conjure elemental, conjure fey, conjure minor elementals*, or any other spell that conjures creatures and has a casting time of 1 minute, a spellcaster can choose to reduce the spell's casting time to 1d4+1 actions and the spell's duration to 1 minute. The spellcaster must maintain concentration on the casting each round, using an action on each of their turns until the casting is complete. At any time on their turn after the casting begins, the spellcaster may choose to abandon the rapid summoning to cast a different spell that has a casting time of 1 action and uses a spell slot of the same level or less.

Range

A spell's **range** is the maximum distance to its target or targets at the moment that the spell is cast. For some spells, the target is a creature or object. For other spells, the target is a point in space.

Some spells have a range of Self, meaning that they only affect the spellcaster, or (for a spell that affects an area) that the point of origin of the spell

is the spellcaster. Other spells have a range of Touch, meaning that they affect either the spellcaster or a target that they touch.

Still other spells can only affect targets within a certain number of feet. Common distances include short range (30 feet or less), medium range (60 feet or less), or long range (120 feet or less). Some spells have much longer ranges, such as a mile or more, or are not limited by distance.

Target

Some, but not all, spells have a target listed in the spell block. This type of spell operates on the specified type of creatures or objects within range. For instance, the target of a *charm person* spell is a "humanoid creature." Unless the spell indicates otherwise, the spellcaster is a valid target of a spell which acts on a creature or creatures.

Unless otherwise specified by the spell, there must be a clear path (no total cover) between the spellcaster and part of the target. If the target is an unwilling creature, the spellcaster must also be able to see it or otherwise know its precise location.

Area

Some, but not all, spells have an area listed in the stat block. Anything within this area can be affected by the spell. For instance, the area of a fireball spell is a "20-foot radius sphere," and anyone inside may take fire damage.

Every area has a point of origin from which its effects radiate. The point of origin is determined by the spell's range. If the spell's range is Self, the point of origin is the spellcaster. If the point of origin is given as a distance, the point of origin can be anywhere within that distance. If there is no clear path between the spellcaster and the intended point of origin of the spell, the spell's point of origin is on the near side of the obstruction blocking the path.

For most spells, if there is no clear path between the point of origin and a location within the spell's area, that location is not affected by the spell. Some spells specify that their effect travels around corners. In that case, a location is affected if a non-straight line from the location connects to the point of origin without leaving the spell's area.

Spell areas usually take one of five shapes: a cone, cube, cylinder, line, or sphere.

A **cone** extends from its point of origin in a direction of the spellcaster's choice, and need not include the origin. A cone's maximum width is equal to its length.

A **cube**'s point of origin can be anywhere on any face of the cube, and need not include the origin. A cube's length is also its width and height.

A **cylinder**'s point of origin is the center of the circle at the top or bottom of the cylinder. The bottom of the cylinder rests on the ground. A cylinder includes its point of origin.

A **line** extends straight from its point of origin, and need not include its point of origin.

A **sphere**'s point of origin is its center, and is included in its area. The sphere's radius is the distance from its point of origin to any edge.

Created Effects

Some spells have no target or area, but create or summon an object, creature, or effect within the spell's range. Unless otherwise specified in the spell description, the spellcaster does not need to see the space where the object, creature, or effect will appear but there must be a clear path to the space; if there is no clear path, the spell will affect the space on the near side of the obstruction blocking the path.

Components

The process of casting a spell requires the use of specific actions or objects, called components. These components may allow observers to recognize that a spell is being cast. A spell may include any of the following types of components:

Vocalized (V): A spell with a vocalized component is apparent to creatures that can hear. Different spell-casters may cast the same spell in vastly different ways, whether speaking in magical syllables or singing an enchanted melody, harmonizing an instrument with the fabric of reality, or giving voice to the screams of the damned as they tap into the realm beyond to call forth magic. A character under the effect of a *silence* spell or otherwise unable to make noise can't cast a spell with a vocalized component.

Seen (S): A spell with a seen component is apparent to creatures that can see. Different spellcasting traditions may cast the same spell with varying visual manifestations, including intricate hand gestures, coruscations of kaleidoscopic magical forces, or ghosts conjured from the aether. A spell cast with a seen component can't be cast by an incapacitated creature or a creature that has its hands full with weapons (or a shield) that are not being used as a spell focus.

Material (M): A spell with a material component lists a specific physical object which the spellcaster must provide. If no cost is specified for the object and it does not require part of the target (such as some of the target's hair), a character may substitute a component pouch or spellcasting focus (see Chapter 4: Equipment). Some spells note that their material component is consumed as part of the casting. A spell cast with a material component requires that the caster hold the material component during the casting of the spell.

Even if a creature witnesses a spell being cast, the effect or even the target of the spell may not be obvious. For instance, the target of a reasonable-sounding *suggestion* spell might never realize that their behavior was magically influenced.

Duration, Combination, and Concentration

A spell's duration is how long it lasts. Many spells have an Instantaneous duration, meaning that their magic ends as the spell is cast, leaving the world changed in a way that can't be undone with *dispel magic* or a similar effect.

Other spells have durations of one round or longer. A creature, object, or area might be under the effect of two or more such spells at the same time. In most cases, the effects of both spells combine. However, multiple castings of the same spell don't combine. When two versions of the same spells overlap, the most powerful effect applies. For instance, if a creature begins its turn in the area of two *cloudkill* spells, one cast at 5th-level and one cast at 6th-level, it only takes damage from the higher-level version of the spell.

Some spells have a duration which includes concentration. Such a spell requires some level of focus and attention, although the spellcaster can perform most activities while concentrating on a spell. If this concentration ends, the spell ends prematurely.

A spellcaster's concentration can be ended by any of the following:

- The spellcaster chooses to end concentration at any time.
- The spellcaster is incapacitated or killed.
- The spellcaster successfully casts another spell that requires concentration.
- The Narrator may rule that a sudden interruption, such as a push, may force the spellcaster to make a DC 10 Constitution check. On a failure, the spell ends.
- If the spellcaster takes damage while concentrating on a spell, they must make a Constitution saving throw; on a failure, the spell ends. The DC is 10 or half the damage taken, whichever is higher.





Saving Throw

If a spell allows an affected creature to make a saving throw, the saving throw ability score will be specified in the spell block. A creature may voluntarily fail a saving throw. Unless noted otherwise, objects always fail saving throws.

Some spells deal half damage to a creature who succeeds on its saving throw. These spells have the word "halves" listed after the ability score used. For instance, "Dexterity halves" means an affected creature takes half damage on a successful Dexterity saving throw.

Other spells that aren't as direct about their effects on a creature are marked as "special". For instance, the flesh to stone spell is marked as "Constitution (special)" because it requires more than one saving throw that has staged effects for failed saves.

The DC to resist a spell is 8 + the spellcaster's spellcasting ability modifier + the spellcaster's proficiency bonus.

Attack Roll

Some spells require a successful attack roll to affect their target. This is specified in the spell's description. Ranged and melee spell attacks follow all the rules for ranged and melee attacks in Chapter 8: Combat.

The attack bonus for a spell attack is the spellcaster's spellcasting ability modifier + the spellcaster's proficiency bonus.

Spells

Accelerando

4th-level (transmutation; enhancement, movement, sound, time)
Classes: Bard
Casting Time: 1 action
Range: Short (30 feet)
Target: Up to six willing creatures
Components: V, S, M (licorice)
Duration: Concentration (6 rounds)

You play a complex and quick up-tempo piece that gradually gets faster and more complex, instilling the targets with its speed. You cannot cast another spell through your spellcasting focus while concentrating on this spell.

Until the spell ends, targets gain cumulative benefits the longer you maintain concentration on this spell (including the turn you cast it).

1 Round: Double Speed.
2 Rounds: +2 bonus to AC.
3 Rounds: Advantage on Dexterity saving throws.
4 Rounds: An additional action each turn. This action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, a target can't move or take actions until after its next turn as the impact of their frenetic speed catches up to it.

Cast at Higher Levels. You may maintain concentration on this spell for an additional 2 rounds for each slot level above 4th.

Rare: Koren's Agile Accelerando. A target's additional action can be used to escape a grapple, and targets have advantage on saving throws made to avoid or escape a grapple.

Acid Arrow

2nd-level (evocation; acid, arcane)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: Creature or object
Components: V, S, M (flint arrowhead)
Duration: Instantaneous

A jet of acid streaks towards the target like a hissing, green arrow. Make a ranged spell attack. On a hit the target takes 4d4 acid damage and 2d4 ongoing acid damage for 1 round. On a miss the target takes half damage.

Cast at Higher Levels. Increase this spell's initial and ongoing damage by 1d4 per slot level above 2nd.

Rare: Gabal's Blinding Acid Arrow. The arrow flies to the target's sensory organs seeking to damage its sight. A creature damaged by this spell makes a Dexterity saving throw or it is blinded until the end of its next turn.

Rare: Kreven's Insidious Acid Arrow. The acid stinks and disorients as it burns. A creature damaged by this spell makes a Constitution saving throw with advantage or it is poisoned until the end of its next turn.

Acid Splash

Cantrip (conjuration; acid, arcane)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: Up to two creatures within 5 feet of each other
Components: V, S
Duration: Instantaneous
Saving Throw: Dexterity negates

A stinking bubble of acid is conjured out of thin air to fly at the targets, dealing 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Aid

2nd-level (abjuration; divine, enhancement)
Classes: Cleric, herald
Casting Time: 1 action
Range: Medium (60 feet)
Target: Up to three creatures
Components: V, S, M (measure of spirits)
Duration: 8 hours

You draw upon divine power, imbuing the targets with fortitude. Until the spell ends, each target increases its hit point maximum and current hit points by 5.

Cast at Higher Levels. The granted hit points increase by an additional 5 for each slot level above 2nd.

Rare: Stekart's Fortifying Aid. Once per round each target gains an expertise die on its first saving throw made to resist or end a condition.

Air Wave

1st-level (conjuration; air, weaponry)
Classes: Bard, warlock
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature
Components: V
Duration: Instantaneous

Your deft weapon swing sends a wave of cutting air to assault a creature within range. Make a melee weapon attack against the target. If you are wielding one weapon in each hand, your attack deals an additional 1d6 damage. Regardless of the weapon you are wielding, your attack deals slashing damage.

Cast at Higher Levels. The spell's range increases by 30 feet for each slot level above 1st.

Rare: Aurana's Rapid Air Wave. If you have the Extra Attack feature, you may make two melee weapon attacks against the target.

Alarm

1st-level (abjuration; arcane, protection, scrying, utility)
Classes: Wizard
Casting Time: 1 minute (ritual)
Range: Medium (60 feet)
Area: Object or area up to 20-foot cube
Components: V, S, M (miniature trip wire)
Duration: 8 hours

You set an alarm against unwanted intrusion that alerts you whenever a creature of size Tiny or larger touches or enters the warded area. When you cast the spell, choose any number of creatures. These creatures don't set off the alarm.

Choose whether the alarm is silent or audible. The silent alarm is heard in your mind if you are within 1 mile of the warded area and it awakens you if you are sleeping. An audible alarm produces a loud noise of your choosing for 10 seconds within 60 feet.

Cast at Higher Levels. You may create an additional alarm for each slot level above 1st. The spell's range increases to 600 feet, but you must be familiar with the locations you ward, and all alarms must be set within the same physical structure. Setting off one alarm does not activate the other alarms.

You may choose one of the following effects in place of creating an additional alarm. The effects apply to all alarms created during the spell's casting.

Increased Duration. The spell's duration increases to 24 hours.

Improved Audible Alarm. The audible alarm produces any sound you choose and can be heard up to 300 feet away.

Improved Mental Alarm. The mental alarm alerts you regardless of your location, even if you and the alarm are on different planes of existence.

Altered Strike

Cantrip (transmutation; enhancement, transformation, unarmed, weaponry)
Classes: Bard, herald, sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (piece of the desired material)
Duration: 1 round

You briefly transform your weapon or fist into another material and strike with it, making a melee weapon attack against a target within your reach. You use your spellcasting ability for your attack and damage rolls, and your melee weapon attack counts as if it were made with a different material for the purpose of overcoming resistance and immunity to nonmagical attacks and damage: either bone, bronze, cold iron, steel, stone, or wood.

When you reach 5th level, you can choose silver or mithral as the material.

When you reach 11th level, if you have the Extra Attack feature you make two melee weapon attacks as part of the casting of this spell instead of one. In addition, you can choose adamantine as the material.

When you reach 17th level, your attacks with this spell deal an extra 1d6 damage.

Alter Self

2nd-level (transmutation; arcane, movement, shapechanging, weaponry)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration (1 hour)

You use magic to mold yourself into a new form. Choose one of the options below. Until the spell ends, you can use an action to choose a different option.

Amphibian: Your body takes on aquatic adaptations. You can breathe underwater normally and gain a swimming speed equal to your base Speed.

Altered State: You decide what you look like. None of your gameplay statistics change but you can alter anything about your body's appearance, including but not limited to: your heritage, 1 foot of height, weight, clothing, tattoos, piercings, facial features, sound of your voice, hair style and length, skin and eye coloration, sex, and any other distinguishing features. You cannot become a creature of a different size category, and your limb structure remains the same; for example if you're bipedal, you can't use this spell to become a quadruped. Until the spell ends, you can use an action to change your appearance.

Red in Tooth and Claw: You grow magical natural weapons of your choice with a +1 bonus to attack and damage. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage of a type determined by the natural weapon you chose; for example a tentacle deals bludgeoning, a horn deals piercing, and claws deal slashing.

Cast at Higher Levels. When using a spell slot of 5th-level, add the following to the list of forms you can adopt.

Greater Natural Weapons. The damage dealt by your natural weapon increases to 2d6, and you gain a +2 bonus to attack and damage rolls with your natural weapons.

Mask of the Grave. You adopt the appearance of a skeleton or zombie (your choice). Your type changes to undead, and mindless undead creatures ignore your presence, treating you as one of their own. You don't need to breathe and you become immune to poison.

Wings. A pair of wings sprouts from your back. The wings can appear bird-like, leathery like a bat or dragon's wings, or like the wings of an insect. You gain a fly speed equal to your base Speed.

Angel Paradox

7th-level (evocation; radiant, undead)
Classes: Cleric, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One non-celestial creature
Components: V
Duration: 7 days

The target is bombarded with a fraction of energy stolen from some slumbering, deific source, immediately taking 40 radiant damage. This spell ignores resistances but does not ignore immunities. A creature killed by this spell does not decay and cannot become undead for the spell's duration. Days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*. This effect ends early if the corpse takes necrotic damage.

Cast at Higher Levels. The damage and duration increase to 45 radiant damage and 1 year when using an 8th-level spell slot, or 50 damage and until dispelled when using a 9th-level spell slot.

Animal Friendship

1st-level (enchantment; beasts, compulsion, nature)
Classes: Bard, druid
Casting Time: 1 action
Range: Short (30 feet)
Target: Beast that you can see that is able to hear you and has Intelligence 3 or less
Components: V, S, M (red ribbon)
Duration: 24 hours
Saving Throw: Wisdom negates

You allow your inner beauty to shine through in song and dance whether to call a bird from its tree or a badger from its sett. Until the spell ends or one of your companions harms it (whichever is sooner), the target is charmed by you.

Cast at Higher Levels. Choose one additional target for each slot level above 1st.

Rare: Sidoneth's Lasting Animal Friendship. So long as the target has a CR equal to or less than half your proficiency bonus, the spell's duration becomes permanent until it is dispelled or you cast this spell again.

Animal Messenger

2nd-level (enchantment; beasts, communication, nature)
Classes: Bard, druid
Casting Time: 1 action (ritual)
Range: Short (30 feet)
Target: Tiny beast
Components: V, S, M (tightly rolled strip of paper)
Duration: 24 hours

You call a Tiny beast to you, whisper a message to it, and then give it directions to the message's recipient. It is now your messenger.

Specify a location you have previously visited and a recipient who matches a general description, such as "a person wearing a pointed red hat in Barter Town" or "a half-orc in a wheelchair at the Striped Lion Inn."

Speak a message of up to 25 words. For the duration of the spell, the messenger travels towards the location at a rate of 50 miles per day for a messenger with a flying speed, or else 25 miles without.

When the messenger arrives, it delivers your message to the first creature matching your description, replicating the sound of your voice exactly. If the messenger can't find the recipient or reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

Cast at Higher Levels. The duration of the spell increases by 48 hours for each slot level above 2nd.

Rare: Sidoneth's Indiscriminate Animal Messenger. The spell can target any Tiny creature of Intelligence 3 or less.

Animal Shapes

8th-level (transmutation; beasts, shapechanging, transformation)
Classes: Druid
Casting Time: 1 action
Range: Short (30 feet)
Target: Any number of visible and willing creatures
Components: V, S
Duration: Concentration (24 hours)

You transform the bodies of creatures into beasts without altering their minds. Each target transforms into a Large or smaller beast with a Challenge Rating of 4 or lower. Each target may have the same or a different form than other targets.

On subsequent turns, you can use your action to transform targets into new forms, gaining new hit points when they do so.

Until the spell ends or it is dropped to 0 hit points, the target's game statistics (including its hit points) are replaced by the statistics of the chosen beast excepting its Intelligence, Wisdom, and Charisma scores. The target is limited to actions that it is physically capable of doing, and it can't speak or cast spells. The target's gear melds into the new form. Equipment that merges with a target's form has no effect until it leaves the form.

When the target reverts to its normal form, it returns to the number of hit points it had before it transformed. If the spell's effect on the target end early from dropping to 0 hit points, any excess damage carries over to its normal form and knocks it unconscious if the damage reduces it to 0 hit points.

Rare: Sidoneth's Amorphous Animal Shapes. You may transform the targets into Large or smaller oozes of Challenge Rating 4 or lower.

Animate Dead

3rd-level (necromancy; necrotic, summoning, undead)
Classes: Cleric, wizard
Casting Time: 1 minute
Range: Touch
Target: Corpse or pile of bones of a Medium or Small creature
Components: V, S, M (two copper coins)
Duration: Instantaneous

You animate a mortal's remains to become your undead servant.

If the spell is cast upon bones you create a skeleton, and if cast upon a corpse you choose to create a skeleton or a zombie. The Narrator has the undead's statistics.

While it is within 60 feet you can use a bonus action to mentally command the undead. When you command multiple undead using this spell, you must give them all the same command. You may decide the action the undead takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. If not given a command, the undead only defends itself. The undead continues to follow a command until its task is complete.



The undead is under your control for 24 hours, after which it stops obeying any commands. You must cast this spell on the undead before the spell ends to maintain control of it for another 24 hours. Casting the spell in this way reasserts control over up to 4 of your previously-animated undead instead of animating a new one.

Cast at Higher Levels. You create or reassert control over 2 additional undead for each slot level above 3rd. When commanding more than 3 undead they make group attack rolls (see page 454 in Chapter 8: Combat).

Rare: Komanov's Chilling Animate Dead. Natural weapon attacks by undead created using this spell deal cold damage instead of bludgeoning damage.

Animate Objects

5th-level (transmutation; arcane, transformation, weaponry)

Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: Up to six unattended nonmagical objects
Components: V, S
Duration: Concentration (1 minute)

Objects come to life at your command just like you dreamt of when you were an apprentice!

Choose up to 6 unattended nonmagical Small or Tiny objects. You may also choose larger objects; treat Medium objects as 2 objects, Large objects as 3 objects, and Huge objects as 6 objects. You can't animate objects larger than Huge.

Until the spell ends or a target is reduced to 0 hit points, you animate the targets and turn them into constructs under your control.

Each construct has Constitution 10, Intelligence 3, Wisdom 3, and Charisma 1, as well as a flying speed of 30 feet and the ability to hover (if securely fastened to something larger, it has a Speed of 0), and blindsight to a range of 30 feet (blind beyond that distance). Otherwise a construct's statistics are determined by its size.

If you animate 4 or more Small or Tiny objects, instead of controlling each construct individually they function as a construct swarm. Add together all swarm's total hit points. Attacks against a construct swarm deal half damage. The construct swarm reverts to individual constructs when it is reduced to 15 hit points or less.

You can use a bonus action to mentally command any construct made with this spell while it is within 500 feet. When you command multiple constructs using this spell, you may simultaneously give them all the same command. You decide the action the construct takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. Without commands the construct only defends itself. The construct continues to follow a command until its task is complete.

When you command a construct to attack, it makes a single slam melee attack against a creature within 5 feet of it. On a hit the construct deals bludgeoning, piercing, or slashing damage appropriate to its shape.

When the construct drops to 0 hit points, any excess damage carries over to its normal object form.

Cast at Higher Levels. You can animate 2 additional Small or Tiny objects for each slot level above 5th.

TABLE: ANIMATE OBJECTS

SIZE	HP	AC	ATTACK	STR	DEX
Tiny	5	14	+6 to hit, 1d4 – 3 damage	4	18
Small	10	12	+4 to hit, 1d6 – 2 damage	6	14
Swarm of Tiny and Small	varies	13	+5 to hit, 2d6 damage (or 1d6 damage if below half hit points)	5	16
Medium	20	11	+3 to hit, 1d8 damage	10	12
Large	40	10	+4 to hit, 2d8 + 2 damage	14	10
Huge	80	8	+6 to hit, 2d12 + 4 damage	18	6

Antilife Shell

5h-level (abjuration; protection, technological, undead)
Classes: Druid
Casting Time: 1 action
Range: Self
Area: 10-foot radius sphere
Components: V, S
Duration: Concentration (1 hour)

A barrier that glimmers with an oily rainbow hue pops into existence around you. The barrier moves with you and prevents creatures other than undead and constructs from passing or reaching through its surface.

The barrier does not prevent spells or attacks with ranged or reach weapons from passing through the barrier.

The spell ends if you move so that a Tiny or larger living creature is forced to pass through the barrier.

Rare: Nevard's Repelling Antilife Shell. When the spell would force a living creature to pass through the barrier, that creature is harmlessly pushed back into a space of its choosing outside of the sphere and within 5 feet of its original position.

Antimagic Field

8th-level (abjuration; arcane, negation, planar, protection)
Classes: Cleric, wizard
Casting Time: 1 action
Range: Self
Area: 10-foot radius sphere
Components: V, S, M (pinch of powdered cold iron)
Duration: Concentration (1 hour)

An invisible sphere of antimagic forms around you, moving with you and suppressing all magical effects within it. At the Narrator's discretion, sufficiently powerful artifacts and deities may be able to ignore the sphere's effects.

Area Suppression: When a magical effect protrudes into the sphere, that part of the effect's area is suppressed. For example, the ice created by a *wall of ice* is suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Creatures and Objects: While within the sphere, any creatures or objects created or conjured by magic temporarily wink out of existence, reappearing immediately once the space they occupied is no longer within the sphere.

Dispel Magic: The sphere is immune to *dispel magic* and similar magical effects, including other *antimagic field* spells.

Magic Items: While within the sphere, magic items function as if they were mundane objects. Magic weapons and ammunition cease to be suppressed when they fully leave the sphere.

Magical Travel: Whether the sphere includes a destination or departure point, any planar travel or teleportation within it automatically fails. Until the spell ends or the sphere moves, magical portals and extradimensional spaces (such as that created by a *bag of holding*) within the sphere are closed.

Spells: Any spell cast within the sphere or at a target within the sphere is suppressed and the spell slot is consumed. Active spells and magical effects are also suppressed within the sphere. If a spell or magical effect has a duration, time spent suppressed counts against it.

Rare: Leska's Denying Antimagic Field. This spell's range increases to 30 feet, but your concentration on the spell ends when you move.

Rare: Stekart's Steadfast Antimagic Field. Creatures that are within the area when the spell is cast gain temporary hit points equal to your level. These temporary hit points last while they are within the spell's area.

Antipathy/Sympathy

8th-level (enchantment; compulsion)
Classes: Druid, wizard
Casting Time: 1 hour
Range: Medium (60 feet)
Target: Huge or smaller object, creature, or 200-foot cube
Components: V, S, M (flask of honey and vinegar)
Duration: 10 days
Saving Throw: Wisdom (special)

You mystically impart great love or hatred for a place, thing, or creature. Designate a kind of intelligent creature, such as dragons, goblins, or vampires.

The target now causes either antipathy or sympathy for the specified creatures for the duration of the spell. When a designated creature successfully saves against the effects of this spell, it immediately understands it was under a magical effect and is immune to this spell's effects for 1 minute.

Antipathy: When a designated creature can see the target or comes within 60 feet of it, the creature makes a Wisdom saving throw or becomes frightened. While frightened the creature must use its movement to move away from the target to the nearest safe spot from which it can no longer see the target. If the creature moves more than 60 feet from the target and can no longer see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

Sympathy: When a designated creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw. On a failure, the creature uses its movement on each of its turns to enter the area or move within reach of the target, and is unwilling to move away from the target.

If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect. An affected creature can also make a saving throw once every 24 hours while within the area of the spell, and whenever it ends its turn more than 60 feet from the target and is unable to see the target.

Rare: Roav's Fiendish Antipathy/Sympathy. A fiend has disadvantage on its first saving throw against an effect caused by this spell.

Arcane Eye

4h-level (divination; arcane, scrying)
Classes: Wizard
Casting Time: 1 action
Range: Medium (60 feet)
Components: V, S, M (a mushroom-shaped piece of wood inside a universal joint)
Duration: Concentration (1 hour)

Until the spell ends, you create an invisible, floating magical eye that hovers in the air and sends you visual information. The eye has normal vision, darkvision to a range of 30 feet, and it can look in every direction.

You can use an action to move the eye up to 30 feet in any direction as long as it remains on the same plane of existence. The eye can pass through openings as small as 1 inch across but otherwise its movement is blocked by solid barriers.

Rare: Soliogn's Sharpshooting Arcane Eye. Until the spell ends, you have advantage on spell attacks you make against targets you can see with the eye.

Arcane Hand

5th-level (evocation; arcane, attack, protection)
Classes: Wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: Unoccupied space that you can see
Components: V, S, M (gauntlet inlaid with copper tracery)
Duration: Concentration (1 minute)

You create a Large hand of shimmering, translucent force that mimics the appearance and movements of your own hand.

The hand doesn't fill its space and has AC 20, Strength 26 (+8), Dexterity 10 (+0), maneuver DC 18, and hit points equal to your hit point maximum. The spell ends early if it is dropped to 0 hit points.

When you cast the spell and as a bonus action on subsequent turns, you can move the hand up to 60 feet and then choose one of the following.

Shove: The hand makes a Strength saving throw against the maneuver DC of a creature within 5 feet of it, with advantage if the creature is Medium or smaller. On a success, the hand pushes the creature in a direction of your choosing for up to 5 feet plus a number of feet equal to 5 times your spellcasting ability modifier, and remains within 5 feet of it.

Smash: Make a melee spell attack against a creature or object within 5 feet of the hand. On a hit, the hand deals 4d8 force damage.

Snatch: The hand makes a Strength saving throw against the maneuver DC of a creature within 5 feet of it, with advantage if the creature is Medium or smaller. On a success, the

creature is grappled by the hand. You can use a bonus action to crush a creature grappled by the hand, dealing bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Stop: Until the hand is given another command it moves to stay between you and a creature of your choice, providing you with three-quarters cover against the chosen creature. A creature with a Strength score of 26 or less cannot move through the hand's space, and stronger creatures treat the hand as difficult terrain.

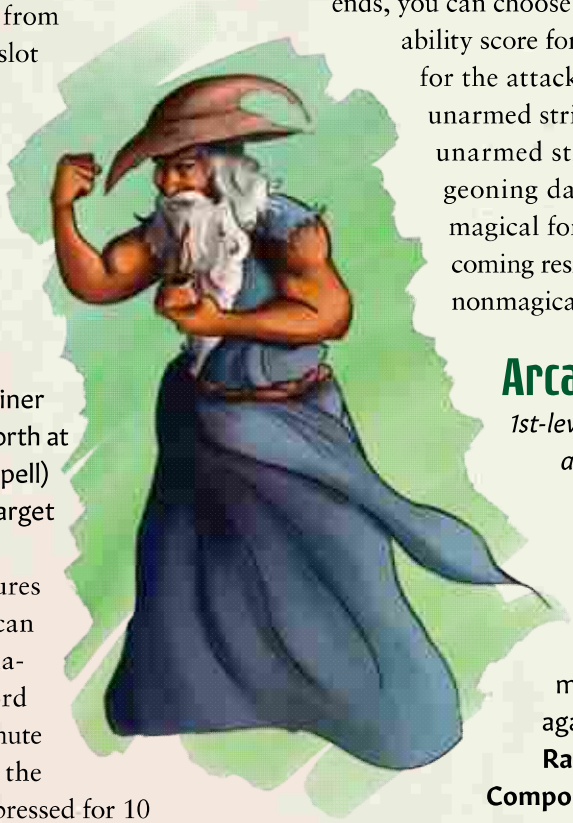
Cast at Higher Levels. The damage from Smash increases by 2d8 and the damage from Snatch increases by 2d6 for each slot level above 5th.

Arcane Lock

2nd-level (abjuration; arcane, protection)
Classes: Wizard
Casting Time: 1 action
Range: Touch
Target: Closed entryway or container
Components: V, S, M (gold dust worth at least 25 gold, consumed by the spell)
Duration: Until dispelled or the target is broken

The target is sealed to all creatures except those you designate (who can open the object normally). Alternatively, you may choose a password that suppresses this spell for 1 minute when it is spoken within 5 feet of the target. The spell can also be suppressed for 10 minutes by casting *knock* on the target. Otherwise, the target cannot be opened normally and it is more difficult to break or force open, increasing the DC to break it or pick any locks on it by 10 (minimum DC 20).

Cast at Higher Levels. Increase the DC to force open the object or pick any locks on the object by an additional 2 for each slot level above 2nd. Only a *knock* spell cast at a slot level equal to or greater than your *arcane lock* suppresses it.



Arcane Muscles

Cantrip (transmutation; arcane, enhancement, transformation, unarmed)
Classes: Cleric, herald, sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Your muscles swell with arcane power. They're too clumsy to effectively wield weapons but certainly strong enough for a powerful punch. Until the spell ends, you can choose to use your spellcasting ability score for Athletics checks, and for the attack and damage rolls of unarmed strikes. In addition, your unarmed strikes deal 1d6 bludgeoning damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Arcane Riposte

1st-level (evocation; arcane, attack)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 reaction, which you take when a creature makes a melee attack against you
Range: Self
Components: V, S
Duration: Instantaneous

You respond to an incoming attack with a magically-infused attack of your own. Make a melee spell attack against the creature that attacked you. If you hit, the creature takes 3d6 acid, cold, fire, lightning, poison, or thunder damage.

Cast at Higher Levels. The spell deals an extra 1d6 damage for each slot level above 1st. When using a 4th-level spell slot, you may choose to deal psychic, radiant, or necrotic damage. When using a 6th-level spell slot, you may choose to deal force damage.

Rare: Kasvarina's Unsettling Arcane Riposte. When you deal 10 or more damage, the target is rattled until the end of your next turn.

Arcane Sword

7th-level (evocation; arcane, attack, force, summoning, weaponry)
Classes: Bard, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Components: V, S, M (miniature sword worth 250 gold)
Duration: Concentration (1 minute)

You summon an insubstantial yet deadly sword to do your bidding.

Make a melee spell attack against a target of your choice within 5 feet of the sword, dealing 3d10 force damage on a hit.

Until the spell ends, you can use a bonus action on subsequent turns to move the sword up to 20 feet to a space you can see and make an identical melee spell attack against a target.

Rare: Kreven's Bloody Arcane Sword. The spell's damage is reduced to 3d6 and when a creature is damaged by the spell it makes a Constitution saving throw or it suffers a level of fatigue.

Arcanist's Magic Aura

2nd-level (illusion; arcane, obscurement, scrying)
Classes: Wizard
Casting Time: 1 action
Range: Touch
Target: Willing creature or an unattended object
Components: V, S, M (small patch of silk)
Duration: 24 hours (or until dispelled; see below)

You craft an illusion to deceive others about the target's true magical properties.

Choose one or both of the following effects. When cast upon the same target with the same effect for 30 successive days, it lasts until it is dispelled.

False Aura: A magical target appears nonmagical, a nonmagical target appears magical, or you change a target's magical aura so that it appears to belong to a school of magic of your choosing. Additionally, you can choose to make the false magic apparent to any creature that handles the item.

Masking Effect: Choose a creature type. Spells and magical effects that detect creature types (such as a herald's Divine Sense or the trigger of a *symbol* spell) treat the target as if it were a creature of that type. Additionally, you can choose to mask the target's alignment trait (if it has one).

Cast at Higher Levels. When cast using a 6th-level spell slot or higher the effects last until dispelled with a bonus action.

Aspect of the Moon

3rd-level (transmutation; enhancement, nature, transformation, unarmed, weaponry)
Classes: Bard, druid
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration (1 minute)

You throw your head back and howl like a beast, embracing your most basic impulses. Until the spell ends your hair grows, your features become more feral, and sharp claws grow on your fingers. You gain a +1 bonus to AC, your Speed increases by 10 feet, you have advantage on Perception checks, and your unarmed strikes deal 1d8 slashing damage. You may use your Strength or Dexterity for attack and damage rolls with unarmed strikes, and treat your unarmed strikes as weapons with the finesse property. You gain an additional action on your turn, which may only be used to make a melee attack with your unarmed strike. If you are hit by a silvered weapon, you have disadvantage on your Constitution saving throw to maintain concentration.

Astral Projection

9th-level (necromancy; movement, planar, utility)
Classes: Cleric, warlock, wizard
Casting Time: 1 hour
Range: Touch
Target: Self and up to 8 willing creatures within reach while not on the Astral Plane

Components: V, S, M (one jacinth worth 1,000 gold per creature affected and one ornately carved silver bar worth at least 100 gold per creature affected, all consumed by the spell)
Duration: Varies

Until the spell ends, the targets leave their material bodies (unconscious and in a state of suspended animation, not aging or requiring food or air) and project astral forms that resemble their mortal forms in nearly all ways, keeping their game statistics and possessions.

While in this astral form you trail a tether, a silvery-white cord that sprouts from between your shoulder blades and fades into immateriality a foot behind you. As long as the tether remains intact you can find your way back to your material body. When it is cut—which requires an effect specifically stating that it cuts your tether—your soul and body are separated and you immediately die. Damage against and other effects on your astral form have no effect on your material body either during this spell or after its duration ends. Your astral form travels freely through the Astral Plane and can pass through interplanar portals on the Astral Plane leading to any other plane. When you enter a new plane or return to the plane you were on when casting this spell, your material body and possessions are transported along the tether, allowing you to return fully intact with all your gear as you enter the new plane.

The spell ends for all targets when you use an action to dismiss it, for an individual target when a successful *dispel magic* is cast upon its astral form or material body, or when either its material body or its astral form drops to 0 hit points. When the spell ends for a target and the tether is intact, the tether pulls the target's astral form back to its material body, ending the suspended animation.

If the spell ends for you prematurely, other targets remain in their astral forms and must find their own way back to their bodies (usually by dropping to 0 hit points).

Rare: Koren's Swift Astral Projection. While in astral form your Speed is tripled and you can use a bonus action to Dash.

Augury

2nd-level (divination; communication, divine, scrying)
Classes: Cleric
Casting Time: 1 minute
Range: Self
Components: V, S, M (divinatory items worth at least 25 gold)
Duration: Instantaneous

With the aid of a divining tool, you receive an omen from beyond the Material Plane about the results of a specific course of action that you intend to take within the next 30 minutes. The Narrator chooses from the following:

- Fortunate omen (good results)
- Calamity omen (bad results)
- Ambivalence omen (both good and bad results)
- No omen (results that aren't especially good or bad)

This omen does not account for possible circumstances that could change the outcome, such as making additional preparations.

When you cast this spell again before finishing a long rest, the chance of getting a random reading from the above options increases. The Narrator makes the following roll in secret: second casting—25%, third casting—50%, fourth casting—75%, fifth casting—100%.

Awaken

5th-level (transmutation; beasts, enhancement, nature, plants)
Classes: Bard, druid
Casting Time: 8 hours
Range: Touch
Target: Huge or smaller beast or plant with Intelligence 3 or less.
Components: V, S, M (an intricately carved agate worth at least 1,000 gold, consumed by the spell)
Duration: Instantaneous

You impart sentience in the target, granting it an Intelligence of 10 and proficiency in a language you know. A plant targeted by this spell gains the ability to move, as well as senses identical to those of a human. The Narrator assigns awakened plant statistics (such as an awakened shrub or awakened tree).



The target is charmed by you for 30 days or until you or your companions harm it. Depending on how you treated the target while it was charmed, when the condition ends the awakened creature may choose to remain friendly to you.

Cast at Higher Levels. Target an additional creature for each slot level above 5th. Each target requires its own material component.

Rare: Aurana's Augmented Awaken. When cast at higher levels, add 30 days to the charm effect of this spell for every 2 slot levels above 5th.

Rare: Sidoneth's Slippery Awaken. Oozes can be targeted by this spell.

Bane

1st-level (enchantment; affliction)
Classes: Bard, cleric
Casting Time: 1 action
Range: Short (30 feet)
Target: Up to three creatures
Components: V, S, M (a small straw dolly)
Duration: Concentration (1 minute)
Saving Throw: Charisma negates

The senses of the targets are filled with phantom energies that make them more vulnerable and less capable. Until the spell ends, a d4 is subtracted from attack rolls and saving throws made by a target.

Cast at Higher Levels. You target an additional creature for each slot level above 1st.

Rare: Beshala's Unnerving Bane. Targets affected by this spell are rattled.

Rare: Kreven's Tormenting Bane. A target affected by this spell has disadvantage on its next saving throw made against fear.

Banishment

4th-level (abjuration; affliction, planar)
Classes: Cleric, herald, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S, M (an item worth at least 2 gold the target finds distasteful, consumed by the spell)
Duration: Concentration (1d4+2 rounds; the Narrator rolls in secret)
Saving Throw: Charisma negates

You employ sheer force of will to make reality question the existence of a nearby creature, causing them to warp visibly in front of you.

Until the spell ends, a target native to your current plane is banished to a harmless demiplane and incapacitated. At the end of the duration the target reappears in the space it left (or the nearest unoccupied space). A target native to a different plane is instead banished to its native plane.

At the end of each of its turns, a banished creature can repeat the saving throw with a –1 penalty for each round it has spent banished, returning on a success. If the spell ends before its maximum duration, the target reappears in the space it left

(or the nearest unoccupied space) but otherwise a target native to a different plane doesn't return.

Cast at Higher Levels. The duration of banishment increases by 1 round for each slot level above 4th.

Rare: Komanov's Icy Displeasure. Until the spell ends, the target is vulnerable to cold damage and it has disadvantage on ability checks and attack rolls.

Barkskin

2nd-level (transmutation; nature, plants, protection, transformation)
Classes: Druid
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S, M (strip of bark)
Duration: 1 hour

The target's skin takes on the texture and appearance of bark, increasing its AC to 16 (unless its AC is already higher).

Cast at Higher Levels. The target's AC increases by +1 for every two slot levels above 2nd.

Battlecry Ballad

3rd-level (abjuration; enhancement, sound)
Classes: Bard
Casting Time: 1 action
Range: Short (30 feet)
Target: Any number of creatures
Components: V, S, M (banner or flag)
Duration: Concentration (special)

You fill your allies with a thirst for glory and battle using your triumphant rallying cry. Expend and roll a Bardic Inspiration die to determine the number of rounds you can maintain concentration on this spell (minimum 1 round). Each target gains a bonus to attack and damage rolls equal to the number of rounds you have maintained concentration on this spell (maximum +4).

You cannot cast another spell through your spellcasting focus while concentrating on this spell.

Cast at Higher Levels. You can maintain concentration on this spell for an additional round for each slot level above 3rd.

Rare: Koren's Courageous Battlecry Ballad. Targets gain an expertise die on saving throws against fear.

Beacon of Hope

3rd-level (abjuration; divine, protection)
Classes: Cleric
Casting Time: 1 action
Range: Short (30 feet)
Target: Any number of creatures
Components: V, S
Duration: Concentration (1 minute)

The targets are filled with hope and vitality. Until the spell ends, each target gains advantage on Wisdom saving throws and death saving throws, and when a target receives healing it regains the maximum number of hit points possible.

Bestow Curse

3rd-level (necromancy; affliction, arcane, divine, necrotic)
Classes: Bard, cleric, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

Choose one of the following:

- Select one ability score; the target has disadvantage on ability checks and saving throws using that ability score.
- The target makes attack rolls against you with disadvantage.
- Each turn, the target loses its action unless it succeeds a Wisdom saving throw at the start of its turn.
- Your attacks and spells deal an additional 1d8 necrotic damage against the target.

A curse lasts until the spell ends. At the Narrator's discretion you may create a different curse effect with this spell so long as it is weaker than the options above.

A *remove curse* spell ends the effect if the spell slot used to cast it is equal to or greater than the spell slot used to cast *bestow curse*.

Cast at Higher Levels. When using a 4th-level spell slot the duration increases to 10 minutes. When using a 5th-level spell slot the duration increases to 8 hours and it no longer requires your concentration. When using a 7th-level spell slot the duration is 24 hours.

Rare: Beshela's Enduring Bestow Curse. The spell's duration is permanent, it no longer requires your concentration, and the curse cannot be dispelled. The curse is only removed when a specific condition is met such as absorbing the scale of a red dragon, ingesting ambrosia, swimming in a mythical waterway, or performing an act of supreme heroism.

Black Tentacles

4th-level (conjuration; arcane, summoning, terrain)
Classes: Wizard
Casting Time: 1 action
Range: Medium (60 feet)
Area: 20-foot square
Components: V, S, M (piece of giant octopus or giant squid tentacle)
Duration: Concentration (1 minute)
Saving Throw: Special

Writhing black tentacles fill the ground within the area turning it into difficult terrain. When a creature starts its turn in the area or enters the area for the first time on its turn, it takes 3d6 bludgeoning damage and is restrained by the tentacles unless it succeeds on a Dexterity saving throw. A creature that starts its turn restrained by the tentacles takes 3d6 bludgeoning damage.

A restrained creature can use its action to make an Acrobatics or Athletics check against the spell save DC, freeing itself on a success.

Cast at Higher Levels. The damage increases by 1d6 for every 2 slot levels above 4th.

Blade Barrier

6th-level (evocation; divine, protection, weaponry)
Classes: Cleric
Casting Time: 1 action
Range: Long (120 feet)
Area: Wall, varies
Components: V, S
Duration: Concentration (10 minutes)
Saving Throw: Dexterity halves

You create a wall of slashing blades. The wall can be up to 20 feet high and 5 feet thick, and can either be a straight wall up to 100 feet long or a ringed wall of up to 60 feet in diameter. The wall provides three-quarters cover and its area is difficult terrain.

When a creature starts its turn within the wall's area or enters the wall's area for the first time on a turn, it makes a Dexterity saving throw, taking 6d10 slashing damage on a failed save, or half as much on a successful save.

Cast at Higher Levels. The damage increases by 1d10 for each slot level above 6th.

Bless

1st-level (enchantment; divine, enhancement)
Classes: Cleric, herald
Casting Time: 1 action
Range: Short (30 feet)
Target: Up to three creatures
Components: V, S, M (sprinkle of holy water)
Duration: Concentration (1 minute)

The blessing you bestow upon the targets makes them more durable and competent. Until the spell ends, a d4 is added to attack rolls and saving throws made by a target.

Cast at Higher Levels. You target one additional creature for each slot level above 1st.

Blight

4th-level (necromancy; arcane, nature, necrotic, plants)
Classes: Druid, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature or plant
Components: V, S
Duration: Instantaneous
Saving Throw: Constitution halves

Necrotic energies drain moisture and vitality from the target, dealing 8d8 necrotic damage. Undead and constructs are immune to this spell.

A plant creature or magical plant has disadvantage on its saving throw and takes the maximum damage possible from this spell. A nonmagical plant that isn't a creature receives no saving throw and instead withers until dead.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 4th.

Blindness/Deafness

2nd-level (necromancy; affliction, arcane, divine, senses)
Classes: Bard, cleric, sorcerer, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature
Components: V
Duration: 1 minute
Saving Throw: Constitution negates

Until the spell ends, the target is blinded or deafened (your choice). At the end of each of its turns the target can repeat its saving throw, ending the spell on a success.

Cast at Higher Levels. You target one additional creature for each slot level above 2nd.



Blink

3rd-level (transmutation; arcane, planar, protection)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Until the spell ends, roll 1d20 at the end of each of your turns. When you roll an 11 or higher you disappear and reappear in the Ethereal Plane (if you are already on the Ethereal Plane, the spell fails and the spell slot is wasted). At the start of your next turn you return to an unoccupied space that you can see within 10 feet of where you disappeared from. If no unoccupied space is available within range, you reappear in the nearest unoccupied space (determined randomly when there are multiple nearest choices). As an action, you can dismiss this spell.

While on the Ethereal Plane, you can see and hear into the plane you were originally on out to a range of 60 feet, but everything is obscured by mist and in shades of gray. You can only target and be targeted by other creatures on the Ethereal Plane. Creatures on your original plane cannot perceive or interact with you, unless they are able to interact with the Ethereal Plane.

Blood-Writ Bargain

3rd-level (conjuration; evil, good, planar, summoning)
Classes: Cleric, herald, warlock, wizard
Casting Time: 1 minute (ritual)
Range: Touch
Target: One willing creature
Components: V, S, M (drop of blood from both participants)
Duration: 13 days

This spell creates a pact which is enforced by celestial or fiendish forces. You and another willing creature commit to a mutual agreement, clearly declaring your parts of the agreement during the casting.

Until the spell ends, if for any reason either participant breaks the agreement or fails to uphold their part of the bargain, beings of celestial or fiendish origin appear within unoccupied spaces as

close as possible to the participant who broke the bargain. The beings are hostile to the deal-breaking participant and attempt to kill them, as well as any creatures that defend them. When the deal-breaking participant is killed, or the spell's duration ends, the beings disappear in a flash of smoke.

The spellcaster chooses whether the beings are celestial or fiendish while casting the spell, and the Narrator chooses the exact creatures summoned (such as a couatl or 5 imps). There may be any number of beings, but their combined Challenge Rating can't exceed 5.

Cast at Higher Levels. The combined Challenge Rating of summoned beings increases by 2 and the duration increases by 13 days for each slot level above 3rd.

Blur

2nd-level (illusion; arcane, protection, senses)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration (1 minute)

Until the spell ends, you are shrouded in distortion and your image is blurred. Creatures make attack rolls against you with disadvantage unless they have senses that allow them to perceive without sight or to see through illusions (like blindsight or truesight).

Cast at Higher Levels. You may target an additional willing creature you can see within range for each slot level above 2nd. Whenever an affected creature other than you is hit by an attack, the spell ends for that creature. When using a higher level spell slot, increase the spell's range to 30 feet.

Burning Hands

1st-level (evocation; arcane, fire)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: 15-foot cone
Components: V, S
Duration: Instantaneous
Saving Throw: Dexterity halves

A thin sheet of flames shoots forth from your outstretched hands. Each creature in the area takes 3d6 fire damage. The fire ignites any flammable unattended objects in the area.

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 1st.

Rare: Gabal's Inverted Burning Hands. The spell deals cold damage instead of fire damage, creatures in the area make a Constitution saving throw instead of a Dexterity saving throw, and the area becomes difficult terrain for 1 minute as it is covered in hoarfrost.

Calculate

Cantrip (divination; enhancement, technological)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration (1 hour)

You instantly know the answer to any mathematical equation that you speak aloud. The equation must be a problem that a creature with Intelligence 20 could solve using nonmagical tools with 1 hour of calculation. Additionally, you gain an expertise die on Engineering checks made during the duration of the spell.

Note: Using the *calculate* cantrip allows a player to make use of a calculator at the table in order to rapidly answer mathematical equations.

Calculated Retribution

1st-level (abjuration; force, weaponry)
Classes: Cleric, herald, warlock
Casting Time: 1 action
Range: Self
Components: V, S, M (executioner's hood)
Duration: Concentration (1 minute)

You surround yourself with a dampening magical field and collect the energy of a foe's attack to use against them. When you take damage from a weapon attack, you can end the spell to halve the attack's damage against you, gaining a retribution charge that lasts until the end of your next turn. By expending the retribution charge when you hit with a melee attack, you deal an additional 2d10 force damage.

Cast at Higher Levels. You may use your reaction to halve the damage of an attack against you up to a number of times equal to the level of the spell slot used, gaining a retribution charge each time that lasts until 1 round after the spell ends. You must still make Constitution saving throws to maintain your concentration on this spell, but you do so with advantage, or if you already have advantage, you automatically succeed.

Call Lightning

3rd-level (conjuration; lightning, nature, storm, weather)
Classes: Druid
Casting Time: 1 action
Range: Special
Area: Special
Components: V, S
Duration: Concentration (10 minutes)
Saving Throw: Dexterity halves

A 60-foot radius storm cloud that is 10 feet high appears in a space 100 feet above you. If there is not a point in the air above you that the storm cloud could appear, the spell fails (such as if you are in a small cavern or indoors).

On the round you cast it, and as an action on subsequent turns until the spell ends, you can call down a bolt of lightning to a point directly beneath the cloud. Each creature within 5 feet of the point makes a Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much on a successful one.

If you are outdoors in a storm when you cast this spell, you take control of the storm instead of creating a new cloud and the spell's damage is increased by 1d10.

Cast at Higher Levels. The damage increases by 1d10 for each slot level above 3rd.

Rare: Sidoneth's Chill Call Lightning. This spell's silent and purple lightning strikes deal cold damage and don't damage objects or leave marks on bodies. The spell has no vocalized component.

Calm Emotions

2nd-level (enchantment; divine, negation)
Classes: Bard, cleric
Casting Time: 1 action
Range: Medium (60 feet)
Target: Humanoids in the area
Area: 20-foot radius sphere
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Charisma negates

Strong and harmful emotions are suppressed within the area. You can choose which of the following two effects to apply to each target of this spell.

- Suppress the charmed or frightened conditions, though they resume when the spell ends (time spent suppressed counts against a condition's duration).
- Suppress hostile feelings towards creatures of your choice until the spell ends. This suppression ends if a target is attacked or sees its allies being attacked. Targets act normally when the spell ends.

Cast at Higher Levels. The spell area increases by 10 feet for each slot level above 2nd.

Ceremony

1st-level (evocation; divine)
Classes: Cleric, herald
Casting Time: 1 hour (ritual)
Range: Short (30 feet)
Target: One or more corpses, one or more creatures, or one creature
Components: V, S, M (25 gold worth of incense, consumed by the spell)
Duration: Instantaneous

You perform a religious ceremony during the casting time of this spell. When you cast the spell, you choose one of the following effects, any targets of which must be within range during the entire casting.

Funeral: You bless one or more corpses, acknowledging their transition away from this world. For the next week, they cannot become undead by any means short of a *wish* spell. This benefit lasts indefinitely regarding undead of CR 1/4 or less. A corpse can only benefit from this effect once.

Guide the Passing: You bless one or more creatures within range for their passage into the next life. For the next 7 days, their souls cannot

be trapped or captured by any means short of a *wish* spell. Once a creature benefits from this effect, it can't do so again until it has been restored to life.

Offering: The gifts of the faithful are offered to the benefit of the gods and the community. Choose one skill or tool proficiency and target a number of creatures equal to your proficiency bonus that are within range. When a target makes an ability check using the skill or tool within the next week, it can choose to use this benefit to gain an expertise die on the check. A creature can be targeted by this effect no more than once per week.

Purification: A creature you touch is washed with your spiritual energy. Choose one disease or possession effect on the target. If the save DC for that effect is equal to or lower than your spell save DC, the effect ends.

Rite of Passage: You shepherd one or more creatures into the next phase of life, such as in a child dedication, coming of age, marriage, or conversion ceremony. These creatures gain inspiration. A creature can benefit from this effect no more than once per year.

Chain Lightning

6th-level (evocation; arcane, lightning)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: One creature or object (primary) and up to three additional
Components: V, S, M (three pins, piece of glass, piece of fur)
Duration: Instantaneous
Saving Throw: Dexterity halves

You fire a bolt of electricity at the primary target that deals 10d8 lightning damage. Electricity arcs to up to 3 additional targets you choose that are within 30 feet of the primary target.

Cast at Higher Levels. An extra arc leaps from the primary target to an additional target for each slot level above 6th.

Charm Monster

4th-level (enchantment; arcane, compulsion)
Classes: Bard, druid, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: 1 hour
Saving Throw: Wisdom negates

You only require line of sight to the target (not line of effect) and it has advantage on its saving throw to resist the spell if you or your companions are fighting it. Until the spell ends, the target is charmed by you and friendly towards you.

The spell ends if you or your companions do anything harmful towards the target. The target knows it was charmed by you when the spell ends.

Cast at Higher Levels. For each slot level above 4th, you affect one additional target that is within 30 feet of other targets.



Charm Person

1st-level (enchantment; arcane, compulsion)
Classes: Bard, druid, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One humanoid
Components: V, S
Duration: 1 hour
Saving Throw: Wisdom negates

You only require line of sight to the target (not line of effect) and it has advantage on its saving throw to resist the spell if you or your companions are fighting it. Until the spell ends, the target is charmed by you and friendly towards you.

The spell ends if you or your companions do anything harmful towards the target. The target knows it was charmed by you when the spell ends.

Cast at Higher Levels. For each slot level above 1st, you affect one additional target that is within 30 feet of other targets.

Chill Touch

Cantrip (necromancy; affliction, arcane, attack, necrotic)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: One creature
Components: V, S
Duration: 1 round

You reach out with a spectral hand that carries the chill of death. Make a ranged spell attack. On a hit, the target takes 1d8 necrotic damage, and it cannot regain hit points until the start of your next turn. The hand remains visibly clutching onto the target for the duration. If the target you hit is undead, it makes attack rolls against you with disadvantage until the end of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Circle of Death

6th-level (necromancy; necrotic)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 60-foot radius sphere
Components: V, S, M (shards of a black pearl worth at least 500 gold)
Duration: Instantaneous
Saving Throw: Constitution halves

A sphere of negative energy sucks life from the area. Creatures in the area take 9d6 necrotic damage.

Cast at Higher Levels. The damage increases by 2d6 for each slot level above 6th.

Rare: Roav's Reanimating Circle of Death. Creatures killed by this spell rise as zombies at the start of your next turn. These zombies have 1 hit point, they are not under your control, and they attack the nearest living creature.

Circular Breathing

Cantrip (transmutation; air, enhancement, water)
Classes: Bard
Casting Time: 1 bonus action
Range: Self
Components: S, M (long breath of clean air)
Duration: 5 minutes

You begin carefully regulating your breath so that you can continue playing longer or keep breathing longer in adverse conditions.

Until the spell ends, you can breathe underwater, and you can utilize bardic performances that would normally require breathable air. In addition, you have advantage on saving throws against gases and environments with adverse breathing conditions.

The duration of this spell increases by 1 minute when you reach 5th level (10 minutes), 11th level (30 minutes), and 17th level (1 hour).

Clairvoyance

3rd-level (divination; arcane, divine, scrying)
Classes: Bard, cleric, sorcerer, wizard
Casting Time: 10 minutes
Range: Special (1 mile)
Target: Location familiar to you (a place visited or seen before) or an obvious and unfamiliar location (behind a door, around a corner, and so on)
Components: V, S, M (focus worth at least 100 gold such as a crystal ball or a golden horn)
Duration: Concentration (10 minutes)

An invisible sensor is created within the spell's range. The sensor remains there for the duration, and it cannot be targeted or attacked.

Choose seeing or hearing when you cast the spell. You may use that sense through the sensor as if you were there. As an action, you may switch which sense you are using through the sensor.

A creature able to see invisible things (from the *see invisibility* spell or truesight, for instance) sees a 4-inch diameter glowing, ethereal orb.

Clone

8th-level (necromancy; arcane)
Classes: Wizard
Casting Time: 1 hour
Range: Touch
Target: One living creature
Components: V, S, M (diamond worth at least 1,000 gold and at least 1 cubic inch of flesh from the target, consumed by the spell; vessel worth at least 2,000 gold which can be sealed and is large enough to hold the target)
Duration: Instantaneous

This spell grows a duplicate of the target that remains inert indefinitely as long as its vessel is sealed. The clone grows inside the sealed vessel and matures over the course of 120 days. You can choose to have the clone be a younger version of the target.

Once the clone has matured, when the target dies its soul is transferred to the clone so long as it is free and willing. The clone is identical to the target (except perhaps in age) and has the same personality, memories, and abilities, but it is without the target's equipment. The target's original body cannot be brought back to life by magic since its soul now resides within the cloned body.

Cloudkill

5th-level (conjuration; arcane, obscurement, poison)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot radius sphere
Components: V, S
Duration: Concentration (10 minutes)
Saving Throw: Constitution halves

You create a sphere of poisonous, sickly green fog, which can spread around corners but not change shape. The area is heavily obscured. A strong wind disperses the fog, ending the spell early.

Until the spell ends, when a creature enters the area for the first time on its turn or starts its turn there, it takes 5d8 poison damage.

The fog moves away from you 10 feet at the start of each of your turns, flowing along the ground. The fog is thicker than air, sinks to the lowest level in the land, and can even flow down openings and pits.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 5th.

Cobra's Spit

3rd-level (conjuration; attack, poison)
Classes: Druid
Casting Time: 1 action
Range: Self
Components: S, M (poisonous snake's fang)
Duration: Concentration (1 minute)

Until the spell ends, you can use an action to spit venom, making a ranged spell attack at a creature or object within 30 feet. On a hit, the venom deals 4d8 poison damage, and if the target is a creature it is poisoned until the end of its next turn.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 3rd.

Rare: Sidoneth's Vomitous Cobra's Spit. You can use an action to end the spell early, taking 4d8 poison damage and spewing a 15-foot cone that deals 8d8 poison damage. Creatures in the area make a Dexterity saving throw, halving the damage on a success.

Color Spray

1st-level (illusion; arcane, prismatic, senses)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Target: 6d10 hit points worth of creatures
Area: 15-foot cone
Components: V, S, M (pinch of red, yellow, and blue colored sand or powder)
Duration: 1 round

A blast of dazzling multicolored light flashes from your hand to blind your targets until the start of your next turn. Starting with the target with the lowest hit points (ignoring unconscious creatures), targets within the area are blinded, in ascending order according to their hit points.

When a target is blinded, subtract its hit points from the total before moving on to the next target. A target's hit points must be equal to or less than the total remaining for the spell to have any affect.

Cast at Higher Levels. Add an additional 2d10 hit points for each slot level above 1st.

Command

1st-level (enchantment; compulsion, divine)
Classes: Cleric, herald
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V
Duration: 1 round
Saving Throw: Wisdom negates

You only require line of sight to the target (not line of effect). On its next turn the target follows a one-word command of your choosing. The spell fails if the target is undead, if it does not understand your command, or if the command is immediately harmful to it.

Below are example commands, but at the Narrator's discretion you may give any one-word command.

Approach | Come | Here: The target uses its action to take the Dash action and move toward you by the shortest route, ending its turn if it reaches within 5 feet of you.

Bow | Grovel | Kneel: The target falls prone and ends its turn.

Drop: The target drops anything it is holding and ends its turn.

Flee | Run: The target uses its action to Dash and moves away from you as far as it can.

Halt: The target remains where it is and takes no actions. A flying creature that cannot hover moves the minimum distance needed to remain aloft.

Cast at Higher Levels. For each slot level above 1st, you affect one additional target that is within 30 feet of other targets.

Commune

5th-level (divination; divine, knowledge, planar)
Classes: Cleric, warlock
Casting Time: 1 minute (ritual)
Range: Self
Components: V, S, M (incense and vial of holy or unholy water)
Duration: 1 minute

You contact your deity, a divine proxy, or a personified source of divine power and ask up to 3 questions that could be answered with a yes or a no. You must complete your questions before the spell ends. You receive a correct answer for each question, unless the being does not know. When the being does not know, you receive "unclear" as an answer. The being does not try to deceive, and the Narrator may offer a short phrase as an answer if necessary.

When you cast this spell again before finishing a long rest, the chance of getting a no answer increases. The Narrator makes the following roll in secret: second casting—25%, third casting—50%, fourth casting—75%, fifth casting—100%.

Commune with Nature

5th-level (divination; knowledge, nature)
Classes: Druid, warlock
Casting Time: 1 minute (ritual)
Range: Self
Area: Special
Components: V, S
Duration: Instantaneous

Until the spell ends, your spirit bonds with that of nature and you learn about the surrounding land. When cast outdoors the spell reaches 3 miles around you, and in natural underground settings it reaches only 300 feet. The spell fails if you are in a heavily constructed area, such as a dungeon or town.

You learn up to 3 facts of your choice about the surrounding area:

- Terrain and bodies of water
- Common flora, fauna, minerals, and peoples
- Any unnatural creatures in the area
- Weaknesses in planar boundaries
- Built structures

Comprehend Languages

1st-level (divination; communication, knowledge)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action (ritual)
Range: Self
Components: V, S, M (ribbon with symbols of different languages written upon it)
Duration: 1 hour

You gain a +10 bonus on Insight checks made to understand the meaning of any spoken language that you hear, or any written language that you can touch. Typically interpreting an unknown language is a DC 20 check, but the Narrator may use DC 15 for a language closely related to one you know, DC 25 for a language that is particularly unfamiliar or ancient, or DC 30 for a lost or dead language. This spell doesn't uncover secret messages or decode cyphers, and it does not assist in uncovering lies.

Cast at Higher Levels. The bonus increases by +5 for each slot level above 1st.

Cone of Cold

5th-level (evocation; arcane, attack, cold)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: 60-foot cone
Components: V, S, M (small glass or crystal snowflake)
Duration: Instantaneous
Saving Throw: Constitution halves

Frigid cold blasts from your hands. Each creature in the area takes 8d8 cold damage. Creatures killed by this spell become frozen statues until they thaw.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 5th.

Rare: Soliogn's Cubed Cone of Cold. The spell's area becomes a 30-foot cube. Any buildings or structures entirely in the area take double damage.

Confusion

4th-level (enchantment; affliction, chaos, compulsion)
Classes: Bard, druid, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 10-foot radius sphere
Components: V, S, M (a tangled string)
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

You assault the minds of your targets, filling them with delusions and making them confused until the spell ends. On a successful saving throw, a target is rattled for 1 round. At the end of each of its turns, a confused target makes a Wisdom saving throw to end the spell's effects on it.

Cast at Higher Levels. The spell's area increases by 5 feet for each slot level above 4th.

Conjure Animals

3rd-level (conjuration; beasts, nature, summoning)
Classes: Druid
Casting Time: 1 action
Range: Medium (60 feet)
Components: V, S
Duration: Concentration (1 hour)

You summon forth the spirit of a beast that takes the physical form of your choosing in unoccupied spaces you can see.

Choose one of the following:

- One beast of CR 2 or less
- Two beasts of CR 1 or less
- Three beasts of CR 1/2 or less

Beasts summoned this way are allied to you and your companions. While it is within 60 feet you can use a bonus action to mentally command a summoned beast. When you command multiple beasts using this spell, you must give them all the same command. You may decide the action the beast takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. If not given a command, a conjured beast only defends itself.

Cast at Higher Levels. The challenge rating of beasts you can summon increases by one step for each slot level above 3rd. For example, when using a 4th-level spell slot you can summon one beast of CR 3 or less, two beasts of CR 2 or less, or three beasts of CR 1 or less.

Rare: Nevard's Naturalized Conjure Animals. This spell does not require your concentration.

Conjure Celestial

7th-level (conjuration; divine, good, summoning)
Classes: Cleric
Casting Time: 1 minute
Range: Medium (60 feet)
Components: V, S
Duration: Concentration (1 hour)

You summon a creature from the realms celestial. This creature uses the statistics of a celestial creature (detailed below) with certain traits determined by your choice of its type: an angel of battle, angel of protection, or angel of vengeance.

The creature is friendly to you and your companions and takes its turn immediately after yours. It obeys your verbal commands. Without such commands, the creature only defends itself.

The creature disappears when reduced to 0 hit points. If your concentration is broken before the spell ends, you lose control of the celestial creature, which becomes hostile and might attack you and your companions. An uncontrolled creature disappears 1 hour after you summoned it.

Cast at Higher Levels. For each slot level above 7th the celestial creature's AC increases by 1, its hit points increase by 10, and when it deals damage with an attack it deals 1d4 extra damage.

Rare: Leska's Rapid Conjure Celestial. When you use rapid summoning to cast this spell, after the casting is complete it does not require your concentration.

CELESTIAL CREATURE

LARGE CELESTIAL (ANGEL OF BATTLE, ANGEL OF PROTECTION, OR ANGEL OF VENGEANCE)

Armor Class 18 (natural armor); or 20 (angel of protection only)
Hit Points 60
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	18 (+4)

Damage Resistances radiant, necrotic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 12
Languages Celestial, Common
Challenge —; **Proficiency** your proficiency bonus



ACTIONS

Multiattack. The celestial attacks twice with its smite.

Smite. *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) radiant damage.

Inescapable Strike (Angel of Vengeance Only). Before making an attack, the celestial can teleport 30 feet as part of the same action.

Protection Strike (Angel of Protection Only). When the celestial attacks a creature, until the start of the celestial's next turn that creature has disadvantage on attack rolls against creatures other than the celestial.

Radiant Strike (Angel of Battle Only). The celestial's smite can be used as a ranged weapon attack (range 150/600 ft.) in addition to as a melee weapon attack.

Lay on Hands (1/Day). A creature the celestial touches regains 17 (2d8+8) hit points. Alternatively, it can end one disease or neutralize one poison affecting the creature.

Conjure Elemental

5th-level (conjuration; air, arcane, earth, fire, nature, summoning, water)
Classes: Druid, wizard
Casting Time: 1 minute
Range: Medium (60 feet)
Components: V, S, M (a 10-foot cube of air, earth, fire, or water as appropriate)
Duration: Concentration (1 hour)

You summon a creature from the Elemental Planes. This creature uses the statistics of a conjured elemental creature (detailed below) with certain traits determined by your choice of its type: air, earth, fire, or water.

The creature is friendly to you and your companions and takes its turn immediately after yours. It obeys your verbal commands. Without such commands, the creature only defends itself.

The creature disappears when reduced to 0 hit points. If your concentration is broken before the spell ends, you lose control of the elemental creature, which becomes hostile and might attack you and your companions. An uncontrolled creature disappears 1 hour after you summoned it.

Cast at Higher Levels. For each slot level above 5th the elemental creature's AC increases by 1, its hit points increase by 10, and when it deals damage with an attack it deals 1d4 extra damage.

Rare: Nevard's Rapid Conjure Elemental. When you use rapid summoning to cast this spell, after the casting is complete it does not require your concentration.

CONJURED ELEMENTAL

MEDIUM ELEMENTAL (AIR, EARTH, FIRE, OR WATER)

Armor Class 16 (natural armor)
Hit Points 60
Speed 30 ft.; 50 ft. (Fire only); burrow 30 ft. (Earth only); fly 60 ft. (hover; Air only); swim 60 ft. (Water only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	10 (+0)

Damage Resistances cold (Water only); lightning and thunder (Air only); piercing and slashing (Earth only)
Damage Immunities fire (Fire only), poison
Condition Immunities fatigue, paralyzed, petrified, poisoned, strife, unconscious
Senses darkvision 60 ft., tremorsense 60 ft. (Earth only), passive Perception 10 + your proficiency
Languages Primordial and one determined by type: Auran (Air), Aquan (Water), Ignan (Fire), Terran (Earth)
Challenge —; **Proficiency** your proficiency bonus

Amorphous Form (Air, Fire, and Water Only). The elemental can move through a space as narrow as 1 inch wide without squeezing.
Insubstantial (Air and Fire Only). The elemental cannot be grappled, knocked prone, or restrained.

ACTIONS

Multiattack. The elemental makes two slam attacks.
Slam. *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage (or fire damage for a Fire elemental) plus extra damage equal to spell slot level.

Conjure Fey

6th-level (conjuration; arcane, nature, summoning)
Classes: Druid, warlock
Casting Time: 1 minute
Range: Medium (60 feet)
Components: V, S
Duration: Concentration (1 hour)

You summon a creature from The Dreaming. This creature uses the statistics of a fey creature (detailed below) with certain traits determined by your choice of its type: hag, hound, or redcap.

The creature is friendly to you and your companions and takes its turn immediately after yours. It obeys your verbal commands. Without such commands, the creature only defends itself.

The summoned creature disappears when reduced to 0 hit points. If your concentration is broken before the spell ends, you lose control of the summoned creature, which becomes hostile and might attack you and your companions. An uncontrolled creature disappears at the end of the spell's maximum duration.

Cast at Higher Levels. For each slot level above 6th the fey creature's AC increases by 1, its hit points increase by 10, and when it deals damage with an attack it deals 1d4 extra damage.

Rare: Nevard's Rapid Conjure Fey. When you use rapid summoning to cast this spell, after the casting is complete it does not require your concentration.

FEY CREATURE

MEDIUM FEY (HAG, HOUND, OR REDCAP)

Armor Class 13 (natural armor)
Hit Points 60
Speed 30 ft. (or 40 ft. for a hound)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Damage Resistances bludgeoning, piercing, or slashing damage from nonmagical attacks not made with silvered weapons
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan
Challenge —; **Proficiency** your proficiency bonus

ACTIONS

Bite. *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Baleful Curse (Hag Only). The hag selects one creature it can see. The creature must make a successful Wisdom saving throw against your spell save DC or become cursed for 1 minute. While cursed, the creature has disadvantage on ability checks and attack rolls. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on a success. A *remove curse* spell also ends the effect. Once the hag has targeted a creature with Baleful Curse, it can't do so again for 1 minute.

Bloodletting Sickle (Redcap Only). *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage. If the target is a creature other than an undead or construct, it must succeed on a Constitution saving throw against your spell save DC or take 5 (2d4) ongoing slashing damage due to a bleeding wound. Each time the redcap hits the wounded target with this attack, the ongoing damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Terrifying Howl (Hound Only). One creature that can hear the hound must make a Wisdom saving throw against your spell save DC. On a failure, the target takes 10 (3d6) psychic damage and is frightened of the hound until the end of the hound's next turn. On a success, the target takes half damage, isn't frightened, and can't be affected by Terrifying Howl again for 1 minute.

Conjure Minor Elementals

4th-level (conjuration; air, arcane, earth, fire, nature, summoning, water)
Classes: Druid, wizard
Casting Time: 1 minute
Range: Medium (60 feet)
Components: V, S
Duration: Concentration (1 hour)

You summon up to 3 creatures from the Elemental Planes. These creatures use the statistics of a minor elemental (detailed below) with certain traits determined by your choice of its type: air, earth, fire, or water. If you summon only 2 creatures with this spell, increase its effective slot level by 1 when determining the minor elemental's statistics, and if you summon a single creature with this spell its effective slot level is increased by 2 instead.

The summoned creatures are friendly to you and your companions and take their turns immediately after yours. They obey your verbal commands. When you command multiple minor elementals using this spell, you must give them all the same command. Without such commands, a minor elemental only defends itself.

The summoned creature disappears when reduced to 0 hit points. If your concentration is broken before the spell ends, you lose control of any summoned creatures, which become hostile and might attack you and your companions. An uncontrolled creature disappears at the end of the spell's maximum duration.

Cast at Higher Levels. Use the higher spell slot level wherever the spell's level appears in the stat block.

Rare: Nevard's Rapid Conjure Minor Elementals. When you use rapid summoning to cast this spell, after the casting is complete it does not require your concentration.

MINOR ELEMENTAL

SMALL ELEMENTAL (AIR, EARTH, FIRE, OR WATER)

Armor Class 11 + spell slot level (natural armor)
Hit Points 40 + 10 for each spell slot level above 4th

Speed 30 ft.; burrow 30 ft. (Earth only); fly 30 ft. (hover; Air only); swim 30 ft. (Water only)

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

Damage Immunities fire (Fire only), poison
Condition Immunities fatigue, paralyzed, petrified, poisoned, strife, unconscious
Senses darkvision 60 ft., tremorsense 60 ft. (Earth only), passive Perception 10
Languages Primordial and one determined by type: Auran (Air), Aquan (Water), Ignan (Fire), Terran (Earth)
Challenge —; **Proficiency** your proficiency bonus

Amorphous Form (Air, Fire, and Water Only). The elemental can move through a space as narrow as 1 inch wide without squeezing.

Death Burst. The minor elemental explodes when it dies. Each creature within 5 feet of it must make a Dexterity saving throw against your spell save DC, taking 7 (2d6) bludgeoning damage (or fire damage for a Fire elemental) on a failed save, or half as much damage on a successful one.

Insubstantial (Air and Fire Only). The minor elemental cannot be grappled, knocked prone, or restrained.

ACTIONS

Slam. *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage (or fire damage for a Fire elemental) plus extra damage equal to spell slot level.



Conjure Woodland Beings

4th-level (conjuration; nature)
Classes: Druid
Casting Time: 1 action
Range: Medium (60 feet)
Components: V, S, M (one holly berry per creature summoned)
Duration: Concentration (1 hour)

You summon up to 3 creatures from The Dreaming. These creatures use the statistics of a woodland being (detailed below) with certain traits determined by your choice of its type: blink dog, satyr, or sprite. If you summon only 2 creatures with this spell, increase its effective slot level by 1 when determining the minor woodland being's statistics, and if you summon a single creature with this spell its effective slot level is increased by 2 instead.

The summoned creatures are friendly to you and your companions and take their turns immediately after yours. They obey your verbal commands. When you command multiple woodland beings using this spell, you must give them all the same command. Without such commands, a summoned creature only defends itself.

The summoned creature disappears when reduced to 0 hit points. If your concentration is broken before the spell ends, you lose control of any summoned creatures, which become hostile and might attack you and your companions. An uncontrolled creature disappears at the end of the spell's maximum duration.

Cast at Higher Levels. Use the higher spell slot level wherever the spell's level appears in the stat block.

Rare: Nevard's Naturalized Conjure Woodland Beings. This spell does not require your concentration.

WOODLAND BEING

MEDIUM FEY (BLINK DOG, SATYR, OR SPRITE)

Armor Class 12 + spell slot level (natural armor)
Hit Points 40 + 10 for each spell slot level above 4th
Speed 40 ft. (or 10 ft., fly 40 ft. Sprite only)

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

Senses darkvision 60 ft., passive Perception 10
Languages Common, Sylvan
Challenge —; **Proficiency** your proficiency bonus

Keen Hearing and Smell (Blink Dog Only). The blink dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Resistance (Satyr Only). The satyr has advantage on saving throws against spells and other magical effects.

ACTIONS

Blinking Bite (Blink Dog Only). *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage plus extra damage equal to spell slot level. Before or after the attack, the blink dog can teleport up to 40 feet to an unoccupied space it can see.

Ram (Satyr Only). *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) bludgeoning damage plus extra damage equal to spell slot level.

Shortbow (Sprite Only). *Ranged Weapon Attack:* your spell attack bonus to hit, range 40/160 ft., one target. *Hit:* 3 piercing damage plus extra damage equal to spell slot level. If the target is a creature it must succeed on a Constitution saving throw against your spell save DC or become poisoned for 1 minute. On a failure by 5 or more, the poisoned target falls unconscious for the same duration, or until another creature uses an action to shake it awake.

Contact Other Plane

5th-level (divination; arcane, knowledge, planar)
Classes: Warlock, wizard
Casting Time: 1 minute (ritual)
Range: Self
Components: V
Duration: 1 minute

You consult an otherworldly entity, risking your very mind in the process. Make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and suffer four levels of strife until you finish a long rest. A *greater restoration* spell ends this effect.

On a successful save, you can ask the entity up to 5 questions before the spell ends. When possible the entity responds with one-word answers: yes, no, maybe, never, irrelevant, or unclear. At the Narrator's discretion, it may instead provide a brief but truthful answer when necessary.

Contagion

5th-level (necromancy; affliction, arcane, nature)
Classes: Cleric, druid
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S
Duration: 7 days
Saving Throw: Special

Your touch inflicts a hideous disease. Make a melee spell attack. On a hit, you afflict the target with a disease chosen from the list below.

The target must make a Constitution saving throw at the end of each of its turns. After three failed saves, the disease lasts for the duration and the creature stops making saves, or after three successful saves, the creature recovers and the spell ends. A *greater restoration* spell or similar effect also ends the disease.

Blinding Sickness: The target's eyes turn milky white. It is blinded and has disadvantage on Wisdom checks and saving throws.

Filth Fever: The target is wracked by fever. It has disadvantage when using Strength for an ability check, attack roll, or saving throw.

Flesh Rot: The target's flesh rots. It has disadvantage on Charisma ability checks and becomes vulnerable to all damage.

Mindfire: The target hallucinates. During combat it is confused, and it has disadvantage when using Intelligence for an ability check or saving throw.

Rattling Cough: The target becomes discombobulated as it hacks with body-wracking coughs. It is rattled and has disadvantage when using Dexterity for an ability check, attack roll, or saving throw.

Slimy Doom: The target bleeds uncontrollably. It has disadvantage when using Constitution for an ability check or saving throw. Whenever it takes damage, the target is stunned until the end of its next turn.

Contingency

6th-level (evocation; arcane, time)
Classes: Wizard
Casting Time: 10 minutes

Range: Self
Components: V, S, M (gem-encrusted statuette of yourself worth 1,500 gold)
Duration: 10 days

As part of this spell, cast a spell of 5th-level or lower that has a casting time of 1 action, expending spell slots for both. The second spell must target you, and doesn't target others even if it normally would.

Describe the circumstances under which the second spell should be cast. It is automatically triggered the first time these circumstances are met. This spell ends when the second spell is triggered, when you cast *contingency* again, or if the material component for it is not on your person. For example, when you cast *contingency* with *blur* as a second spell you might make the trigger be when you see a creature target you with a weapon attack, or you might make it be when you make a weapon attack against a creature, or you could choose for it to be when you see an ally make a weapon attack against a creature.

Continual Flame

2nd-level (evocation; arcane, divine, fire)
Classes: Cleric, wizard
Casting Time: 1 action
Range: Touch
Target: One object
Components: V, S, M (ruby dust worth 50 gold, consumed by the spell)
Duration: Until dispelled

A magical torch-like flame springs forth from the target. The flame creates no heat, doesn't consume oxygen, and can't be extinguished, but it can be covered.

Control Water

4th-level (transmutation; arcane, divine, nature, terrain, water)
Classes: Cleric, druid, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 100-foot cube
Components: V, S, M (drop of water)
Duration: Concentration (10 minutes)

Water inside the area is yours to command. On the round you cast it, and as an action on subsequent turns until the spell ends, you can choose one of the following effects. When you choose a different effect, the current one ends.

Flood: The standing water level rises by up to 20 feet. The flood water spills onto land if the area includes a shore, but when the area is in a large body of water you instead create a 20-foot-tall wave. The wave travels across the area and crashes down, carrying Huge or smaller vehicles to the other side, each of which has a 25% chance of capsizing. The wave repeats on the start of your next turn while this effect continues.

Part Water: You create a 20-foot wide trench spanning the area with walls of water to either side. When this effect ends, the trench slowly refills over the course of the next round.

Redirect Flow: Flowing water in the area moves in a direction you choose, including up. Once the water moves beyond the spell's area, it resumes its regular flow based on the terrain.

Whirlpool: If the affected body of water is at least 50 feet square and 25 feet deep, a whirlpool forms within the area in a 50-foot wide cone that is 25 feet long. Creatures and objects that are in the area and within 25 feet of the whirlpool make an Athletics check against your spell save DC or are pulled 10 feet toward it. Once within the whirlpool, checks made to swim out of it have disadvantage. When a creature first enters the whirlpool on a turn or starts its turn there, it makes a Strength saving throw or takes 2d8 bludgeoning damage and is pulled into the center of the whirlpool. On a successful save, the creature takes half damage and isn't pulled.

Control Weather

8th-level (transmutation; arcane, divine, nature, weather)
Classes: Cleric, druid, wizard
Casting Time: 10 minutes
Range: Self
Area: 5-mile radius
Components: V, S, M (burning incense, bits of earth, and wood mixed with water)
Duration: Concentration (8 hours)

You must be outdoors to cast this spell, and it ends early if you don't have a clear path to the sky. Until the spell ends, you change the weather conditions in the area from what is normal for the current



climate and season. Choose to increase or decrease each weather condition (precipitation, temperature, and wind) up or down by one stage on the following tables. Whenever you change the wind, you can also change its direction. The new conditions take effect after 1d4 × 10 minutes, at which point you can change the conditions again. The weather gradually returns to normal when the spell ends.

TABLE: PRECIPITATION

STAGE	CONDITION
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TABLE: TEMPERATURE

STAGE	CONDITION
1	Extreme heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Extreme cold

TABLE: WIND

STAGE	CONDITION
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Corpse Explosion

1st-level (evocation; poison, thunder)
Classes: Cleric, druid, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One corpse within range
Components: V, S
Duration: Instantaneous
Saving Throw: Constitution halves and negates poisoned

A corpse explodes in a poisonous cloud. Each creature in a 10-foot radius of the corpse must make a Constitution saving throw. A creature takes 3d6 thunder damage and is poisoned for 1 minute on a failed save, or it takes half as much damage and is not poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect for itself on a success.

Cast at Higher Levels. You target an additional corpse for every 2 slot levels above 1st.

Counterspell

3rd-level (abjuration; arcane, negation)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 reaction, which you take when you see a creature within range cast a spell
Range: Medium (60 feet)
Components: S
Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 2nd-level or lower, its spell fails and has no effect. If it is casting a spell of 3rd-level or higher, make an ability check using your spellcasting ability (DC 10 + the spell's level). On a success, the creature's spell fails and has no effect, but the creature can use its reaction to reshape the fraying magic and cast another spell with the same casting time as the original spell. This new spell must be cast at a spell slot level equal to or less than half the original spell slot.

Cast at Higher Levels. The interrupted spell has no effect if its level is less than the level of the spell slot used to cast this spell, or if both spells use the same level spell slot an opposed spellcasting ability check is made.

Create Food and Water

3rd-level (conjuration; divine, utility)
Classes: Cleric, herald
Casting Time: 1 action
Range: Short (30 feet)
Components: V, S, M (serving of fresh food or water)
Duration: Instantaneous

Your magic turns one serving of food or water into 3 Supply. The food is nourishing but bland, and the water is clean. After 24 hours uneaten food spoils and water affected or created by this spell goes bad.

Cast at Higher Levels. You create an additional 2 Supply for each slot level above 3rd.

Create or Destroy Water

1st-level (transmutation; divine, utility, water)
Classes: Cleric, herald
Casting Time: 1 action
Range: Short (30 feet)
Target: Open container or 30-foot cube area
Components: V, S, M (drop of water to create water or grains of sand to destroy it)
Duration: Instantaneous

Choose one of the following.

Create Water: You fill the target with up to 10 gallons of nonpotable water or 1 Supply of clean water. Alternatively, the water falls as rain that extinguishes exposed flames in the area.

Destroy Water: You destroy up to 10 gallons of water in the target. Alternatively, you destroy fog in the area.

Cast at Higher Levels. For each slot level above 1st, you either create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet.

Create Undead

6th-level (necromancy; arcane, divine, undead)
Classes: Cleric, warlock, wizard
Casting Time: 1 minute
Range: Short (30 feet)
Target: Up to three corpses of Medium or Small humanoids
Components: V, S, M (each corpse requires a clay pot filled with grave dirt, a clay pot filled with brackish water, and a black onyx stone worth 150 gold)
Duration: Instantaneous

This spell cannot be cast in sunlight. You reanimate the targets as undead and transform them into ghouls under your control.

While it is within 120 feet you can use a bonus action to mentally command the undead. When you command multiple undead using this spell, you must give them all the same command. You may decide the action the undead takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. If not given a command, the undead only defends itself. The undead continues to follow a command until its task is complete.

The undead is under your control for 24 hours, after which it stops obeying any commands. You must cast this spell on the undead before the spell ends to maintain control of it for another 24 hours. Casting the spell in this way reasserts control over up to 3 undead you have animated with this spell, rather than animating a new one.

Cast at Higher Levels. You create or reassert control over one additional ghoul for each slot level above 6th. Alternatively, when using an 8th-level spell slot you create or reassert control over 2 ghasts or wights, or when using a 9th-level spell slot you create or reassert control over 3 ghasts or wights, or 2 mummies. When commanding more than 3 undead they make group attack rolls (see page 454 in Chapter 8: Combat).

Creation

5th-level (illusion; arcane, shadow)
Classes: Sorcerer, wizard
Casting Time: 1 minute
Range: Short (30 feet)
Components: V, S, M (tiny piece of matter of the same type of the item you plan to create)
Duration: Special

You weave raw magic into a mundane physical object no larger than a 5-foot cube. The object must be of a form and material you have seen before. Using the object as a material component for another spell causes that spell to fail.

The spell's duration is determined by the object's material. An object composed of multiple materials uses the shortest duration.

Cast at Higher Levels. The size of the cube increases by 5 feet for each slot level above 5th.

TABLE: CREATION

MATERIAL	DURATION
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Crushing Haymaker

3rd-level (evocation; attack, thunder, unarmed, weaponry)
Classes: Cleric, herald, sorcerer, warlock
Casting Time: 1 action
Range: Self
Components: V, S, M (set of brass knuckles)
Duration: Instantaneous
Saving Throw: Special

Your fist reverberates with destructive energy, and woe betide whatever it strikes. As part of casting the spell, make a melee spell attack against a creature or object within 5 feet. If you hit, the target of your attack takes 7d6 thunder damage, and must make a Constitution saving throw or be knocked prone and stunned until the end of its next turn. This spell's damage is doubled against objects and structures.

Cast at Higher Levels. The spell deals an extra 1d6 of thunder damage for each slot level above 3rd.



Cure Wounds

1st-level (evocation; divine, healing, nature)
Classes: Bard, cleric, druid, herald
Casting Time: 1 action
Range: Touch
Target: One creature that is neither a construct nor undead
Components: V, S
Duration: Instantaneous

The target regains hit points equal to 1d8 + your spellcasting ability modifier.

Cast at Higher Levels. The hit points regained increase by 1d8 for each slot level above 1st.

Dancing Lights

Cantrip (evocation; arcane, utility)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Components: V, S, M (bit of phosphorus or wychwood, or a glowworm)
Duration: Concentration (1 minute)

You create up to four hovering lights which appear as torches, lanterns, or glowing orbs that can be combined into a glowing Medium-sized humanoid form. Each sheds dim light in a 10-foot radius.

You can use a bonus action to move the lights up to 60 feet so long as each remains within 20 feet of another light created by this spell. A dancing light winks out when it exceeds the spell's range.

Darklight

3rd-level (evocation; utility)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (torch coated with pitch)
Duration: 8 hours

You create an enchanted flame that surrounds your hand and produces no heat, but sheds bright light in a 20-foot radius around you and dim light for an additional 20 feet. Only you and up to 6 creatures of your choice can see this light.

Rare: Ravjahani's Darklight. During the spell's duration, you can use an action to kindle this light on a willing creature's hand, sharing the effect with them. When the spell's duration ends, or when any of the flames are dispelled, the spell ends.

Darkness

2nd-level (evocation; arcane, shadow)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Area: 15-foot radius sphere
Components: V, M (bat fur and a drop of pitch or piece of coal)
Duration: Concentration (10 minutes)

Magical darkness heavily obscures darkvision and blocks nonmagical light in the area. The darkness spreads around corners. If any of the area overlaps with magical light created by a spell of 2nd-level or lower, the spell that created the light is dispelled.

When cast on an object that is in your possession or unattended, the darkness emanates from it and moves with it. Completely covering the object with something that is not transparent blocks the darkness.

Rare: Cyneburg's Blinding Darkness. A creature that moves out of the darkness must make a Constitution saving throw or be blinded for 1 minute. A creature blinded by this spell can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Darkvision

2nd-level (transmutation; arcane, nature, senses)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S, M (pinch of dried carrot or an agate)
Duration: 8 hours

The target gains darkvision out to a range of 60 feet.

Cast at Higher Levels. The range of the target's darkvision increases to 120 feet. In addition, for each slot level above 3rd you may choose an additional target.

Daylight

3rd-level (evocation; arcane, divine, nature)
Classes: Cleric, druid, herald, sorcerer
Casting Time: 1 action
Range: Medium (60 feet)
Area: 60-foot radius sphere
Components: V, S
Duration: 1 hour

Magical light fills the area. The area is brightly lit and sheds dim light for an additional 60 feet. If any of the area overlaps with magical darkness created by a spell of 3rd-level or lower, the spell that created the darkness is dispelled.

When cast on an object that is in your possession or unattended, the light shines from it and moves with it. Completely covering the object with something that is not transparent blocks the light.

Deadweight

2nd-level (transmutation; mobility, transformation)
Classes: Druid, herald, sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: Medium or smaller object
Components: V, S
Duration: Concentration (1 minute)

The target object's weight is greatly increased. Any creature holding the object must succeed on a Strength saving throw or drop it. A creature which doesn't drop the object has disadvantage on attack rolls until the start of your next turn as it figures out the object's new balance.

Creatures that attempt to push, drag, or lift the object must succeed on a Strength check against your spell save DC to do so.

Death Ward

4th-level (abjuration; divine, protection)
Classes: Cleric, herald
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S
Duration: 8 hours

The first time damage would reduce the target to 0 hit points, it instead drops to 1 hit point. If the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is negated. The spell ends immediately after either of these conditions occur.

Delayed Blast Fireball

7th-level (evocation; arcane, fire)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot radius sphere
Components: V, S, M (tiny ball of bat guano and sulfur)
Duration: Concentration (1 minute)
Saving Throw: Dexterity halves

A glowing bead of yellow light flies from your finger and lingers at a point at the center of the area until you end the spell—either because your concentration is broken or because you choose to end it—and the bead detonates. Each creature in the area takes 12d6 fire damage. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If touched before the spell ends, the creature touching the bead makes a Dexterity saving throw or the bead detonates. On a successful save, the creature can use an action to throw the bead up to 40 feet, moving the area with it. If the bead strikes a creature or solid object, the bead detonates.

The fire spreads around corners, and it damages and ignites any flammable unattended objects in the area.

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 7th.

Demiplane

8th-level (conjuration; arcane, planar)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: Solid flat surface
Components: S
Duration: 1 hour

You create a shadowy door on the target. The door is large enough for Medium creatures to pass through. The door leads to a demiplane that appears as an empty, 30-foot-cube chamber made of wood or stone. When the spell ends, the door disappears from both sides, trapping any creatures or objects inside the demiplane.

Each time you cast this spell, you can either create a new demiplane, conjure the door to a demiplane you have previously created, or make a door leading to a demiplane whose nature or contents you are familiar with.

Detect Evil and Good

1st-level (divination; divine, senses)
Classes: Cleric, herald
Casting Time: 1 action
Range: Special (30-foot radius)
Target: Self
Components: V, S
Duration: Concentration (10 minutes)

You attempt to sense the presence of otherworldly forces. You automatically know if there is a place or object within range that has been magically consecrated or desecrated. In addition, on the round you cast it and as an action on subsequent turns until the spell ends, you may make a Wisdom (Religion) check against the passive Deception score of any aberration, celestial, elemental, fey, fiend, or undead creature within range. On a success, you sense the creature's presence, as well as where the creature is located.

The spell penetrates most barriers but is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead.

Detect Magic

1st-level (divination; arcane, divine, nature, senses)
Classes: Bard, cleric, druid, herald, sorcerer, wizard
Casting Time: 1 action (ritual)
Range: Special (30-foot radius)
Target: Self
Components: V, S
Duration: Concentration (10 minutes)

Until the spell ends, you automatically sense the presence of magic within range, and you can use an action to study the aura of a magic effect to learn its schools of magic (if any).

The spell penetrates most barriers but is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead.

Cast at Higher Levels. When using a 2nd-level spell slot or higher, the spell no longer requires your concentration. When using a 3rd-level spell slot or higher, the duration increases to 1 hour. When using a 4th-level spell slot or higher, the duration increases to 8 hours.

Detect Poison and Disease

1st-level (divination; divine, nature, senses)
Classes: Cleric, druid, herald
Casting Time: 1 action (ritual)
Range: Special (30-foot radius)
Target: Self
Components: V, S, M (yew leaf)
Duration: Concentration (10 minutes)

On the round you cast it, and as an action on subsequent turns until the spell ends, you can attempt to sense the presence of poisons, poisonous creatures, and disease by making a Perception check. On a success you identify the type of each poison or disease within range. Typically noticing and identifying a poison or disease is a DC 10 check, but the Narrator may use DC 15 for uncommon afflictions, DC 20 for rare afflictions, or DC 25 for afflictions that are truly unique. On a failed check, this casting of the spell cannot sense that specific poison or disease.

The spell penetrates most barriers but is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead.

Detect Thoughts

2nd-level (divination; arcane, senses, telepathy)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Special (30-foot radius)
Target: Self
Components: V, S, M (copper piece)
Duration: Concentration (1 minute)
Saving Throw: Wisdom (special)

On the round you cast it, and as an action on subsequent turns until the spell ends, you can probe a creature's mind to read its thoughts by focusing on one creature you can see within range. The creature

makes a Wisdom saving throw. Creatures with an Intelligence score of 3 or less or that don't speak any languages are unaffected. On a failed save, you learn the creature's surface thoughts—what is most on its mind in that moment. On a successful save, you fail to read the creature's thoughts and can't attempt to probe its mind for the duration. Conversation naturally shapes the course of a creature's thoughts and what it is thinking about may change based on questions verbally directed at it.

Once you have read a creature's surface thoughts, you can use an action to probe deeper into its mind. The creature makes a second Wisdom saving throw. On a successful save, you fail to read the creature's deeper thoughts and the spell ends. On a failure, you gain insight into the creature's motivations, emotional state, and something that looms large in its mind. The creature then becomes aware you are probing its mind and can use an action to make an Intelligence check contested by your Intelligence check, ending the spell if it succeeds.

Additionally, you can use an action to scan for thinking creatures within range that you can't see. Once you detect the presence of a thinking creature, so long as it remains within range you can attempt to read its thoughts as described above (even if you can't see it).

The spell penetrates most barriers but is blocked by 2 feet of stone, 2 inches of common metal, or a thin sheet of lead.

Cast at Higher Levels. When using a 5th-level spell slot, increase the spell's range to 1 mile. When using a 7th-level spell slot, increase the range to 10 miles. When using a 9th-level spell slot, increase the range to 1,000 miles.

Rare: Diogenes' Specific Detect Thoughts. You can scan the thoughts of all creatures within range and locate one creature currently thinking about a single subject you choose when you cast the spell. You can read its thoughts as described in the spell's description. This spell does not reveal the creature having these thoughts, and until you determine which creature it is you cannot shape the course of its thoughts so the information you receive may be limited.

Dimension Door

4th-level (conjuration; arcane, teleportation)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Special (500 feet)
Components: V
Duration: Instantaneous

You teleport to any place you can see, visualize, or describe by stating distance and direction such as 200 feet straight downward or 400 feet upward at a 30-degree angle to the southeast.

You can bring along objects if their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller, provided it isn't carrying gear beyond its carrying capacity and is within 5 feet.

If you would arrive in an occupied space the spell fails, and you and any creature with you each take 4d6 force damage.

Disguise Self

1st-level (illusion; arcane, obscurement)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

Until the spell ends or you use an action to dismiss it, you and your gear are cloaked by an illusory disguise that makes you appear like another creature of your general size and body type, including but not limited to: your heritage, 1 foot of height, weight, clothing, tattoos, piercings, facial features, hair style and length, skin and eye coloration, sex, and any other distinguishing features. You cannot disguise yourself as a creature of a different size category, and your limb structure remains the same; for example if you're bipedal, you can't use this spell to appear as a quadruped.

The disguise does not hold up to physical inspection. A creature that tries to grab an illusory hat, for example, finds its hand passes straight through the figment. To see through your disguise without such an inspection, a creature must use its action to make an Investigation check against your spell save DC.

Cast at Higher Levels. When using a 3rd-level spell slot or higher, this spell functions identically to the *seeming* spell, except the spell's duration is 10 minutes.

Disintegrate

6th-level (transmutation; arcane, attack, transformation)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature, object, or creation of magical force
Components: V, S, M (lodestone and pinch of dust)
Duration: Instantaneous
Saving Throw: Dexterity negates



A pale ray emanates from your pointed finger to the target as you attempt to undo it.

The target takes 10d6 + 40 force damage. A creature reduced to 0 hit points is obliterated, leaving behind nothing but fine dust, along with anything it was wearing or carrying (except magic items). Only *true resurrection* or a *wish* spell can restore it to life.

This spell automatically disintegrates nonmagical objects and creations of magical force that are Large-sized or smaller. Larger objects and creations of magical force have a 10-foot-cube portion disintegrated instead. Magic items are unaffected.

Cast at Higher Levels. The damage increases by 3d6 for each slot level above 6th.

Dispel Evil and Good

5th-level (abjuration; divine, protection)
Classes: Cleric, herald
Casting Time: 1 action
Range: Self
Components: V, S, M (holy water or powdered silver and iron worth 25 gold)
Duration: Concentration (1 minute)

A nimbus of power surrounds you, making you more able to resist and destroy beings from beyond the realms material.

Until the spell ends, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you.

You can end the spell early by using an action to do either of the following.

Mental Resistance: Choose up to 3 friendly creatures within 60 feet. Each of those creatures that is charmed, frightened, or possessed by a celestial, elemental, fey, fiend, or undead may make an immediate saving throw with advantage against the condition or possession, ending it on a success.

Retribution: Make a melee spell attack against a celestial, elemental, fey, fiend, or undead within reach. On a hit, the creature takes 7d8 radiant or necrotic damage (your choice) and is stunned until the beginning of your next turn.

Cast at Higher Levels. Mental Resistance targets one additional creature for each slot level above 5th, and Retribution's damage increases by 1d8 for each slot level above 5th.

Rare: Leska's Dismissal. The spell also affects aberrations and dragons.

Dispel Magic

3rd-level (abjuration; arcane, negation, protection, utility)
Classes: Bard, cleric, druid, herald, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)

Target: One creature, object, or magical effect
Components: V, S
Duration: instantaneous

You scour the magic from your target. Any spell cast on the target ends if it was cast with a spell slot of 3rd-level or lower. For spells using a spell slot of 4th-level or higher, make an ability check with a DC equal to 10 + the spell's level for each one, ending the effect on a success.

Cast at Higher Levels. You automatically end the effects of a spell on the target if the level of the spell slot used to cast it is equal to or less than the level of the spell slot used to cast *dispel magic*.

Rare: Leska's Confiscating Dispel Magic. When you dispel a spell that was cast using a spell slot at least 2 levels lower than the one used for this spell, you can use your reaction to expend a spell slot of equal level to the dispelled spell and immediately cast it at a new target.

Divination

4th-level (divination; communication, divine, knowledge)
Classes: Cleric, warlock
Casting Time: 1 action (ritual)
Range: Self
Components: V, S, M (incense and sacrificial offering worth at least 25 gold appropriate to the higher power, consumed by the spell)
Duration: Instantaneous

Your offering and magic put you in contact with the higher power you serve or its representatives.

You ask a single question about something that will (or could) happen in the next 7 days. The Narrator offers a truthful reply, which may be cryptic or even nonverbal as appropriate to the being in question.

The reply does not account for possible circumstances that could change the outcome, such as making additional precautions.

When you cast this spell again before finishing a long rest, the chance of getting a random reading from the above options increases. The Narrator makes the following roll in secret: second casting—25%, third casting—50%, fourth casting—75%, fifth casting—100%.

Divine Favor

1st-level (evocation; attack, divine, radiant, weaponry)
Classes: Herald
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration (1 minute)

You imbue divine power into your strikes. Until the spell ends, you deal an extra 1d4 radiant damage with your weapon attacks.

Rare: Sigismund's Spiteful Divine Favor. You deal extra necrotic damage instead of extra radiant damage, and when rolling extra damage from this spell you reroll any results of 1 (you must use the new result).

Divine Word

7th-level (evocation; affliction, divine)
Classes: Cleric
Casting Time: 1 bonus action
Range: Short (30 feet)
Target: Any number of creatures within range
Components: V
Duration: Instantaneous

You utter a primordial imprecation that brings woe upon your enemies. A target suffers an effect based on its current hit points.

- Fewer than 50 hit points: deafened for 1 minute.
- Fewer than 40 hit points: blinded and deafened for 10 minutes.
- Fewer than 30 hit points: stunned, blinded, and deafened for 1 hour.
- Fewer than 20 hit points: instantly killed outright.

Additionally, when a celestial, elemental, fey, or fiend is affected by this spell it is immediately forced back to its home plane and for 24 hours it is unable to return to your current plane by any means less powerful than a *wish* spell. Such a creature does not suffer this effect if it is already on its plane of origin.

Rare: Leska's Imprecating Divine Word. The spell's additional effect also targets aberrations and dragons, sending them to a harmless demiplane.

Dominate Beast

4th-level (enchantment; beasts, compulsion, nature)
Classes: Druid, sorcerer
Casting Time: 1 action
Range: Medium (60 feet)
Target: One beast
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

You assert control over the target's mind and it is charmed for the duration. If it is engaged in combat with you or creatures friendly to you, it has advantage on its saving throw.

Until the charmed condition ends, you establish a telepathic link with it while you are on the same plane. You may issue commands through this link and the target does its best to obey. No action is required to issue commands, which can be a simple and general course of action such as "Attack that target," "Go over there," or "Bring me that object." Without commands the target only defends itself. The target continues to follow a command until its task is complete.

You can use your action to assume direct control of the target. Until the end of your next turn, you decide all of the target's actions and it does nothing you do not allow it to. While a target is directly controlled in this way, you can also cause it to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new saving throw against the spell, ending the spell on a success.

Cast at Higher Levels. The spell's duration is extended: 5th-level—Concentration (10 minutes), 6th-level—Concentration (1 hour), 7th-level—Concentration (8 hours).

Dominate Monster

8th-level (enchantment; arcane, compulsion)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: Concentration (1 hour)
Saving Throw: Wisdom negates

As *dominate beast* but you may target any creature.

Cast at Higher Levels. The duration is Concentration (8 hours)

Dominate Person

5th-level (enchantment; compulsion)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One humanoid
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

As *dominate beast* but you may target any humanoid.

Cast at Higher Levels. The spell's duration is extended: 6th-level—Concentration (10 minutes), 7th-level—Concentration (1 hour), 8th-level—Concentration (8 hours).

Dramatic Sting

1st-level (enchantment; fear, psychic, sound)
Classes: Bard
Casting Time: 1 bonus action
Range: Short (30 feet)
Target: One creature
Components: V, S, M (broken violin string and a wasp's stinger)
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

You frighten the target by echoing its movements with ominous music and terrifying sound effects. It takes 1d4 psychic damage and becomes frightened of you until the spell ends.

At the end of each of the creature's turns, it can make another Wisdom saving throw, ending the effect on itself on a success. On a failed save, the creature takes 1d4 psychic damage.

You cannot cast another spell through your spellcasting focus while concentrating on this spell.

Cast at Higher Levels. The damage increases by 1d4 for each slot level above 1st.

Rare: Koren's Subtle Dramatic Sting. When you cast this spell, make a Performance check opposed by the target's Perception check. On a success, the

target is affected by the spell but does not realize it is being targeted by a spell. Each round at the start of its turn, the target gains an expertise die on a Perception check made against the result of your Performance check to realize it has been targeted by a spell.

Dream

5th-level (illusion; affliction, communication)
Classes: Bard, warlock, wizard
Casting Time: 1 minute
Range: Special
Target: One creature that is known to you and on the same plane
Components: V, S, M (sand, ink, and a writing quill plucked from a sleeping bird)
Duration: 8 hours

Until the spell ends, you manipulate the dreams of another creature. You designate a messenger, which may be you or a willing creature you touch, to enter a trance. The messenger remains aware of its surroundings while in the trance but cannot take actions or move.

If the target is sleeping the messenger appears in its dreams and can converse with the target as long as it remains asleep and the spell remains active. The messenger can also manipulate the dream, creating objects, landscapes, and various other sensory sensations. The messenger can choose to end the trance at any time, ending the spell. The target remembers the dream in perfect detail when it wakes. The messenger knows if the target is awake when you cast the spell and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the spell works as described.

You can choose to let the messenger terrorize the target. The messenger can deliver a message of 10 words or fewer and the target must make a Wisdom saving throw. If you have a portion of the target's body (some hair or a drop of blood) it has disadvantage on its saving throw. On a failed save, echoes of the messenger's fearful aspect create a nightmare that lasts the duration of the target's sleep and prevents it from gaining any benefit from the rest. In addition, upon waking the target suffers a level of fatigue or strife (your choice), up to a maximum of 3 in either condition.

Creatures that don't sleep or don't dream (such as elves) cannot be contacted by this spell.

Rare: Aurana's Terrible Dream. When you choose to terrorize a target, if it fails its saving throw it suffers both a level of fatigue and strife. You may also convey a message of up to 25 words as part of terrorizing it (rather than 10 words).

Druidcraft

Cantrip (transmutation; nature, utility)
Classes: Druid
Casting Time: 1 action
Range: Short (30 feet)
Components: V, S
Duration: Instantaneous

You call upon your mastery of nature to produce one of the following effects within range:

- You create a minor, harmless sensory effect that lasts for 1 round and predicts the next 24 hours of weather in your current location. For example, the effect might create a miniature thunderhead if storms are predicted.
- You instantly make a plant feature develop, but never to produce Supply. For example, you can cause a flower to bloom or a seed pod to open.
- You create an instantaneous, harmless sensory effect such as the sound of running water, birdsong, or the smell of mulch. The effect must fit in a 5-foot cube.
- You instantly ignite or extinguish a candle, torch, smoking pipe, or small campfire.

Earth Barrier

1st-level (abjuration; earth, protection)
Classes: Druid
Casting Time: 1 reaction, which you take when you are targeted with a ranged attack
Range: Short (30 feet)
Components: V, S
Duration: 1 minute

Choose an unoccupied space between you and the source of the attack which triggers the spell. You call forth a pillar of earth or stone (3 feet diameter, 20 feet tall, AC 10, 20 hit points) in that space that provides you with three-quarters cover (+5 to AC, Dexterity saving throws, and ability checks made to hide).



Rare: Sidoneth's Crystal Pillar. The pillar summoned by this spell is made of translucent crystal. If this spell causes an attack to miss, the attack hits the pillar instead. If this pillar is destroyed, every creature within 5 feet of it takes 2d6 piercing damage.

Earthquake

8th-level (evocation; earth, terrain)
Classes: Cleric, druid, sorcerer
Casting Time: 1 action
Range: Special (500 feet)
Target: A point on the ground within range
Area: 100-foot radius circle centered on the target
Components: V, S, M (dirt, rock, and clay)
Duration: Concentration (1 minute)

You create a seismic disturbance in the spell's area. Until the spell ends, an intense tremor rips through the ground and shakes anything in contact with it.

The ground in the spell's area becomes difficult terrain as it warps and cracks.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature in contact with the ground in the spell's area must make a Dexterity saving throw or be knocked prone.

Additionally, any creature that is concentrating on a spell while in contact with the ground in the spell's area must make a Constitution saving throw or lose concentration.

At the Narrator's discretion, this spell may have additional effects depending on the terrain in the area.

Fissures: Fissures open within the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations you choose. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens makes a Dexterity saving throw or falls in. On a successful save, a creature moves with the fissure's edge as it opens.

A structure automatically collapses if a fissure opens beneath it (see below).

Structures: A structure in contact with the ground in the spell's area takes 50 bludgeoning damage when you cast the spell and again at the start of each of your turns while the spell is active. A structure reduced to 0 hit points this way collapses.

Creatures within half the distance of a collapsing structure's height make a Dexterity saving throw or take 5d6 bludgeoning damage, are knocked prone, and are buried in the rubble, requiring a DC 20 Acrobatics or Athletics check as an action to escape. A creature inside (instead of near) a collapsing structure has disadvantage on its saving throw. The Narrator can adjust the DC higher or lower depending on the composition of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Rare: Soliogn's Tempestuous Earthquake. The spell fills the area with violent winds. A flying creature halves its speed while in the area and makes a Dexterity saving throw at the start of each of its turns or falls prone.

Eldritch Cube

5th-level (conjuration; psychic)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Special

A black, nonreflective, incorporeal 10-foot cube appears in an unoccupied space that you can see. Its space can be in midair if you so desire. When a creature starts its turn in the cube or enters the cube for the first time on its turn it must make an Intelligence saving throw, taking 5d6 psychic damage on a failed save, or half damage on a success.

As a bonus action, you can move the cube up to 10 feet in any direction to a space you can see. The cube cannot be made to pass through other creatures in this way.

Rare: Kreven's Stunning Eldritch Cube. A creature that takes 20 or more damage from this spell is stunned until the end of its next turn.

Enhance Ability

2nd-level (transmutation; enhancement)
Classes: Bard, cleric, druid, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (fur or feather from a beast)
Duration: Concentration (1 hour)

You bestow a magical enhancement on the target. Choose one of the following effects for the target to receive until the spell ends.

Bear's Endurance: The target has advantage on Constitution checks and it gains 2d6 temporary hit points (lost when the spell ends).

Bull's Strength: The target has advantage on Strength checks and doubles its carrying capacity.

Cat's Grace: The target has advantage on Dexterity checks and it reduces any falling damage it takes by 10 unless it is incapacitated.

Eagle's Splendor: The target has advantage on Charisma checks and is instantly cleaned (as if it had just bathed and put on fresh clothing).

Fox's Cunning: The target has advantage on Intelligence checks and on checks using gaming sets.

Owl's Wisdom: The target has advantage on Wisdom checks and it gains darkvision to a range of 30 feet (or extends its existing darkvision by 30 feet).

Cast at Higher Levels. You target one additional creature for each slot level above 2nd.

Rare: Nevard's Guarded Enhance Ability. When the target makes a saving throw using the chosen ability score, it can use its reaction to end the spell and gain advantage.

Enlarge/Reduce

2nd-level (transmutation; affliction, arcane, enhancement, transformation)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature or object that is not being worn or carried within range
Components: V, S, M (powdered iron)
Duration: Concentration (1 minute)
Saving Throw: Constitution negates

You cause the target to grow or shrink. An unwilling target may attempt a saving throw to resist the spell.

If the target is a creature, all items worn or carried by it also change size with it, but an item dropped by the target immediately returns to normal size.

Enlarge: Until the spell ends, the target's size increases by one size category. Its size doubles in all dimensions and its weight increases eightfold. The target also has advantage on Strength checks and Strength saving throws. Its weapons also enlarge, dealing an extra 1d4 damage.

Reduce: Until the spell ends, the target's size decreases one size category. Its size is halved in all dimensions and its weight decreases to one-eighth of its normal value. The target has disadvantage on Strength checks and Strength saving throws and its weapons shrink, dealing 1d4 less damage (its attacks deal a minimum of 1 damage).

Cast at Higher Levels. When using a spell slot of 4th-level, you can cause the target and its gear to increase by two size categories—from Medium to Huge, for example. Until the spell ends, the target's size is quadrupled in all dimensions, multiplying its weight twentyfold. The target has advantage on Strength checks and Strength saving throws. Its weapons also enlarge, dealing an extra 2d4 damage.

Enrage Architecture

7th-level (transmutation; earth, terrain)
Classes: Cleric, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: One artificial nonmagical structure with a foundation area of no more than 3,000 square feet.
Components: V, S, M (stone or timber removed from a structure at least 100 years old)
Duration: Concentration (1 minute)

You animate and enrage a target building that lashes out at its inhabitants and surroundings. As a bonus action you may command the target to open, close, lock, or unlock any nonmagical doors or windows, or to thrash about and attempt to crush its inhabitants. While the target is thrashing, any creature inside or within 30 feet of it must make a Dexterity saving throw, taking 2d10+5 bludgeoning damage on a failed save or half as much on a successful one. When the spell ends, the target returns to its previous state, magically repairing any damage it sustained during the spell's duration.

Entangle

1st-level (conjuration; nature, plants, terrain)
Classes: Druid
Casting Time: 1 action
Range: Long (120 feet)
Target: A point on the ground within range
Area: 20-foot square centered on the target
Components: V, S
Duration: Concentration (1 minute)

Constraining plants erupt from the ground in the spell's area, wrapping vines and tendrils around creatures. Until the spell ends, the area is difficult terrain.

A creature in the area when you cast the spell makes a Strength saving throw or it becomes restrained as the plants wrap around it. A creature restrained in this way can use its action to make a Strength check against your spell save DC, freeing itself on a success.

When the spell ends, the plants wither away.

Enthrall

2nd-level (enchantment; compulsion)
Classes: Bard, warlock
Casting Time: 1 action
Range: Medium (60 feet)
Target: Any number of creatures you choose within range
Components: V, S
Duration: 1 minute
Saving Throw: Wisdom negates

You weave a compelling stream of words that captivates your targets. Any target that can't be charmed automatically succeeds on its saving throw, and targets fighting you or creatures friendly to you have advantage on the saving throw.

Until the spell ends or a target can no longer hear you, it has disadvantage on Perception checks made to perceive any creature other than you. The spell ends if you are incapacitated or can no longer speak.

Etherealness

7th-level (transmutation; movement, obscurement, planar)
Classes: Bard, cleric, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

Until the spell ends or you use an action to end it, you step into the border regions of the Ethereal Plane where it overlaps with your current plane. While on the Ethereal Plane, you can move in any direction, but vertical movement is considered difficult terrain. You can see and hear the plane you originated from, but everything looks desaturated and you can see no further than 60 feet.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures not on the Ethereal Plane can't perceive you unless some special ability or magic explicitly allows them to.

When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space and you take force damage equal to twice the number of feet you are moved.

The spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as an Outer Plane.

Cast at Higher Levels. You can target up to 3 willing creatures within 10 feet (including you) for each slot level above 7th.

Expeditious Retreat

1st-level (transmutation; arcane, movement)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration (10 minutes)

Until the spell ends, you're able to move with incredible speed. When you cast the spell and as a bonus action on subsequent turns, you can take the Dash action.

Cast at Higher Levels. Your Speed increases by 10 feet for each slot level above 1st.

Eyebite

6th-level (necromancy; affliction, arcane, fear)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Wisdom (special)

Your eyes become an inky void imbued with fell power. One creature of your choice within 60 feet of you that you can see and that can see you must succeed on a Wisdom saving throw or be afflicted by one of the following effects for the duration. Until the spell ends, on each of your turns you can use an action to target a creature that has not already succeeded on a saving throw against this casting of *eyebite*.



Asleep: The target falls unconscious, waking if it takes any damage or another creature uses an action to rouse it.

Panicked: The target is frightened of you. On each of its turns, the frightened creature uses its action to take the Dash action and move away from you by the safest and shortest available route unless there is nowhere for it to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened: The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw, ending this effect on a successful save.

Rare: Beshela's Devious Eyebite. Your eyes glow with a soft purple light. You gain an additional option:

Charmed. The target is charmed by you. On each of its turns while it is charmed, you may beckon it (no action required) to force the target to move closer to you by the shortest, safest route.

Fabricate

4th-level (transmutation; arcane, transformation)
Classes: Wizard
Casting Time: 10 minutes
Range: Long (120 feet)
Components: V, S
Duration: Instantaneous

You convert raw materials into finished items of the same material. For example, you can fabricate a pitcher from a lump of clay, a bridge from a pile of lumber or group of trees, or rope from a patch of hemp.

When you cast the spell, select raw materials you can see within range. From them, the spell fabricates a Large or smaller object (contained within a single 10-foot cube or up to eight connected 5-foot cubes) given a sufficient quantity of raw material. When fabricating with metal, stone, or another mineral substance, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of any objects made with the spell is equivalent to the quality of the raw materials.

Creatures or magic items can't be created or used as materials with this spell. It also may not be used to create items that require highly-specialized craftsmanship such as armor, weapons, clockworks, glass, or jewelry unless you have proficiency with the type of artisan's tools needed to craft such objects.

Rare: Diogenes' Skilled Fabricate. Spectral artisan's tools of your choosing appear in your hands as you cast the spell. Until the spell ends, you gain proficiency with these tools. Each time you cast it, you may choose a different set of tools.

Faerie Fire

1st-level (evocation; arcane, utility)
Classes: Bard, druid
Casting Time: 1 action
Range: Medium (60 feet)
Area: 20-foot cube within range
Components: V
Duration: Concentration (1 minute)
Saving Throw: Dexterity (special)

Each object in a 20-foot cube within range is outlined in light (your choice of color). Any creature in the area when the spell is cast is also outlined unless it makes a Dexterity saving throw. Until the spell ends, affected objects and creatures shed dim light in a 10-foot radius.

Any attack roll against an affected object or creature has advantage. The spell also negates the benefits of invisibility on affected creatures and objects.

Rare: Beshela's Rattling Faerie Fire. When an affected creature is damaged by a weapon attack it takes 1d4 psychic damage and is rattled until the end of its next turn.

Faithful Hound

4th-level (conjuration; arcane, protection, sound)
Classes: Wizard
Casting Time: 1 action
Range: Short (30 feet)
Area: 30-foot radius
Components: V, S, M (silver whistle, piece of bone, and a thread)
Duration: 8 hours

You conjure a phantasmal watchdog. Until the spell ends, the hound remains in the area unless you spend an action to dismiss it or you move more than 100 feet away from it.

The hound is invisible except to you and can't be harmed. When a Small or larger creature enters the area without speaking a password you specify when casting the spell, the hound starts barking loudly. The hound sees invisible creatures, can see into the Ethereal Plane, and is immune to illusions.

At the start of each of your turns, the hound makes a bite attack against a hostile creature of your choice that is within the area, using your spell attack bonus and dealing 4d8 piercing damage on a hit.

Rare: Stekart's Obedient Faithful Hound. You can use a bonus action to move the area up to 30 feet. You may do so a number of times equal to your proficiency bonus, after which you cannot move the area any more for this casting of the spell.

False Life

1st-level (necromancy; arcane, enhancement)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (alcohol or distilled spirits)
Duration: 1 hour

You are bolstered with fell energies resembling life, gaining 1d4+4 temporary hit points that last until the spell ends.

Cast at Higher Levels. Gain an additional 5 temporary hit points for each slot level above 1st.

Rare: Kasvarina's Resolute False Life. While you have temporary hit points from this spell, you gain an expertise die on saving throws made against fear.

Fear

3rd-level (illusion; arcane, fear)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Self
Area: 30-foot cone
Components: V, S, M (white feather or hen's heart)
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

You project a phantasmal image into the minds of each creature in the area showing them what they fear most. On a failed save, a creature becomes frightened until the spell ends and must drop whatever it is holding.

On each of its turns, a creature frightened by this spell uses its action to take the Dash action and move away from you by the safest available route. If there is nowhere it can move, it remains stationary. When the creature ends its turn in a location where it doesn't have line of sight to you, the creature can repeat the saving throw, ending the spell's effects on it on a successful save.

Rare: Aurana's Feast of Fear. The spell affects every creature within 30 feet of you. When you first cast the spell and again at the start of each of your turns, you gain temporary hit points equal to the number of frightened creatures you can see within 30 feet of you.

Feather Fall

1st-level (transmutation; arcane, protection)
Classes: Bard, sorcerer, wizard
Casting Time: 1 reaction which you take when you or a creature within range falls
Range: Medium (60 feet)
Target: Up to five falling creatures within range
Components: V, M (a small feather or pinch of down)
Duration: 1 minute

Magic slows the descent of each target. Until the spell ends, a target's rate of descent slows to 60 feet per round. If a target lands before the spell ends, it takes no falling damage and can land on its feet, ending the spell for that target.

Cast at Higher Levels. When using a 2nd-level spell slot, targets can move horizontally 1 foot for every 1 foot they descend, effectively gliding through the air until they land or the spell ends.

Feeblemind

8th-level (enchantment; affliction, arcane, psychic)
Classes: Bard, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: One creature
Components: V, S, M (handful of clay, crystal, glass, or mineral spheres)
Duration: Instantaneous
Saving Throw: Intelligence (special)

You blast the target's mind, attempting to crush its intellect and sense of self. The target takes 4d6 psychic damage.

On a failed save, until the spell ends the creature's Intelligence and Charisma scores are both reduced to 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way, but it is still able to recognize, follow, and even protect its allies.

At the end of every 30 days, the creature can repeat its saving throw against this spell, ending it on a success.

Greater restoration, *heal*, or *wish* can also be used to end the spell.

Find Familiar

1st-level (conjuration; arcane, summoning)
Classes: Wizard
Casting Time: 1 hour (ritual)
Range: Short (30 feet)
Components: V, S, M (10 gold worth of charcoal, incense, and herbs that must be burned in a brass brazier)
Duration: Instantaneous

Your familiar, a spirit that takes the form of any CR 0 beast of Small or Tiny size, appears in an unoccupied space within range. It has the statistics of the chosen form, but is your choice of a celestial, fey, or fiend (instead of a beast).

Your familiar is an independent creature that rolls its own initiative and acts on its own turn in combat (but cannot take the Attack action). However, it is loyal to you and always obeys your commands.

When the familiar drops to 0 hit points, it vanishes without a trace. Casting the spell again causes it to reappear.

You are able to communicate telepathically with your familiar when it is within 100 feet. As long as it is within this range, you can use an action to see through your familiar's eyes and hear through its ears until the beginning of your next turn, gaining the benefit of any special senses it has. During this time, you are blind and deaf to your body's surroundings.

You can use an action to either permanently dismiss your familiar or temporarily dismiss it to a pocket dimension where it awaits your summons. While it is temporarily dismissed, you can use an action to call it back, causing it to appear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time, but if you cast this spell while you already have a familiar, you can cause it to adopt a different form.

Finally, when you cast a spell with a range of Touch and your familiar is within 100 feet of you, it can deliver the spell as if it was the spellcaster. Your familiar must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, use your attack bonus for the spell.

Find Steed

2nd-level (conjuration; beasts, divine, summoning)
Classes: Herald
Casting Time: 10 minutes
Range: Short (30 feet)
Components: V, S
Duration: Instantaneous

You summon a spirit that takes the form of a loyal mount, creating a lasting bond with it. You decide on the steed's appearance, and choose whether it uses the statistics of an elk, giant lizard, panther, warhorse, or wolf (the Narrator may offer additional options.) Its statistics change in the following ways:

- Its type is your choice of celestial, fey, or fiend.
- Its size is your choice of Medium or Large.
- Its Intelligence is 6.
- You can communicate with it telepathically while it's within 1 mile.
- It understands one language that you speak.

While mounted on your steed, when you cast a spell that targets only yourself, you may also target the steed.

When you use an action to dismiss the steed, or when it drops to 0 hit points, it temporarily disappears. Casting this spell again resummons the steed, fully healed and with all conditions removed. You can't summon a different steed unless you spend an action to release your current steed from its bond, permanently dismissing it.

Cast at Higher Levels. The steed has an additional 20 hit points for each slot level above 2nd. When using a 4th-level spell slot or higher, you may grant the steed either a swim speed or fly speed equal to its base Speed.

Find the Path

6th-level (divination; divine, nature, terrain)
Classes: Bard, cleric, druid
Casting Time: 1 minute
Range: Same plane
Target: Self
Components: V, S, M (object worth at least 1 silver and from the target location)
Duration: Concentration (1 day)

Name a specific, immovable location that you have visited before. If no such location is within range, the spell fails. For the duration, you know the location's direction and distance. While you are traveling there, you have advantage on ability checks made to determine the shortest path.

Find Traps

2nd-level (divination; divine, protection, senses, technological, utility)
Classes: Cleric, druid
Casting Time: 1 minute
Range: Long (120 feet)

Sometimes a once-rare spell becomes more widespread than the original. In some game worlds, the principles of *Katrina's improved fireball* are so well-known that this version of the spell can be learned when a character gains a level. In such worlds, *Katrina's improved fireball* is simply called "*fireball*." The nature of the spells that are rare, common, or unavailable in a specific setting help tell that world's story.

Components: V, S
Duration: Instantaneous

This spell reveals whether there is at least one trap within range and within line of sight. You don't learn the number, location, or kind of traps detected. For the purpose of this spell, a trap is a hidden mechanical device or magical effect which is designed to harm you or put you in danger, such as a pit trap, *symbol* spell, or alarm bell on a door, but not a natural hazard.

Rare: Diogenes' Reactive Find Traps. When you cast the spell, choose a point within 10 feet. The spell triggers 1d4 traps in a 5-foot radius around that point.

Finger of Death

7th-level (necromancy; arcane, necrotic, undead)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: Instantaneous
Saving Throw: Constitution halves

Negative energy wracks the target and deals 7d8 + 30 necrotic damage. A humanoid killed by this spell turns into a zombie at the start of your next turn. It is permanently under your control and follows your spoken commands.

Cast at Higher Levels. The damage increases by 2d8 for each slot level above 7th.

Rare: Cyneburg's Shadowed Finger of Death. This spell's duration is 1 hour. You can store the spell harmlessly on a willing creature, causing an inky stain to appear on its finger. That creature can touch or make an unarmed melee attack to deliver the spell to a target, triggering the damage on a hit. The spell ends on a hit or miss.

Fireball

3rd-level (evocation; arcane, fire)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot radius sphere
Components: V, S, M (bat guano and sulfur)
Duration: Instantaneous
Saving Throw: Dexterity halves

A fiery mote streaks to a point within range and explodes in a burst of flame. The fire spreads around corners and ignites unattended flammable objects. Each creature in the area takes 6d6 fire damage.

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 3rd.

Rare: Katrina's Improved Fireball. The fireball deals 8d6 fire damage.

Rare: Ravjahani's Shadow Fireball. This spell's silent black flames deal necrotic damage and don't damage objects or leave marks on bodies. Any nonmagical flames in the area are extinguished. The spell has no vocalized component.

Fire Bolt

Cantrip (evocation; arcane, fire)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: One creature or object
Components: V, S
Duration: Instantaneous

You cast a streak of flame at the target. Make a ranged spell attack. On a hit, you deal 1d10 fire damage. An unattended flammable object is ignited.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Rare: Katrina's Hellish Fire Bolt. This spell's damage ignores fire resistance and treats a creature's immunity to fire damage as resistance to fire damage.

Fire Shield

4th-level (evocation; arcane, cold, fire, protection)
Classes: Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (phosphorus)
Duration: 10 minutes

Until the spell ends, flames envelop your body, casting bright light in a 10-foot radius and dim light for an additional 10 feet. You can use an action to end the spell early. Choose one of the following options:

Chill Shield: You have resistance to fire damage. A creature within 5 feet of you takes 2d8 cold damage when it hits you with a melee attack.

Warm Shield: You have resistance to cold damage. A creature within 5 feet of you takes 2d8 fire damage when it hits you with a melee attack.

Cast at Higher Levels. The duration increases to 1 hour when using a 6th-level spell slot, or 8 hours when using an 8th-level spell slot.

Rare: Katrina's Enhancing Fire Shield. While this spell is active, any cantrips you cast that deal fire damage deal an extra 1d8 fire damage.

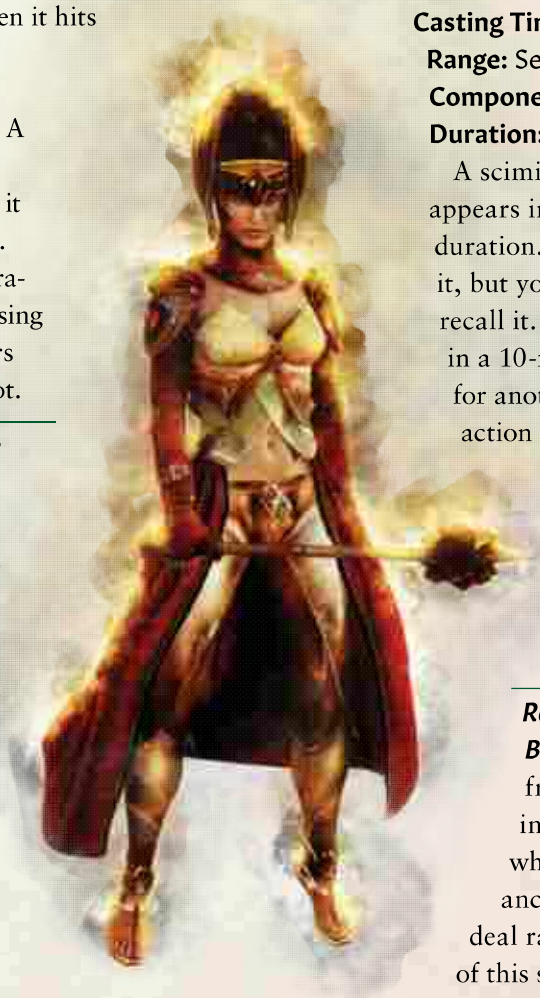
Fire Storm

7th-level (evocation; divine, fire, storm)
Classes: Cleric, druid, sorcerer
Casting Time: 1 action
Range: Long (120 feet)
Area: Special
Components: V, S
Duration: Instantaneous
Saving Throw: Dexterity halves

Flames roar, dealing 7d10 fire damage to creatures and objects in the area and igniting unattended flammable objects. If you choose, plant life in the area is unaffected. This spell's area consists of a contiguous group of ten 10-foot cubes in an arrangement you choose, with each cube adjacent to at least one other cube.

Cast at Higher Levels. The damage increases by 1d10 for each slot level above 7th.

Rare: Stekart's Delayed Fire Storm. This spell has a duration of 10 minutes. The flames do not immediately appear when the spell is cast. If a Small or larger creature enters the area of the spell, the flames appear and deal damage, ending the spell.



Flame Blade

2nd-level (evocation; attack, fire, weaponry)
Classes: Druid
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (sumac leaf)
Duration: Concentration (10 minutes)

A scimitar-shaped blade of fire appears in your hand, lasting for the duration. It disappears if you drop it, but you can use a bonus action to recall it. The blade casts bright light in a 10-foot radius and dim light for another 10 feet. You can use an action to make a melee spell attack with the blade that deals 3d6 fire damage.

Cast at Higher Levels. The damage increases by 1d6 for every two slot levels above 2nd.

Rare: Nevard's Radiant Flame Blade. You transform a freshly plucked blade of grass into a scimitar-shaped blade which glows with emerald radiance. Attacks with this weapon deal radiant damage. The duration of this spell is 1 hour, and it doesn't require concentration.

Rare: Sidoneth's Storming Flame Blade. This spell produces a crackling white blade which deals lightning damage. Attacks with this weapon have advantage against creatures wearing metal armor.

Flame Strike

5th-level (evocation; divine, fire)
Classes: Cleric
Casting Time: 1 action
Range: Medium (60 feet)
Area: 10-foot radius cylinder that is 40 feet high
Components: V, S, M (pinch of sulfur)
Duration: Instantaneous
Saving Throw: Dexterity halves

A column of divine flame deals 4d6 fire damage and 4d6 radiant damage to creatures in the area.

Cast at Higher Levels. Increase either the fire damage or the radiant damage by 1d6 for each slot level above 5th.

Rare: Kreven's Discerning Lightning Strike. This spell deals lightning damage instead of fire damage and is a divination spell. A creature which has knowingly lied in the last minute has disadvantage on its saving throw, while a creature which has not lied is immune to the spell's damage.



Flaming Sphere

2nd-level (conjuration; arcane, fire)
Classes: Druid, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Components: V, S, M (tallow, brimstone, and powdered iron)
Duration: Concentration (1 minute)

A 5-foot-diameter sphere of fire appears within range, lasting for the duration. It casts bright light in a 20-foot radius and dim light for another 20 feet, and ignites unattended flammable objects it touches. You can use a bonus action to move the sphere up to 30 feet. It can jump over pits 10 feet wide or obstacles 5 feet tall. If you move the sphere into a creature, the sphere ends its movement for that turn and the creature makes a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much on a successful one. A creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw against the sphere's damage.

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 2nd.

Rare: Katrina's Chariot Flaming Sphere. If you are Medium or smaller you can use 5 feet of your movement to enter or exit the sphere. While inside, you can't be harmed by the sphere, you move with it when it moves, and creatures take 1d4 fire damage when they hit you with a melee attack.

Flesh to Stone

6th-level (transmutation; arcane, earth, transformation)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature of flesh and blood
Components: S, M (limestone)
Duration: Concentration (1 minute)
Saving Throw: Constitution (special)

The target becomes restrained as it begins to turn to stone. On a successful saving throw, the target is instead slowed until the end of its next turn and the spell ends.

A creature restrained by this spell makes a second saving throw at the end of its turn. On a

success, the spell ends. On a failure, the target is petrified for the duration. If you maintain concentration for the maximum duration of the spell, this petrification is permanent.

Any pieces removed from a petrified creature are missing when the petrification ends.

Cast at Higher Levels. Target one additional creature when you cast this spell with an 8th-level spell slot.

Rare: Kasvarina's Punishing Flesh to Stone. When you permanently petrify a target, you can designate a trigger event within 60 feet of the statue which causes the petrification to end. Example trigger events include a creature touching the statue or a specific item, or a word or phrase being spoken.

Flex

2nd-level (illusion; enhancement, utility)
Classes: Bard, sorcerer, warlock
Casting Time: 1 action
Range: Touch
Target: One creature
Components: S, M (drop of oil)
Duration: 1 hour

You bestow a glamor upon a creature that highlights its physique to show a stunning idealized form. For the spell's duration, the target adds both its Strength modifier and Charisma modifier to any Charisma checks it makes.

Cast at Higher Levels. Target one additional creature for each slot level above 2nd.

Floating Disk

1st-level (conjuration; arcane, movement)
Classes: Wizard
Casting Time: 1 action (ritual)
Range: Short (30 feet)
Components: V, S, M (coin worth at least 1 silver)
Duration: 1 hour

A metallic disc made of force, 3 feet in diameter and hovering 3 feet off the ground, appears within range. It can support up to 500 pounds. If it is overloaded, or if you move more than 100 feet away from it, the spell ends. You can end the spell as an action. While it is not carrying anything, you can use a bonus action to teleport the disk to an unoccupied space within range.

While you are within 20 feet of the disk, it is immobile. If you move more than 20 feet away, it tries to follow you, remaining 20 feet away. It can traverse stairs, slopes, and obstacles up to 3 feet high.

Additionally, you can ride the disc, spending your movement on your turn to move the disc up to 30 feet (following the movement rules above). Moving the disk in this way is just as tiring as walking for the same amount of time.

Cast at Higher Levels. When you use a 3rd-level spell slot, either the spell's duration increases to 8 hours or the disk's diameter is 10 feet, it can support up to 2,000 pounds, and it can traverse obstacles up to 10 feet high. When you use a 6th-level spell slot, the disk's diameter is 20 feet, it can support up to 16,000 pounds, and it can traverse obstacles up to 20 feet high.

Fly

3rd-level (transmutation; arcane, movement)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S, M (feather)
Duration: Concentration (10 minutes)

The target gains a flying speed of 60 feet. When the spell ends, the target falls if it is off the ground.

Cast at Higher Levels. Target one additional creature for each slot level above 3rd.

Rare: Soliogn's Swift Fly. The target gains a flying speed of 90 feet.

Fog Cloud

1st-level (conjuration; arcane, obscurement, weather)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot radius sphere
Components: V, S
Duration: Concentration (1 hour)

You create a heavily obscured area of fog. The fog spreads around corners and can be dispersed by a moderate wind (at least 10 miles per hour).

Cast at Higher Levels. The spell's radius increases by 20 feet for each slot level above 1st.

Rare: Ravjahani's Accompanying Fog Cloud. Until the spell ends, you can use a bonus action to move the area of fog up to 30 feet horizontally and 5 feet vertically.

Forbiddance

6th-level (abjuration; divine, negation, teleportation)
Classes: Cleric
Casting Time: 10 minutes (ritual)
Range: Touch
Target: Area up to 40,000 square feet and up to 30 feet tall
Components: V, S, M (holy water, incense, and powdered ruby worth 1,000 gold)
Duration: 1 day

You protect the target area against magical travel. Creatures can't teleport into the area, use a magical portal to enter it, or travel into it from another plane of existence, such as the Astral or Ethereal Plane. The spell's area can't overlap with another *forbiddance* spell.

The spell damages specific types of trespassing creatures. Choose one or more of celestials, elementals, fey, fiends, and undead. When a chosen creature first enters the area on a turn or starts its turn there, it takes 5d10 radiant or necrotic damage (your choice when you cast the spell). You may designate a password. A creature speaking this password as it enters takes no damage from the spell.

After casting this spell on the same area for 30 consecutive days it becomes permanent until dispelled. This final casting to make the spell permanent consumes its material components.

Forcecage

7th-level (evocation; arcane, force, planar, teleportation)
Classes: Bard, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 10-foot cube
Components: V, S, M (ruby dust worth 1,500 gold)
Duration: 1 hour

An opaque cube of banded force surrounds the area, preventing any matter or spells from passing through it, though creatures can breathe inside it. Creatures that make a Dexterity saving throw and creatures that are only partially inside the area are pushed out of the area. Any other creature is trapped and can't leave by nonmagical means. The cage also traps creatures on the Ethereal Plane, and can only be destroyed by being dealt at least 25 force damage at once or by a *dispel magic* spell cast using an 8th-level or higher spell slot.

If a trapped creature tries to teleport or travel to another plane, it makes a Charisma saving throw. On a failure, the attempt fails and the spell or effect is wasted.

Cast at Higher Levels. The spell's area increases to a 20-foot cube when using a 9th-level spell slot.

Rare: Kreven's Imprisoning Forcecage. The spell's duration is 1 day. You can pass in and out of the cage freely, and you can dispel it at any time. If you cast this spell on the same area for 3 consecutive days, it is permanent until dispelled. Each time you cast the spell, any imprisoned creature can repeat its Dexterity saving throw to escape.

Force of Will

2nd-level (abjuration; protection)
Classes: Cleric, druid, herald
Casting Time: 1 reaction, which you take in response to being damaged
Range: Self
Components: V, S
Duration: Instantaneous

Your iron resolve allows you to withstand an attack. The damage you take from the triggering attack is reduced by 2d10 + your spellcasting ability modifier.

Cast at Higher Levels. The damage is reduced by an additional 1d10 for each slot level above 2nd.

Force Punch

1st-level (evocation; attack, force, unarmed)
Classes: Sorcerer, warlock
Casting Time: 1 action
Range: Self
Target: One creature or object within your reach

Components: V, S
Duration: Instantaneous

Make a melee spell attack. On a hit, the target takes 3d8 force damage.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 1st.

Rare: Vorax-Hul's Mighty Force Punch. The target is pushed 5 feet away from you for every 10 points of damage dealt.

Foresight

9th-level (divination; arcane, senses)
Classes: Bard, druid, warlock, wizard
Casting Time: 1 minute
Range: Touch
Components: V, S, M (hummingbird feather)
Duration: 8 hours

You impart the ability to see flashes of the immediate future. The target can't be surprised and has advantage on ability checks, attack rolls, and saving throws. Other creatures have disadvantage on attack rolls against the target.

Forest Army

9th-level (conjuration; nature, plants)
Classes: Druid
Casting Time: 1 hour
Range: Long (120 feet)
Components: V, S, M (emerald worth at least 10,000 gold)
Duration: Concentration (8 hours)

While casting and concentrating on this spell, you enter a deep trance and awaken an army of trees and plants within range. These plants rise up under your control as a grove swarm and act on your initiative. Although you are in a trance and deaf and blind with regard to your own senses, you see and hear through your grove swarm's senses. You can command your grove swarm telepathically, ordering it to advance, attack, or retreat. If the grove swarm enters your space, you can order it to carry you.

If you take any action other than continuing to concentrate on this spell, the spell ends and the trees and plants set down roots wherever they are currently located.

GROVE SWARM

GARGANTUAN SWARM OF LARGE PLANTS

AC 16 (natural armor)
HP 217 (15d20+60)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (–2)	18 (+4)	10 (+0)	10 (+0)	7 (–2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed, frightened, grappled, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages Druidic, Sylvan
Challenge —; **Proficiency** +5

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

Regeneration. The swarm regains 10 hit points at the start of its turn if it has at least 1 hit point.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Large plant. The swarm can't regain hit points from spells or potions, and it cannot gain temporary hit points.

Titanic. The swarm fills a 100-foot radius circle and ignores difficult terrain.

ACTIONS

Thrash. *Melee Weapon Attack:* +12 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 24 (5d6+7) magical slashing damage and the target is grappled (maneuver DC equal to your spell save DC).

Freedom of Movement

4th-level (abjuration; divine, movement, protection, water)
Classes: Bard, cleric, druid
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S, M (grease)
Duration: 1 hour

The target ignores difficult terrain. Spells and magical effects can't reduce its speed or cause it to be paralyzed or restrained. It can spend 5 feet of movement to escape from nonmagical restraints or grapples. The target's movement and attacks aren't penalized from being underwater.



Cast at Higher Levels. When using a 6th-level spell slot the duration is 8 hours. When using an 8th-level spell slot the duration is 24 hours.

Freezing Sphere

6th-level (evocation; arcane, cold, water)
Classes: Wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 60-foot radius sphere
Components: V, S, M (a marble)
Duration: Instantaneous
Saving Throw: Constitution halves

A freezing globe streaks to a point within range and explodes, dealing 10d6 cold damage to creatures in the area. Liquid in the area is frozen to a depth of 6 inches for 1 minute. Any creature caught in the ice can use an action to make a Strength check against your spell save DC to escape.

Instead of firing the globe, you can hold it in your hand. If you handle it carefully, it won't explode until a minute after you cast the spell. At any time, you or another creature can strike the globe, throw it up to 60 feet, or use it as a slingstone, causing it to explode on impact.

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 6th.

Friends

Cantrip (enchantment; arcane)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 bonus action
Range: Short (30 feet)
Target: One nonhostile creature
Components: S
Duration: 1 round

Once before the start of your next turn, when you make a Charisma ability check against the target, you gain an expertise die. If you roll a 1 on the ability or skill check, the target realizes its judgment was influenced by magic and may become hostile.

Gaseous Form

3rd-level (transmutation; air, arcane, movement)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature that is not incorporeal
Components: V, S, M (piece of gauze)
Duration: Concentration (1 hour)

The target, along with anything it's wearing and carrying, becomes a hovering, wispy cloud. In this form, it can't attack, use or drop objects, talk, or cast spells.

As a cloud, the target's base Speed is 0 and it gains a flying speed of 10 feet. It can enter another creature's space, and can pass through small holes and cracks, but not through liquid. It is resistant to nonmagical damage, has advantage on Strength, Dexterity, and Constitution saving throws, and can't fall.

The spell ends if the creature drops to 0 hit points.

Cast at Higher Levels. The target's fly speed increases by 10 feet for each slot level above 3rd.

Gate

9th-level (conjuration; arcane, planar)
Classes: Cleric, sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Components: V, S, M (diamond worth at least 5,000 gold)
Duration: Concentration (1 minute)

You create a magic portal, a door between a space you can see and a specific place on another plane of existence. Each portal is a one-sided circular opening from 5 to 25 feet in diameter. Entering either portal transports you to the portal on the other plane. Deities and other planar rulers can prevent portals from opening in their domains.

When you cast this spell, you can speak the true name of a specific creature (not its nickname or title). If that creature is on another plane, the portal opens next to it and draws it through to your side of the portal. This spell gives you no power over the creature, and it might choose to attack you, leave, or listen to you.

Rare: Roav's Iron Gate. The spell is permanent until dispelled.

Geas

5th-level (enchantment; arcane, compulsion, divine)
Classes: Bard, cleric, druid, herald, wizard
Casting Time: 1 minute
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: 30 days
Saving Throw: Wisdom negates

You give a command to a target which can understand you. It becomes charmed by you. While charmed in this way, it takes 5d10 psychic damage the first time each day that it disobeys your command. Your command can be any course of action or inaction that wouldn't result in the target's death. The spell ends if the command is suicidal or you use an action to dismiss the spell. Alternatively, a *remove curse*, *greater restoration*, or *wish* spell cast on the target using a spell slot at least as high as the slot used to cast this spell also ends it.

Cast at Higher Levels. The spell's duration is 1 year when using a 7th-level spell slot, or permanent until dispelled when using a 9th-level spell slot.

Gentle Repose

2nd-level (necromancy; arcane, divine)
Classes: Cleric, wizard
Casting Time: 1 action (ritual)
Range: Touch
Target: One corpse
Components: V, S, M (a copper piece placed on each of the corpse's eyes)
Duration: 10 days

The target can't become undead and doesn't decay. Days spent under the influence of this spell don't count towards the time limit of spells which raise the dead.

Cast at Higher Levels. The spell's duration is 1 year when using a 3rd-level spell slot, or permanent until dispelled when using a 4th-level spell slot.

Giant Insect

4th-level (transmutation; beasts, nature)
Classes: Druid
Casting Time: 1 action
Range: Short (30 feet)
Target: Special
Components: V S
Duration: Concentration (10 minutes)

You transform insects and other vermin into monstrous versions of themselves. Until the spell ends, up to 3 spiders become giant spiders, 2 ants become giant ants, 2 crickets or mantises become ankhegs, a centipede becomes a giant centipede, or a scorpion becomes a giant scorpion. The spell ends for a creature when it dies or when you use an action to end the effect on it.

While it is within 60 feet you can use a bonus action to mentally command the insects. When you command multiple insects using this spell, you may simultaneously give them all the same command.

Cast at Higher Levels. The spell's duration is 1 hour when using a 5th-level spell slot, or 8 hours when using a 6th-level spell slot.

Rare: Nevard's Mounted Giant Insect. The spell transforms up to 10 beetles into riding beetles. When using a 5th-level spell slot and transforming beetles into riding beetles, the spell doesn't require concentration.

Glibness

8th-level (transmutation; communication, enhancement, obscurement)
Classes: Bard, warlock
Casting Time: 1 action
Range: Self
Components: V
Duration: 1 hour

When you make a Charisma check, you can replace the number you rolled with 15. Also, magic that prevents lying has no effect on you, and magic cannot determine that you are lying.

Globe of Invulnerability

6th-level (abjuration; negation, protection)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: 10-foot radius sphere
Components: V, S, M (glass bead)
Duration: Concentration (1 minute)

An immobile, glimmering sphere forms around you. Any spell of 5th-level or lower cast from outside the sphere can't affect anything inside the sphere, even if it's cast with a higher level spell slot. Targeting something inside the sphere or including the globe's space in an area has no effect on anything inside.

Cast at Higher Levels. The barrier blocks spells of one spell slot level higher for each slot level above 6th.

Glyph of Warding

3rd-level (abjuration; utility)
Classes: Bard, cleric, wizard
Casting Time: 1 hour
Range: Touch
Target: One object or a surface no larger than 10 feet in diameter
Components: V, S, M (incense and powdered diamond worth 200 gold, consumed by the spell)
Duration: Until dispelled or triggered

You trace a glyph on the target. If the glyph is moved more than 10 feet from its original position, or if it comes within 20 feet of another glyph that you have cast, the spell ends. Finding the Tiny glyph requires an Investigation check against your spell save DC.

Describe the actions a creature must perform to trigger the spell, such as approaching within a certain distance, opening or touching the object the glyph is inscribed on, or seeing or reading the glyph. The creature must have a clear path to the glyph to trigger it. You can specify certain creatures which don't trigger the spell, such as those with a certain appearance or those who speak a certain phrase. Once the glyph is triggered, the spell ends.

When you cast the spell, choose Explosive Runes or Spell Glyph.

Explosive Runes: When triggered, the glyph explodes. Creatures in a 20-foot radius sphere make a Dexterity saving throw or take 5d8 acid, cold, fire, lightning, or thunder damage (your choice when you cast the spell), or half damage on a successful save. The explosion spreads around corners.

Spell Glyph: You store a spell of 3rd-level or lower as part of creating the glyph, expending its spell slot. The stored spell must target a single creature or area with a non-beneficial effect and it is cast when the glyph is triggered. A spell that targets a creature targets the triggering creature. A spell with an area is centered on the targeting creature. A creation or conjuration spell affects an area next to that creature, and targets it with any harmful effects. Spells requiring concentration last for their full duration.

Cast at Higher Levels. The cost of the material component increases by 200 gold for each slot level above 3rd. For Explosive Runes, the damage increases by 1d8 for each slot level above 3rd, and for Spell Glyph you can store a spell of up to the same level as the spell slot used to cast *glyph of warding*.

Rare: Stekart's Dependable Glyph of Warding. When this spell is triggered, it doesn't end. Instead the spell's effects are suppressed for 24 hours, after which it can be triggered again.

Goodberry

1st-level (transmutation; healing, nature, plants)
Classes: Druid
Casting Time: 1 action
Range: Touch
Components: V, S, M (mistletoe and a handful of grass)
Duration: Instantaneous

You transform the components into 2d4 berries. For the next 24 hours, any creature that consumes one of these berries regains 1 hit point. Eating or administering a berry is an action. The berries do not provide any nourishment or sate hunger.

Cast at Higher Levels. You create 1d4 additional berries for every 2 slot levels above 1st.

Rare: Beshela's Bunched Goodberry. Eating or administering any number of berries is a bonus action, and a creature regains 1 hit point per berry consumed.

Grapevine

Cantrip (evocation; communication, plants)
Classes: Druid
Casting Time: 1 action
Range: Special (100 miles)
Components: V, S
Duration: Instantaneous

You cause a message in Druidic to appear on a tree or plant within range which you have seen before. You can cast the spell again to erase the message.

Grease

1st-level (conjuration; arcane, earth)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Area: 10-foot square
Components: V, S, M (drop of grease)
Duration: 1 minute

Grease erupts from a point that you can see within range and coats the ground in the area, turning it into difficult terrain until the spell ends.

When the grease appears, each creature within the area must succeed on a Dexterity saving throw or fall prone. A creature that enters or ends its turn in the area must also succeed on a Dexterity saving throw or fall prone.

Rare: Katrina's Flammable Grease. Until the spell ends, a creature that has made a saving throw against it gets grease on itself and becomes flammable. When the creature takes fire damage, it takes 1d6 ongoing fire damage until it uses an action to douse the flames.

Greater Invisibility

4th-level (illusion; arcane, obscurement, shadow)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S
Duration: Concentration (1 minute)

The target is invisible. Anything the target is carrying or wearing is also invisible as long as it remains in the target's possession.

Greater Restoration

5th-level (abjuration; divine, healing)
Classes: Bard, cleric, druid
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (100 gold of diamond dust, consumed by the spell)
Duration: Instantaneous

Healing energy rejuvenates a creature you touch and undoes a debilitating effect. You can remove one of:

- a level of fatigue.
- a level of strife.
- a charm or petrification effect.
- a curse or cursed item attunement.
- any reduction to a single ability score.
- an effect that has reduced the target's hit point maximum.

Guards and Wards

6th-level (abjuration; arcane, protection)
Classes: Bard, wizard
Casting Time: 10 minutes
Range: Touch
Target: Up to 2,500 feet of floor space in up to one hundred contiguous 5-foot squares
Components: V, S, M (silver rod worth 10 gold, burning incense, brimstone, and oil)
Duration: 24 hours

You create wards that protect the target area. Each warded area has a maximum height of 20 feet and can be shaped. Several stories of a stronghold can be warded by dividing the area among them if you can walk from one to the next while the spell is being cast.

When cast, you can create a password that can make a creature immune to these effects when it is spoken aloud. You may also specify individuals that are unaffected by any or all of the effects that you choose.

Guards and wards creates the following effects within the area of the spell.

Corridors: Corridors are heavily obscured with fog. Additionally, creatures that choose between multiple passages or branches have a 50% chance to unknowingly choose a path other than the one they meant to choose.

Doors: Doors are magically locked as if by an *arcane lock* spell. Additionally, you may conceal up to 10 doors with an illusion as per the illusory object component of the *minor illusion* spell to make the doors appear as unadorned wall sections.

Stairs: Stairs are filled from top to bottom with webs as per the *web* spell. Until the spell ends, the webbing strands regrow 10 minutes after they are damaged or destroyed.

In addition, one of the following spell effects can be placed within the spell's area.

- *Dancing lights* can be placed in 4 corridors and you can choose for them to repeat a simple sequence.
- *Magic mouth* spells can be placed in 2 locations.
- *Stinking clouds* can be placed in 2 locations. The clouds return after 10 minutes if dispersed while the spell remains.
- A *gust of wind* can be placed in a corridor or room.
- Pick a 5-foot square. Any creature that passes through it subjected to a *suggestion* spell, hearing the suggestion mentally.

The entirety of the warded area radiates as magic. Each effect must be targeted by separate *dispel magic* spells to be removed.

The spell can be made permanent by recasting the spell every day for a year.

Guidance

Cantrip (divination; divine, knowledge)
Classes: Cleric, druid, herald
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S
Duration: Concentration (1 minute)

The target may gain an expertise die to one ability check of its choice, ending the spell. The expertise die can be rolled before or after the ability check is made.

Guiding Bolt

1st-level (evocation; attack, divine, radiant)
Classes: Cleric
Casting Time: 1 action
Range: Long (120 feet)
Target: One creature
Components: V, S
Duration: 1 Round

A bolt of light erupts from your hand. Make a ranged spell attack against the target. On a hit, you deal 4d6 radiant damage and the next attack roll made against the target before the end of your next turn has advantage.

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 1st.

Rare: Leska's Marked Guiding Bolt. On a hit, until the end of your next turn the target glows with bright light in a 20-foot radius and dim light an additional 10 feet.

Gust of Wind

2nd-level (evocation; air, nature)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: Line 60 feet long and 10 feet wide
Components: V, S, M (seed)
Duration: Concentration (1 minute)
Saving Throw: Strength (special)

A torrent of wind erupts from your hand in a direction you choose. Each creature that starts its turn in the area or moves into the area must succeed on a Strength saving throw or be pushed 15 feet from you in the direction of the line.

Any creature in the area must spend 2 feet of movement for every foot moved when trying to approach you.

The blast of wind extinguishes small fires and disperses gas or vapor.

You can use a bonus action to change the direction of the gust.

Rare: Sidoneth's Traveling Gust of Wind. The spell targets one vehicle of Huge size or smaller that has sails and its duration increases to concentration (1 hour). Until the spell ends, the vehicle's sails are magically filled and it can travel as if it had a strong wind. Additionally, any checks made to pilot the vehicle have advantage.

Hallow

5th-level (evocation; divine, protection)
Classes: Cleric
Casting Time: 24 hours
Range: Touch
Area: 60 foot radius
Components: V, S, M (sanctified oils and incense worth at least 1,000 gold, consumed by the spell)
Duration: Until dispelled

You imbue the area with divine power, bolstering some creatures and hindering others. Celestials, elementals, fey, fiends, and undead cannot enter the area. They are also incapable of charming, frightening, or possessing another creature within the area. Any such effects end on a creature that enters the area. When casting, you may exclude one or more creature types from this effect.

Additionally, you may anchor additional magical effects to the area. Choose one effect from the list below (the Narrator may also offer specific effects). Some effects apply to creatures. You may choose to affect all creatures, creatures of a specific type, or those that follow a specific leader or deity. Creatures make a Charisma saving throw when the spell is cast, when they enter the area for the first time on a turn, or if they end their turn within the area. On a successful save, a creature is immune to the effect until it leaves the area.

Courage: Creatures in the area cannot be frightened.

Darkness: The area is filled by darkness, and normal light sources or sources from a lower level spell slot are smothered within it.

Daylight: The area is filled with bright light, dispelling magical darkness created by spells of a lower level spell slot.

Energy Protection: Creatures in the area gain resistance against a damage type of your choice (excepting bludgeoning, piercing, or slashing).

Energy Vulnerability: Creatures in the area gain vulnerability against a damage type of your choice (excepting bludgeoning, piercing, or slashing).

Everlasting Rest: Dead bodies laid to rest in the area cannot be turned into undead by any means.

Extradimensional Interference: Extradimensional movement or travel is blocked to and from the area, including all teleportation effects.

Fear: Creatures are frightened while within the area.

Silence: No sound can enter or emanate from the area.

Tongues: Creatures within the area can freely communicate with one another whether they share a language or not.

Hallucinatory Terrain

4th-level (illusion; obscurement, terrain)
Classes: Bard, druid, warlock, wizard
Casting Time: 10 minutes
Range: Special (300 feet)
Area: 150-foot cube
Components: V, S, M (bit of dirt from the area)
Duration: 24 hours

You weave a veil over the natural terrain within the area, making it look, sound, or smell like another sort of terrain. A small lake could be made to look like a grassy glade. A path or trail could be made to look like an impassable swamp. A cliff face could even appear as a gentle slope or seem to extend further than it does. This spell does not affect any manufactured structures, equipment, or creatures.

Only the visual, auditory, and olfactory components of the terrain are changed. Any creature that enters or attempts to interact with the illusion feels the real terrain below. If given sufficient reason, a creature may make an Investigation check against your spell save DC to disbelieve it. On a successful save, the creature sees the illusion superimposed over the actual terrain.

Cast at Higher Levels. The spell targets an additional 50-foot cube for each slot level above 4th.

Rare: Ravjahani's Hallucinatory Domicile. The spell can affect manufactured structures. A crumbling and empty hut could be made to look as though it were fully furnished and well cared for, or a well-appointed room could be made to look empty.

Harm

6th-level (necromancy; attack, divine)
Classes: Cleric
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: Instantaneous
Saving Throw: Constitution halves

You assail a target with an agonizing disease. The target takes 14d6 necrotic damage. If it fails its saving throw its hit point maximum is reduced by an amount equal to the damage taken for 1 hour or until the disease is magically cured. This spell cannot reduce a target to less than 1 hit point.

Cast At Higher Levels: Increase the damage by 2d6 for each slot level above 6th.

Harmonic Resonance

1st-level (abjuration; enhancement, sound)
Classes: Bard
Casting Time: 1 action
Range: Self
Components: V, S, M (the written lyrics of a duet)
Duration: Concentration (1 minute)

You harmonize with the rhythm of those around you until you're perfectly in sync. You may take the Help action as a bonus action. Additionally, when a creature within 30 feet uses a Bardic Inspiration die, you may choose to reroll the die after it is rolled but before the outcome is determined.

You cannot cast another spell through your spellcasting focus while concentrating on this spell.

Rare: Koren's Lasting Harmonic Resonance. The spell's effects continue for 1 round after its duration ends.

Haste

3rd-level (transformation; enhancement, time)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Short (30 feet)



Target: One willing creature
Components: V, S, M (coffee bean)
Duration: Concentration (1 minute)

Until the spell ends, the target's Speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains one additional action on each of its turns. This action can be used to make a single weapon attack, or to take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target is tired and cannot move or take actions until after its next turn.

Cast at Higher Levels. Target one additional creature for each slot level above 3rd. All targets of this spell must be within 30 feet of each other.

Heal

6th-level (evocation; divine, healing)
Classes: Cleric, druid
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature that is neither a construct nor undead
Components: V, S
Duration: Instantaneous

A torrent of healing energy suffuses the target and it regains 70 hit points. The spell also ends blindness, deafness, and any diseases afflicting the target.

Cast at Higher Levels. The hit points regained increase by 10 for each slot level above 6th.

Healing Word

1st-level (evocation; divine, healing)
Classes: Bard, cleric, druid
Casting Time: 1 bonus action
Range: Medium (60 feet)
Target: One creature that is neither a construct nor undead
Components: V
Duration: Instantaneous

Healing energy washes over the target and it regains hit points equal to 1d4 + your spellcasting modifier.

Cast at Higher Levels. The hit points regained increase by 1d4 for each slot level above 1st.

Heart of Dis

8th-level (necromancy; enhancement, evil, fear, planar, protection)
Classes: Warlock, wizard
Casting Time: 10 minutes
Range: Self
Components: V, S, M (replica iron heart worth at least 1,000 gold)
Duration: 24 hours

You magically replace your heart with one forged on the second layer of Hell. While the spell lasts, you are immune to fear and can't be poisoned, and you are immune to fire and poison damage. You gain resistance to cold damage, as well as to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered. You have advantage on saving throws against spells and other magical effects. Finally, while you are conscious, any creature hostile to you that starts its turn within 20 feet of you must make a Wisdom saving throw. On a failed save, the creature is frightened of you until the start of your next turn. On a success, the creature is immune to the effect for 24 hours.

Casting this spell magically transports your mortal heart to the lair of one of the lords of Hell. The heart returns to your body when the spell ends. If you die while under the effects of this spell, you can't be brought back to life until your original heart is retrieved.

Rare: Roav's True Heart of Dis. Until the spell ends, your type changes to fiend.

Heat Metal

2nd-level (transmutation; affliction, fire, nature)
Classes: Bard, druid
Casting Time: 1 action
Range: Medium (60 feet)
Target: One metal object (such as a sword or a suit of metal armor)
Components: V, S, M (piece of iron)
Duration: Concentration (1 minute)

The target becomes oven hot. Any creature touching the target takes 2d8 fire damage when the spell is cast. Until the spell ends, on subsequent turns you can use a bonus action to inflict the same damage. If a creature is holding or wearing the target and suffers damage, it makes a Constitution saving throw or it drops the target. If a creature does not or cannot drop the target, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 2nd.

Heroes' Feast

6th-level (conjuration; enhancement)
Classes: Cleric, druid
Casting Time: 10 minutes
Range: Short (30 feet)
Components: V, S, M (beautifully crafted bowl worth at least 1,000 gold, consumed by the spell)
Duration: Instantaneous

The spell summons forth a sumptuous feast with a cuisine of your choosing that provides 1 Supply for a number of creatures equal to twice your proficiency bonus. Consuming the food takes 1 hour and leaves a creature feeling nourished—it immediately makes a saving throw with advantage against any disease or poison it is suffering from, and it is cured of any effect that frightens it.

For up to 24 hours afterward the feast's participants have advantage on Wisdom saving throws, advantage on saving throws made against disease and poison, resistance against damage from poison and disease, and each increases its hit point maximum by 2d10.

Rare: Komanav's Final Heroes' Feast. Instead of receiving any benefits, 10 minutes after the food is consumed all participants other than you take 8d10 necrotic damage.

Rare: Sidoneth's Fantabulous Heroes' Feast. For 24 hours afterward, you gain advantage on Charisma checks made against creatures that participate in the feast.



Heroism

1st-level (enchantment; enhancement)
Classes: Bard, herald
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S
Duration: Concentration (1 minute)

The target's spirit is bolstered. Until the spell ends, the target gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns and it cannot be frightened. Any temporary hit points remaining are lost when the spell ends.

Cast at Higher Levels. Target one additional creature for each slot level above 1st.

Rare: Koren's Glowing Heroism. The target glows with bright light in a 10-foot radius and dim light an additional 5 feet. When a creature within the target's glow regains hit points, it regains 1d4 additional hit points.

Hideous Laughter

1st-level (enchantment; affliction, arcane, compulsion)
Classes: Bard, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature with an Intelligence of 5 or more
Components: V, S, M (poppy seed)
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

The target is overwhelmed by the absurdity of the world and is crippled by paroxysms of laughter. The target falls prone, becomes incapacitated, and cannot stand.

Until the spell ends, at the end of each of the target's turns and when it suffers damage, the target may attempt another saving throw (with advantage if triggered by damage). On a successful save, the spell ends.

Cast At Higher Levels: Target an additional creature within 30 feet of the original for each slot level above 1st.

Rare: Beshala's Infectious Hideous Laughter. Any creature that touches the target must also succeed on a Wisdom saving throw or be affected by the spell.

Rare: Kreven's Despairing Hideous Laughter. When the mirth fades the target is affected with crushing grief, sadness, and despair, causing it to sob uncontrollably. The emotional toll of the spell causes the target to have disadvantage on the first ability check, attack roll, or saving throw it makes after the spell ends.

Hold Monster

5th-level (enchantment; affliction, arcane)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium 60 (feet)
Target: One creature
Components: V, S, M (piece of iron)
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

The target is paralyzed. At the end of each of its turns, the target makes another saving throw, ending the spell's effects on it on a successful save.

Cast at Higher Levels. Target an additional creature within 30 feet of the first target for each slot level above 5th.

Hold Person

2nd-level (enchantment; affliction, arcane)
Classes: Bard, cleric, druid, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One humanoid
Components: V, S, M (piece of iron)
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

The target is paralyzed. At the end of each of its turns, the target makes another saving throw, ending the spell's effects on it on a successful save.

Cast at Higher Levels. Target an additional creature within 30 feet of the first target for each slot level above 2nd.

Holy Aura

8th-level (abjuration; divine, enhancement, protection)
Classes: Cleric
Casting Time: 1 action
Range: Self
Target: Creatures you choose that are within the area
Area: 30-foot radius
Components: V, S, M (sacred reliquary worth at least 1,000 gold)
Duration: Concentration (1 minute)

Holy radiance emanates from you and fills the area. Targets shed dim light in a 5-foot radius and have advantage on saving throws. Attacks made against a target have disadvantage. When a fiend or undead hits a target, the aura erupts into blinding light, forcing the attacker to make a Constitution saving throw or be blinded until the spell ends.

Hypnotic Pattern

3rd-level (illusion; arcane, prismatic)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot cube
Components: S, M (piece of crystal)
Duration: Concentration (1 minute)

You conjure a swirling pattern of twisting hues that roils through the air, appearing for a moment and then vanishing. Creatures in the area that can perceive the pattern make a Wisdom saving throw or become charmed. A creature charmed by this spell becomes incapacitated and its Speed is reduced to 0.

The effect ends on a creature when it takes damage or when another creature uses an action to shake it out of its daze.

Ice Storm

4th-level (evocation; cold, nature, storm)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Special (300 feet)
Area: 20-foot radius cylinder that is 40 feet high
Components: V, S, M (drop of water)
Duration: Instantaneous
Saving Throw: Dexterity halves

A bombardment of jagged ice erupts throughout the target area. All creatures in the area take 2d8 bludgeoning damage and 4d6 cold damage. Large chunks of ice turn the area into difficult terrain until the end of your next turn.

Cast at Higher Levels. The bludgeoning damage increases by 1d8 for each slot level above 4th.

Rare: Gabal's Shackling Ice Storm. A creature that takes 20 or more damage is ensnared in icy shackles. An ensnared creature is grappled and takes 2d6 ongoing cold damage until it uses an action to make a Strength saving throw to end the effect.

Identify

1st-level (divination; arcane, knowledge)
Classes: Bard, wizard
Casting Time: 1 minute (ritual)
Range: Touch
Target: One object or creature
Components: V, S, M (pearl worth at least 100 gold and a feather)
Duration: Instantaneous

You learn the target item's magical properties along with how to use them. This spell also reveals whether or not a targeted item requires attunement

and how many charges it has. You learn what spells are affecting the targeted item (if any) along with what spells were used to create it.

Alternatively, you learn any spells that are currently affecting a targeted creature.

What this spell can reveal is at the Narrator's discretion, and some powerful and rare magics are immune to *identify*.

Illusory Script

1st-level (illusion; arcane, communication)
Classes: Bard, warlock, wizard
Casting Time: 1 minute
Range: Touch
Target: A piece of paper or other writing material
Components: S, M (ink worth at least 10 gold, consumed by the spell)
Duration: 10 days

You inscribe a message onto the target and wrap it in illusion until the spell ends. You and any creatures that you designate when the spell is cast perceive the message as normal. You may choose to have other creatures view the message as writing in an unknown or unintelligible magical script or a different message. If you choose to create another message, you can change the handwriting and the language that the message is written in, though you must know the language in question.

If the spell is dispelled, both the message and its illusory mask disappear.

The true message can be perceived by any creature with truesight.

Imprisonment

9th-level (abjuration; affliction, arcane)
Classes: Warlock, wizard
Casting Time: 1 minute
Range: Short (30 feet)
Target: One creature
Components: V, S, M (picture or statue of the target worth at least 500 gold per Hit Die of the target and a special component determined by the spell's effects)
Duration: Until dispelled
Saving Throw: Wisdom negates

You utter the target's name and attempt to bind them for eternity. On a successful save, a target is immune to any future attempts by you to cast this spell on it. On a failed save, choose from one of the forms of bindings below (each lasts until the spell ends).

Burial: The target is buried deep below the surface of the earth in a tomb just large enough to contain it. Nothing can enter the tomb. No teleportation or planar travel can be used to enter, leave, or affect the tomb or its contents. A small mithral orb is required for this casting.

Chaining: Chains made of unbreakable material erupt from the ground and root the target in place. The target is restrained and cannot be moved by any means. A small adamantine chain is required for this casting.

Hedged Prison: The target is imprisoned in a maze-like demiplane of your choosing, such as a labyrinth, a cage, a tower, a hedge maze, or any similar structure you desire. The demiplane is warded against teleportation and planar travel. A small jade representation of the demiplane is required for this casting.

Minimus Containment: The target shrinks to just under an inch and is imprisoned inside a gemstone, crystal, jar, or similar object. Nothing but light can pass in and out of the vessel, and it cannot be broken, cut, or otherwise damaged. The special component for this effect is whatever prison you wish to use.

Slumber: The target is plunged into an unbreakable slumber and cannot be awoken. Special soporific draughts are required for this casting.

The target does not need sustenance or air, nor does it age. No divination spells of any sort can be used to reveal the target's location.

When cast, you must specify a condition that will cause the spell to end and release the target. This condition must be based on some observable action or quality and not related to mechanics like level, hitpoints, or class, and the Narrator must agree to it.

A *dispel magic* only dispels an *imprisonment* if it is cast using a 9th-level spell slot and targets the prison or the special component used to create the prison.

Each casting that uses the same spell effect requires its own special component. Repeated

castings with the same component free the prior occupant.

Rare: Krevan's Insidious Imprisonment. This terrifying variant of the spell is only different when using Slumber. While asleep, the target is subjected to dreams or nightmares specified by you and created by the target's own subconscious. These nightmares seem more real than the target's memories, which become dreamlike and false, allowing you to implant false narratives, experiences, or episodes in the target's mind, changing the target's nature and turning allies into enemies or heroes into villains. Only a *wish* or similarly powerful effect can restore the target's memories.

Incendiary Cloud

8th-level (conjuration; arcane, fire)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot radius sphere
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Dexterity halves

A cloud of burning embers, smoke, and roiling flame appears within range. The cloud heavily obscures its area, spreading around corners and through cracks. When the cloud appears and a creature is in it, when a creature enters the cloud for the first time on a turn, or when a creature ends its turn within the cloud it makes a Dexterity saving throw, taking 10d8 fire damage on a failed save, or half as much on a successful one.

The cloud can be dispelled by a wind of at least 10 miles per hour. After it is cast, the cloud moves 10 feet away from you in a direction that you choose at the start of each of your turns.

Rare: Katrina's Clinging Incendiary Cloud. Until the spell ends, burning embers stick to any creatures caught within the cloud. A creature that fails a saving throw against the spell takes 1d8 ongoing fire damage. A creature outside of the cloud can use an action to brush the embers off.

Inescapable Malady

7th-level (necromancy; affliction)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S, M (hair, fingernail clippings, or some other piece of the target)
Duration: Special

You infect your target with an arcane disease. At any time after you cast this spell, as long as you are on the same plane of existence as the target, you can use an action to deal 7d10 necrotic damage to the target. If this damage would reduce the target to 0 hit points, you can choose to leave it with 1 hit point. As part of dealing the damage, you may expend a 7th-level spell slot to sustain the disease. Otherwise, the spell ends. The spell ends when you die.

Casting *remove curse*, *greater restoration*, or *heal* on the target allows the target to make a Constitution saving throw against the disease. Otherwise the disease can only be cured by a *wish* spell.

Cast at Higher Levels. The damage increases by 1d10 for each slot level above 7th.

Infernal Weapon

6th-level (conjuration; attack, cold, evil, fire)
Classes: Warlock
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 10 minutes

A weapon formed from the essence of Hell appears in your hands. You must use two hands to wield the weapon. If you let go of the weapon, it disappears and the spell ends.

When you cast the spell, choose either a flame fork or ice spear While the spell lasts, you can use an action to make a melee spell attack with the weapon against a creature within 10 feet of you. On a hit, you deal 5d8 damage of a type determined by the weapon's form. On a critical hit, you inflict an additional effect.

In addition, on a hit with the *infernal weapon*, you can end the spell early to inflict an automatic critical hit.

Flame Fork. The weapon deals fire damage. On a critical hit, the target catches fire, taking 2d6 ongoing fire damage.

Ice Spear. The weapon deals cold damage. On a critical hit, for 1 minute the target is slowed. At the end of each of its turns a slowed creature can make a Constitution saving throw, ending the effect on itself on a success.

A creature reduced to 0 hit points by an *infernal weapon* immediately dies in a gruesome fashion. For example, a creature killed by an ice spear might freeze solid, then shatter into a thousand pieces. Each creature of your choice within 60 feet of the creature and who can see it when it dies must make a Wisdom saving throw. On a failure, a creature becomes frightened of you until the end of your next turn.

Rare: Roav's Malevolent Infernal Weapon. The spell may take a third form.

Malevolent Maul. The weapon deals psychic damage. On a critical hit, the target is confused. At the end of each of its turns, a confused creature can make an Intelligence saving throw, ending the effect on itself on a success.

Inflict Wounds

1st-level (necromancy; attack, divine, necrotic)
Classes: Cleric
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S
Duration: Instantaneous

You impart fell energies that suck away the target's life force, making a melee spell attack that deals 3d10 necrotic damage.

Cast at Higher Levels. The damage increases by 1d10 for each slot level above 1st.

Insect Plague

5th-level (conjuration; beasts, nature, summoning)
Classes: Cleric, druid, sorcerer
Casting Time: 1 action
Range: Special (300 feet)
Area: 20-foot radius sphere
Components: V,S, M (dead insect)
Duration: Concentration (10 minutes)



A roiling cloud of insects appears, biting and stinging any creatures it touches. The cloud lightly obscures its area, spreads around corners, and is considered difficult terrain. When the cloud appears and a creature is in it, when a creature enters the cloud for the first time on a turn, or when a creature ends its turn within the cloud it makes a Constitution saving throw, taking 4d10 piercing damage on a failed save, or half as much on a successful one.

Cast at Higher Levels. The damage increases by 1d10 for each slot level above 5th.

Rare: Roav's Infernal Insect Plague. The spell summons hellish insects from the depths of the realms infernal. When a creature fails its saving throw against this spell it becomes frightened of the swarm until the spell ends, even after it leaves the cloud.

Instant Summons

6th-level (conjuration; arcane, summoning)
Classes: Wizard
Casting Time: 1 minute (ritual)
Range: Touch
Target: One object weighing no more than 10 pounds.
Components: V, S, M (precious stone worth 1,000 gold)
Duration: Until dispelled

Until the spell ends, a mystical bond connects the target and the precious stone used to cast this spell. Any time after, you may crush the stone and speak the name of the item, summoning it instantly into your hand no matter the physical, metaphysical, or planar distances involved, at which point the spell ends. If another creature is holding the item when the stone is crushed, the item is not summoned to you. Instead, the spell grants you the knowledge of who possesses it and a general idea of the creature's location.

Each time you cast this spell, you must use a different precious stone.

Dispel magic or a similar effect targeting the stone ends the spell.

Rare: Koran's Reinforcement Instant Summons. The spell can target a willing creature and uses a precious statue carved to resemble the target. This material component costs 1,000 gold per Hit Die that the creature possesses. Once cast, you may summon the target the same way that you would summon an item. If the target is asleep, it is awakened when summoned. The target may decline the summons, in which case you are granted a general idea of the target's current location.

Invigorated Strikes

2nd-level (transmutation; attack, enhancement, unarmed)
Classes: Druid, sorcerer, warlock
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (pair of claws)
Duration: Concentration (10 minutes)

You allow long-forgotten fighting instincts to boil up to the surface. For the duration of the spell, whenever the target deals damage with an unarmed strike or natural weapon, it deals 1d4 extra damage.

Cast at Higher Levels. When you cast this spell with a 3rd-level spell slot, the extra damage increases from 1d4 to 1d6. When you cast this spell with a 5th-level spell slot, the extra damage increases to 1d8. When you cast this spell with a 7th-level spell slot, the extra damage increases to 1d10.

Invisibility

2nd-level (illusion; arcane, obscurement, shadow)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (piece of a veil)
Duration: Concentration (1 hour)

You wreathe a creature in an illusory veil, making it invisible. Anything the target is carrying or wearing is also invisible as long as it remains in the target's possession. The spell's effects end for a target that attacks or casts a spell.

Cast at Higher Levels. Target one additional creature for each slot level above 2nd.

Rare: Ravjahani's Imparted Invisibility. Until the spell ends, any object that the target picks up becomes invisible even after it is dropped.

Irresistible Dance

6th-level (enchantment; arcane, compulsion)
Classes: Bard, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature capable of being charmed
Components: V
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

You murmur a tune that takes root in the target's mind until the spell ends, forcing it to caper, dance, and shuffle. At the start of each of its turns, the dancing target must use all of its movement to dance in its space, and it has disadvantage on attack rolls and saving throws. Attacks made against the target have advantage. On each of its turns, the target can use an action to repeat the saving throw, ending the spell on a successful save.

Cast at Higher Levels. Target one additional creature within 30 feet for each slot level above 6th.

Rare: Beshala's Wild Irresistible Dance. The target is forced to dance with such vigor that it suffers a level of fatigue when the spell ends.

Jump

1st-level (transmutation; enhancement, movement)
Classes: Druid, sorcerer, wizard
Casting Time: 1 bonus action
Range: Touch
Target: One creature
Components: V, S, M (grasshopper's leg)
Duration: 1 minute

You imbue a target with the ability to make impossible leaps. The target's jump distances increase 15 feet vertically and 30 feet horizontally.

Cast at Higher Levels. Each of the target's jump distances increase by 5 feet for each slot level above 1st.

Knock

2nd-level (transmutation; utility)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: One object
Components: V, S, M (key)
Duration: Instantaneous

Make a check against the DC of a lock or door using your spell attack bonus. On a success, you unlock or open the target with a loud metallic clanging noise easily audible at up to 300 feet. In addition, any traps on the object are automatically triggered. An item with multiple locks requires multiple castings of this spell to be opened.

When you target an object held shut by an *arcane lock*, that spell is suppressed for 10 minutes, allowing the object to be opened and shut normally during that time.

Cast at Higher Levels. The level of the arcane lock you can suppress increases by 1 for each slot level above 3rd. In addition, if the level of your knock spell is 2 or more levels higher than that of the arcane lock, you may dispel the arcane lock instead of suppressing it.

Legend Lore

5th-level (divination; arcane, communication, knowledge)
Classes: Bard, cleric, wizard
Casting Time: 10 minutes
Range: Self
Target: An object, creature, or location you name or describe
Components: V, S, M (250 gold of incense consumed by the spell and 4 blank, exquisitely bound books worth at least 50 gold each)
Duration: Instantaneous

You learn significant information about the target. This could range from the most up-to-date research, lore forgotten in old tales, or even previously unknown information. The spell gives you additional, more detailed information if you already have some knowledge of the target. The spell will not return any information for items not of legendary renown.

The knowledge you gain is always true, but may be obscured by metaphor, poetic language, or verse. If you use the spell for a cursed tome, for instance, you may gain knowledge of the dire words spoken by its creator as they brought it into the world.

Cast at Higher Levels. Your intuition surrounding the target is enhanced and you gain advantage on one Investigation check regarding it for each slot level above 6th.

Lemure Transformation

2nd-level (transmutation; transformation)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 turn

Your body melts into a humanoid-shaped mass of liquid flesh. Each creature within 5 feet of you that can see the transformation must make a Wisdom saving throw. On a failure, the creature can't take reactions and is frightened of you until the start of its next turn. Until the end of your turn, your Speed becomes 20 feet, you can't speak, and you can move through spaces as narrow as 1 inch wide without squeezing. You revert to your normal form at the end of your turn.

Lesser Restoration

2nd-level (abjuration; divine, good, healing)
Classes: Bard, cleric, druid, herald
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S
Duration: Instantaneous

Your glowing hand removes one disease or condition affecting the target. Choose from blinded, deafened, paralyzed, or poisoned. At the Narrator's discretion, some diseases might not be curable with this spell.

Levitate

2nd-level (transmutation; air, arcane, chaos, movement)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: Creature or object under 500 lbs.
Components: V, S, M (sycamore seed or scrap of silver cloth)
Duration: Concentration (10 minutes)
Saving Throw: Constitution negates

Until the spell ends, the target rises vertically in the air up to 20 feet and remains floating there, able to move only by pushing or pulling on fixed objects or surfaces within its reach. This allows the target to move as if it was climbing.

On subsequent turns, you can use your action to alter the target's altitude by up to 20 feet in either direction so long as it remains within range. If you have targeted yourself you may move up or down as part of your movement.

The target floats gently to the ground if it is still in the air when the spell ends.

Cast at Higher Levels. When using a 5th-level spell slot the target can levitate or come to the ground at will. When using a 7th-level spell slot its duration increases to 1 hour and it no longer requires concentration.

Light

Cantrip (evocation; arcane, utility)
Classes: Bard, cleric, herald, sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: Object no larger than 10 feet in any dimension
Components: V, M (small tinder box)
Duration: 1 hour
Saving Throw: Dexterity for object held or worn by hostile creature

Until the spell ends, the target emits bright light in a 20-foot radius and dim light an additional 20 feet. Light emanating from the target may be any color. Completely covering the target with something that is not transparent blocks the light. The spell ends when you use an action to dismiss it or if you cast it again.

Lightning Bolt

3rd-level (evocation; arcane, lightning, nature, storm)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: Line 100 feet long and 5 feet wide
Components: V, S, M (small metal rod and rain water)
Duration: Instantaneous
Saving Throw: Dexterity halves

A bolt of lightning arcs out from you in a direction you choose. Each creature in the area takes 8d6 lightning damage. The lightning ignites flammable objects in its path that aren't worn or carried by another creature.



If the spell is stopped by an object at least as large as its width, it ends there unless it deals enough damage to break through. When it does, it continues to the end of its area.

Cast at Higher Levels. Damage increases by 1d6 for every slot level above 3rd.

Rare: Gabal's Conductive Lightning Bolt. Metallic creatures and creatures wearing metal armor make their saving throw with disadvantage.

Locate Animals or Plants

2nd-level (divination; arcane, beasts, knowledge, nature, plants, utility)
Classes: Bard, druid
Casting Time: 1 action (ritual)
Range: Special (5-mile radius)
Target: Self
Components: V, S, M (two L-shaped metal rods)
Duration: Instantaneous

Name or describe in detail a specific kind of beast or plant. The natural magics in range reveal the closest example of the target within 5 miles, including its general direction (north, west, southeast, and so on) and how many miles away it currently is.

Locate Creature

4th-level (divination; arcane, beasts, knowledge, plants)
Classes: Bard, cleric, druid, herald, wizard
Casting Time: 1 action
Range: Special (1,000-foot radius)
Target: Self
Components: V,S, M (two L-shaped metal rods)
Duration: Concentration (1 hour)

Name or describe in detail a creature familiar to you. The spell reveals the general direction the creature is in (south, east, northwest, and so on) if it exists within range. This includes its current trajectory if it's travelling.

You may locate specific, known creatures, or the nearest creature of a specific type (like a bat, gnome, or red dragon) provided that you have observed that type within 30 feet at least once. If a specific creature you seek is in a different form (for example a wildshaped druid) the spell is unable to find it.

The spell cannot travel across running water 10 feet across or wider—it is unable to find the creature and the trail ends.

Locate Object

2nd-level (divination; arcane, knowledge, utility)
Classes: Bard, cleric, druid, herald, wizard
Casting Time: 1 action
Range: Special (1,000-foot radius)
Target: Self
Components: V, S, M (two L-shaped metal rods)
Duration: Concentration (10 minutes)

Name or describe in detail an object familiar to you. The spell reveals the general direction the object is in (south, east, northwest, and so on) if it exists within range. This includes its current trajectory if it's travelling.

You may locate a specific object known to you, provided that you have observed it within 30 feet at least once. You may also find the closest example of a certain type of object (for example an instrument, item of furniture, compass, or vase).

When there is any thickness of lead in the direct path between you and the object the spell is unable to find it.

Longstrider

1st-level (transmutation; movement, utility)
Classes: Druid, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (coiled wire and the sole of a shoe)
Duration: 1 hour

Until the spell ends, the target's Speed increases by 10 feet.

Cast at Higher Levels. Target one additional creature for each slot level above 1st.

Rare: Sidoneth's Precarious Longstrider. Targets ignore nonmagical difficult terrain.

Mage Armor

1st-level (abjuration; arcane, protection)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: A willing, unarmored creature
Components: V, S, M (metal stud)
Duration: 8 hours

Until the spell ends, the target is protected by a shimmering magical force. Its AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor, or if you use an action to dismiss it.

Cast at Higher Levels. The target gains 5 temporary hit points for each slot level above 1st. The temporary hit points last for the spell's duration.

Rare: Stekart's Enhanced Mage Armor. The target's AC becomes 10 + your proficiency bonus + its Dexterity modifier.

Mage Hand

Cantrip (conjuration; arcane, utility)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Short (30 feet)
Components: V, S
Duration: 1 minute

A faintly shimmering phantasmal hand appears at a point you choose within range. It remains until you dismiss it as an action, or until you move more than 30 feet from it.

You can use an action to control the hand and direct it to do any of the following:

- manipulate an object.
- open an unlocked container or door.
- stow or retrieve items from unlocked containers.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Magic Circle

3rd-level (abjuration; compulsion, protection)
Classes: Herald, warlock, wizard
Casting Time: 1 minute
Range: Short (30 feet)
Target: Celestials, elementals, fey, fiends or undead (designate one)
Area: 10-foot radius cylinder that is 20 feet high
Components: V, S, M (holy water or ornately engraved padlocks worth 100 gold, consumed by the spell)
Duration: 1 hour

Magical energies surround the area and stop the type of designated creature from willingly entering by nonmagical means.

Designated creatures have disadvantage when attacking creatures within the area and are unable to charm, frighten, or possess creatures within the area. When a designated creature attempts to teleport or use interplanar travel to enter the area, it makes a Charisma saving throw or its attempt fails.

You may also choose to reverse this spell, trapping a creature of your chosen type within the area in order to protect targets outside it.

Cast at Higher Levels. The spell's duration increases by 1 hour for every slot level above 3rd.

Magic Jar

6th-level (necromancy; arcane, compulsion, evil)
Classes: Wizard
Casting Time: 1 minute
Range: Long (120 feet)
Target: Self
Components: V, S, M (box, locket, gem, or other highly decorated vessel worth at least 500 gold)
Duration: Until dispelled

Your body becomes catatonic as your soul enters the vessel used as a material component. While within this vessel, you're aware of your surroundings as if you physically occupied the same space. The only action you can take is to project your soul within range, whether to return to your living body (and end the spell) or to possess a humanoid.

You may not target creatures protected by *protection from good and evil* or *magic circle* spells. A creature you try to possess makes a Charisma saving throw or your soul moves from your vessel and into its body. The creature's soul is now within the container. On a successful save, the creature resists and you may not attempt to possess it again for 24 hours.

Once you possess a creature, you have control of it. Replace your game statistics with the creature's, except your Charisma, Intelligence and Wisdom scores. Your own cultural traits and class features also remain, and you may not use the creature's cultural traits or class features (if it has any).

During possession, you can use an action to return to the vessel if it is within range, returning the host creature to its body. If the host body dies while you are possessing it, the creature also dies and you must make a Charisma save. On a success you return to the container if it's within range. Otherwise, you die.

If the vessel is destroyed, the spell ends and your soul returns to your body if it's within range. If your body is out of range or dead when you try to return, you die.

The possessed creature perceives the world as if it occupied the same space as the vessel, but may not take any actions or movement. If the vessel is destroyed while occupied by a creature other than yourself, the creature returns to its body if the body is alive and within range. Otherwise, the creature dies.

The vessel is destroyed when the spell ends.

Magic Missile

1st-level (evocation; arcane, attack, force)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: Up to three creatures
Components: V, S
Duration: Instantaneous

A trio of glowing darts of magical force unerringly and simultaneously strike the targets, each dealing 1d4+1 force damage.

Cast at Higher Levels. Evoke one additional dart and target up to one additional creature for each slot level above 1st.

Rare: Kreven's Ruinous Magic Missile. Creatures damaged by this spell make a Strength saving throw or are rattled until the end of your next turn.

Magic Mouth

2nd-level (illusion; arcane, communication, sound)
Classes: Bard, wizard
Casting Time: 1 minute (ritual)
Range: Short (30 feet)
Target: One unattended object
Components: V, S, M (slice of dried ox tongue or a feather from a lyrebird)
Duration: Until dispelled

The target is imbued with a spoken message of 25 words or fewer which it speaks when a trigger condition you choose is met. The message may take up to 10 minutes to convey.

When your trigger condition is met, a magical mouth appears on the object and recites the message in the same voice and volume as you used when instructing it. If the object chosen has a mouth (for example, a painted portrait) this is where the mouth appears.

You may choose upon casting whether the message is a single event, or whether it repeats every time the trigger condition is met.

The trigger condition must be based upon audio or visual cues within 30 feet of the object, and may be highly detailed or as broad as you choose. For example, the trigger could be when any attack action is made within range, or when the first spring shoot breaks ground within range.

Rare: Koren's Mocking Magic Mouth. As long as you also know the *vicious mockery* cantrip, when you cast this spell with a trigger that is a single event you can choose to cast *vicious mockery* through the magical mouth.

Magic Weapon

2nd-level (transmutation; arcane, enchantment, transformation, weaponry)
Classes: Herald, wizard
Casting Time: 1 bonus action
Range: Touch
Target: One nonmagical weapon
Components: V, S
Duration: Concentration (1 hour)

Until the spell ends, the target becomes *+1 magic weapon*.

Cast at Higher Levels. The bonus increases by +1 for every 2 slot levels above 2nd (maximum +3).

Magnificent Mansion

7th-level (conjuration; arcane, planar)
Classes: Bard, wizard
Casting Time: 1 minute
Range: Special (300 feet)
Components: V, S, M (ornately engraved padlock, a square of embroidered silk, and highly polished ebony worth at least 300 gold)
Duration: 24 hours



You conjure an extradimensional residence within range. It has one entrance that is in a place of your choosing, has a faint luster to it, and is 5 feet wide and 10 feet tall. You and any designated creature may enter your mansion while the portal is open. You may open and close the portal while you are within 30 feet of it. Once closed the entrance is invisible.

The entrance leads to an opulent entrance hall, with many doors and halls coming from it. The atmosphere is welcoming, warm, and comfortable, and the whole place is sparkling clean.

The floor plan of the residence is up to you, but it must be made up of fifty or fewer 10-foot cubes.

The furniture and decor are chosen by you. The residence contains enough food to provide Supply for a number of people equal to 5 × your proficiency bonus. A staff of translucent, lustrous servants dwell within the residence. They may otherwise look how you wish. These servants obey your commands without question, and can perform the same nonhostile actions as a human servant—they might carry objects, prepare and serve food and drinks, clean, make simple repairs, and so on. Servants have access to the entire mansion but may not leave.

All objects and furnishings belonging to the mansion evaporate into shimmering smoke when they leave it. Any creature within the mansion when the spell ends is expelled into an unoccupied space near the entrance.

Major Image

3rd-level (illusion; arcane, chaos)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot cube
Components: V, S, M (tinderbox and small mirror)
Duration: Concentration (10 minutes)

Until the spell ends, you create an image that appears completely real. The illusion includes sounds, smells, and temperature in addition to visual phenomena. None of the effects of the illusion are able to cause actual harm.

While within range you can use an action to move the illusion. As the image moves you may also change its appearance to make the movement seem

natural (like a roc moving its wings to fly) and also change the nonvisual elements of the illusion for the same reason (like the sound of beating wings as the roc flies).

Any physical interaction immediately reveals the image is an illusion, as objects and creatures alike pass through it. An Investigation check against your spell save DC also reveals the image is an illusion. When a creature realizes the image is an illusion, the effects become fainter for that creature.

Cast at Higher Levels. When cast using a 6th-level spell slot the illusion lasts until dispelled without requiring concentration.

Mass Cure Wounds

5th-level (evocation; divine, healing)
Classes: Bard, cleric, druid
Casting Time: 1 action
Range: Medium (60 feet)
Target: Up to six creatures that are not constructs or undead
Components: V, S
Duration: Instantaneous

Glowing energy rushes through the air and each target regains hit points equal to 3d8 + your spellcasting modifier.

Cast at Higher Levels. The hit points regained increase by 1d8 for each slot level above 5th.

Mass Heal

9th-level (evocation; divine, healing)
Classes: Cleric
Casting Time: 1 action
Range: Medium (60 feet)
Target: Any number of creatures that are not constructs or undead
Components: V, S
Duration: Instantaneous

Healing energy erupts from your steepled hands and restores up to 700 hit points between the targets. Creatures healed in this way are also cured of any diseases, and any effect causing them to be blinded or deafened. In addition, on subsequent turns within the next minute you can use a bonus action to distribute any unused hit points.

Mass Healing Word

3rd-level (evocation; divine, healing)
Classes: Cleric
Casting Time: 1 bonus action
Range: Medium (60 feet)
Target: Up to six creatures that are not constructs or undead
Components: V
Duration: Instantaneous

Healing energy flows from you in a wash of restorative power and each target regains hit points equal to 1d4 + your spellcasting ability modifier.

Cast at Higher Levels. The hit points regained increase by 1d4 for each slot level above 3rd.

Mass Suggestion

6th-level (enchantment; arcane, chaos, compulsion)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: Up to twelve creatures that can hear and understand you
Components: V, M (miniature bottle of wine and some soap)
Duration: 24 hours
Saving Throw: Wisdom negates

Creatures that cannot be charmed are immune to this spell. Suggest an activity phrased in a sentence or two. The targets are magically influenced to follow that course of activity. The suggestion must be worded to sound reasonable. Asking the targets to perform an action that is obviously harmful to them ends the spell.

A target carries out the activity suggested by you as well as it can. The activity can last for the duration of the spell, and if it requires less time the spell ends after a target has carried out the activity.

You may specify trigger conditions that cause a target to perform a specific activity while the spell lasts. For example, you may suggest that the target takes off its clothes and dives the next time it sees a body of water. If the target does not see a body of water before the spell ends, the specific activity isn't performed.

Any damage done to a target by you or an ally ends the spell for that creature.

Cast at Higher Levels. When cast using a 7th-level spell slot, the duration of the spell increases to 10 days. When cast using an 8th-level spell slot, the duration increases to 30 days. When cast using a 9th-level spell slot, the duration increases to a year and a day.

Maze

8th-level (conjuration; arcane, chaos, compulsion, planar)
Classes: Wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: Concentration (10 minutes)

The target is banished to a complex maze on its own demiplane, and remains there for the duration or until the target succeeds in escaping.

The target can use an action to attempt to escape, making an Intelligence saving throw. On a successful save it escapes and the spell ends. A creature with Labyrinthine Recall (or a similar trait) automatically succeeds on its save.

When the spell ends the target reappears in the space it occupied before the spell was cast, or the closest unoccupied space if that space is occupied.

Meld Into Stone

3rd-level (transmutation; nature, obscurement, shapechanging, transformation)
Classes: Druid
Casting Time: 1 action
Range: Touch
Target: A stone object or surface large enough to contain your body
Components: V, S
Duration: 8 hours

Until the spell ends, you meld yourself and your carried equipment into the target stone. Using your movement, you may enter the stone from any point you can touch. No trace of your presence is visible or detectable by nonmagical senses.

Within the stone, you can't see outside it and have disadvantage on Perception checks made to hear beyond it. You are aware of time passing, and may cast spells upon yourself. You may use your movement only to step out of the target where you entered it, ending the spell.

If the target is damaged such that its shape changes and you no longer fit within it, you are expelled and take 6d6 bludgeoning damage. Complete destruction of the target, or its transmutation into another substance, expels you and you take 50 bludgeoning damage. When expelled you fall prone into the closest unoccupied space near your entrance point.

Cast at Higher Levels. When using a 5th-level spell slot, you may reach out of the target to make spell attacks or ranged weapon attacks without ending the spell. You make these attacks with disadvantage.

Rare: Sidoneth's Mobile Meld Into Stone. Until the spell ends, you gain a burrow speed of 10 feet.

Mending

Cantrip (transmutation; arcane, transformation, utility)
Classes: Bard, cleric, druid, herald, sorcerer, wizard
Casting Time: 1 minute
Range: Touch
Target: One object
Components: V, S, M (fragment of equine bone)
Duration: Instantaneous

You repair a single rip or break in the target object (for example, a cracked goblet, torn page, or ripped robe). The break must be smaller than 1 foot in all dimensions. The spell leaves no trace that the object was damaged.

Magic items and constructs may be repaired in this way, but their magic is not restored. You gain an expertise die on maintenance checks if you are able to cast this spell on the item you are treating.

Mental Grip

2nd-level (conjuration; affliction)
Classes: Cleric, herald, sorcerer, warlock, wizard
Casting Time: 1 bonus action
Range: Medium (60 feet)
Components: V, S, M (rusted manacle)
Duration: Concentration (1 minute)

You conjure extensions of your own mental fortitude to keep your foes at bay. For the spell's duration, you can use an action to attempt to grapple a creature within range by making a concentration check against its maneuver DC.

On its turn, a target grappled in this way can use an action to attempt to escape the grapple, using your spell save DC instead of your maneuver DC. Successful escape attempts do not break your concentration on the spell.

Message

Cantrip (transmutation; arcane, communication)
Classes: Bard, herald, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: One creature
Components: V, S, M (scrap of paper)
Duration: 1 round

You point and whisper your message at the target. It alone hears the message and may reply in a whisper audible only to you.

You can cast this spell through solid objects if you are familiar with the target and are certain it is beyond the barrier. The message is blocked by 3 feet of wood, 1 foot of stone, 1 inch of common metals, or a thin sheet of lead.

The spell moves freely around corners or through openings.

Meteor Swarm

9th-level (evocation; affliction, arcane, attack, fire, storm)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Special (1 mile)
Area: Four 40-foot radius spheres
Components: V, S
Duration: Instantaneous
Saving Throw: Dexterity halves

Scorching spheres of flame strike the ground at 4 different points within range. The effects of a sphere reach around corners. Creatures and objects in the area take 14d6 fire damage and 14d6 bludgeoning damage, and flammable unattended objects catch on fire. If a creature is in the area of more than one sphere, it is affected only once.

Rare: Gabal's Decisive Meteor Swarm. A creature that takes 50 or more damage is knocked prone. A creature that takes 100 or more damage is stunned until the end of its next turn and knocked prone.

Mind Blank

8th-level (abjuration; arcane, negation)
Classes: Bard, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S
Duration: 24 hours

The target is immune to psychic damage, any effect that would read its emotions or thoughts, divination spells, and the charmed condition.

This immunity extends even to the *wish* spell, and magical effects or spells of similar power that would affect the target's mind or gain information about it.

Mindshield

4th-level (abjuration; protection, psychic)
Classes: Druid, sorcerer, wizard
Casting Time: 1 minute
Range: Touch
Target: One creature
Components: V, S
Duration: Concentration (10 minutes)

The target has resistance to psychic damage and advantage on saving throws made to resist being charmed or frightened.

Minor Illusion

Cantrip (illusion; arcane, chaos)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Short (30 feet)
Area: 5-foot cube
Components: S, M (tinderbox and small mirror)
Duration: 1 minute

This spell creates a sound or image of an object. The illusion disappears if dismissed or you cast the spell again.

You may create any sound you choose, ranging in volume from a whisper to a scream. You may choose one sound for the duration or change them at varying points before the spell ends. Sounds are audible outside the spell's area.

Visual illusions may replicate any image and remain within the spell's area, but cannot create sound, light, smell, or other sensory effects.

The image is revealed as an illusion with any physical interaction as physical objects and creatures pass through it. An Investigation check against your spell save DC also reveals the image is an illusion. When a creature realizes the image is an illusion, the effects become fainter for that creature.

Mirage Arcane

7th-level (illusion; arcane, chaos, nature, obscurement, terrain, transformation)
Classes: Druid, wizard
Casting Time: 10 minutes
Range: Special (sight)
Area: Special (1-mile square)
Components: V, S
Duration: 10 days

You make terrain within the spell's area appear as another kind of terrain, tricking all senses (including touch). The general shape of the terrain remains the same, however. A small town could resemble a woodland, a smooth road could appear rocky and overgrown, a deep pit could resemble a shallow pond, and so on.

Structures may be altered in the similar way, or added where there are none. Creatures are not disguised, concealed, or added by the spell.

The illusion appears completely real in all aspects, including physical terrain, and can be physically interacted with. Clear terrain becomes difficult terrain, and vice versa. Any part of the illusory terrain such as a boulder, or water collected from an illusory stream, disappears immediately upon leaving the spell's area.

Creatures with truesight see through the illusion, but are not immune to its effects. They may know that the overgrown path is in fact a well maintained road, but are still impeded by illusory rocks and branches.

Mirror Image

2nd-level (illusion; arcane, chaos, obscurement)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

A total of 3 illusory copies of yourself appear in your space. For the duration, these copies move with you and mimic your actions, creating confusion as to which is real. You can use an action to dismiss them.



Each time you're targeted by a creature's attack, roll a d20 to see if it targets you or one of your copies.

With 3 copies, a roll of 6 or higher means a copy is targeted. With two copies, a roll of 8 or higher targets a copy, and with 1 copy a roll of 11 or higher targets the copy.

A copy's AC is 10 + your Dexterity modifier, and when it is hit by an attack a copy is destroyed. It may be destroyed only by an attack that hits it. All other damage and effects have no impact.

Attacking creatures that have truesight, cannot see, have blindsight, or rely on other nonvisual senses are unaffected by this spell.

Cast at Higher Levels. When using a 5th-level spell slot, the duration increases to concentration (1 hour).

Rare: Beshela's Blinding Mirror Image. When one of your illusory copies is destroyed, it explodes in a brilliant flash of light. A creature that destroys an illusory copy makes a Constitution saving throw or is blinded until the start of its next turn.

Mislead

5th-level (illusion; arcane, chaos, obscurement, transformation)
Classes: Bard, wizard
Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration (1 hour)

You become invisible. At the same time, an illusory copy of you appears where you're standing. This invisibility ends when you cast a spell but the copy lasts until the spell ends.

You can use an action to move your copy up to twice your Speed, have it speak, make gestures, or behave however you'd like.

You may see and hear through your copy. Until the spell ends, you can use a bonus action to switch between your copy's senses and your own, or back again. While using your copy's senses you are blind and deaf to your body's surroundings.

The copy is revealed as an illusion with any physical interaction, as solid objects and creatures pass through it.

Misty Step

2nd-level (conjuration; arcane, chaos, movement, teleportation)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 bonus action
Range: Short (30 feet)
Target: Self
Components: V
Duration: Instantaneous

You teleport to an unoccupied space that you can see, disappearing and reappearing in a swirl of shimmering mist.

Rare: Cyneburg's Elusive Misty Step. Until the start of your next turn, attack rolls against you are made with disadvantage.

Modify Memory

5th-level (enchantment; communication, compulsion, utility)
Classes: Bard, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

The target has advantage on its saving throw if you are in combat with it. The target becomes charmed and incapacitated, though it can still hear you. Until the spell ends, any memories of an event that took place within the last 24 hours and lasted 10 minutes or less may be altered.

You may destroy the memory, have the target recall the event with perfect clarity, change the details, or create a new memory entirely with the same restrictions in time frame and length.

You must speak to the target in a language you both know to modify its memories and describe how the memory is changed. The target fills in the gaps in details based on your description.

The spell automatically ends if the target takes any damage or if it is targeted by another spell. If the spell ends before you have finished modifying its memories, the alteration fails. Otherwise, the alteration is complete when the spell ends and only *greater restoration* or *remove curse* can restore the memory.

The Narrator may deem a modified memory too illogical or nonsensical to affect a creature, in which case the modified memory is simply dismissed by the target. In addition, a modified memory doesn't specifically change the behavior of a creature, especially if the memory conflicts with the creature's personality, beliefs, or innate tendencies.

There may also be events that are practically unforgettable and after being modified can be remembered correctly when another creature succeeds on a Persuasion check to stir the target's memories. This check is made with disadvantage if the creature does not have indisputable proof on hand that is relevant to the altered memory.

Cast at Higher Levels. When using a 6th-level spell slot, the event can be from as far as 7 days ago. When using a 7th-level spell slot, the event can be from as far as 30 days ago. When using an 8th-level spell slot, the event can be from as far as 1 year ago. When using a 9th-level spell slot, any event can be altered.

Moonbeam

2nd-level (evocation; nature, radiant)
Classes: Druid
Casting Time: 1 action
Range: Long (120 feet)
Area: 5-foot radius cylinder that is 40 feet high
Components: V, S, M (moonseed seeds and a piece of feldspar)
Duration: Concentration (1 minute)
Saving Throw: Constitution halves

A beam of moonlight fills the area with dim light. When a creature enters the area for the first time on a turn or begins its turn in the area, it is struck by silver flames and makes a Constitution saving throw, taking 2d10 radiant damage on a failed save, or half as much on a success.

Shapechangers have disadvantage on this saving throw. On a failed save, a shapechanger is forced to take its original form while within the spell's light.

On your turn, you may use an action to move the beam 60 feet in any direction.

Cast at Higher Levels. The damage increases by 1d10 for each slot level above 2nd.

Rare: Nevard's Cursed Moonbeam. An ominous moon of darkness appears above the target location. The cursed moon emanates no light and deals necrotic damage as grasping shadows tear into creatures in the spell's area. On a failed saving throw, a creature's speed is halved until the start of its next turn.

Celestial creatures have disadvantage on this saving throw.

Move Earth

6th-level (transmutation; earth, nature, terrain, utility)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: Square of clay, dirt, or sand up to 40 feet on a side
Components: V, S, M (iron blade and a bag of mixed soils)
Duration: Concentration (2 hours)

You reshape the area, changing its elevation or creating and eliminating holes, walls, and pillars. The only limitation is that the elevation change may not exceed half the area's horizontal dimensions. For example, affecting a 40-by-40 area allows you to include 20 foot high pillars, holes 20 feet deep, and changes in terrain elevation of 20 feet or less. Changes that result in unstable terrain are subject to collapse.

Changes take 10 minutes to complete, after which you can choose another area to affect. Due to the slow speed of transformation, it is nearly impossible for creatures to be hurt or captured by the spell.

This spell has no effect on stone, objects crafted from stone, or plants, though these objects will shift based on changes in the area.

Rare: Vorax-Hul's Holey Move Earth. The spell's duration is instantaneous and it no longer requires your concentration. You affect up to 4 areas but only make caverns or holes (determined at the time of casting), each of which must be 20-foot cubes or smaller.

Nondetection

3rd-level (abjuration; arcane, negation, obscurement, scrying, utility)
Classes: Bard, wizard
Casting Time: 1 action
Range: Touch
Target: Creature, place or object
Components: V, S, M (25 gold worth of diamond dust, consumed by the spell)
Duration: 8 hours

The target is hidden from divination magic and cannot be perceived by magical scrying sensors. When used on a place or object, the spell only works if the target is no larger than 10 feet in any given dimension.

Passwall

5th-level (transmutation; arcane, terrain, utility)
Classes: Wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: Plaster, stone, or wooden surface
Components: V, S, M (sesame seeds)
Duration: 1 hour

Until the spell ends, you create a passage extending into the target surface. When creating the passage you define its dimensions, as long as they do not exceed

5 feet in width, 8 feet in height, or 20 feet in depth. The appearance of the passage has no effect on the stability of the surrounding environment.

Any creatures or objects within the passage when the spell ends are expelled without harm into unoccupied spaces near where the spell was cast.

Rare: Ravjahani's Trapped Passwall. Within a number of rounds equal to your proficiency bonus, the passage left by this spell (which can be as minimal as an inch depression) becomes trapped. Choose one of the following.

Slippy. One side of the passage is covered in slippery soap. When a creature enters the passage's area or first moves through the area on a turn it must make a Dexterity saving throw or fall prone.

Sticky. Goo covers one side of the passage, making it difficult terrain.

Subtle. An illusion covers the passage making it appear as if nothing has happened to the target surface. The illusion does not hold up to physical inspection. A creature that tries to push against the illusion, for example, instead passes straight through the figment. To see through your illusion without such an inspection, a creature must use its action to make an Investigation check against your spell save DC.

Pass Without Trace

2nd-level (abjuration; nature, obscurement, utility)
Classes: Druid
Casting Time: 1 action
Range: Self
Area: 30-foot radius
Components: V, S, M (ashes of mistletoe and spruce)
Duration: Concentration (1 hour)

You and allies within the area gain advantage and an expertise die on Dexterity (Stealth) checks as an aura of secrecy enshrouds you. Creatures in the area leave behind no evidence of their passage.

Pestilence

Cantrip (conjuration; nature, summoning)
Classes: Cleric, druid, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Area: 10-foot sphere
Components: V, S
Duration: Concentration (1 minute)
Saving Throws: Constitution negates

A swarm of insects fills the area. Creatures that begin their turn within the spell's area or who enter the area for the first time on their turn must make a Constitution saving throw or take 1d4 piercing damage. The pests also ravage any unattended organic material within their radius, such as plant, wood, or fabric.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 10th level (3d4), and 15th level (4d4).

Phantasmal Killer

4th-level (illusion; arcane, fear, psychic)
Classes: Wizard
Casting Time: 1 action
Range: Long (120 Feet)
Target: One creature
Components: V, S
Duration: Concentration (1 minute)
Saving Throws: Wisdom (special)

You create an illusion that invokes the target's deepest fears. Only the target can see this illusion. When the spell is cast and at the end of each of its turns, the target makes a Wisdom saving throw or takes 4d10 psychic damage and becomes frightened. The spell ends early when the target succeeds on its saving throw. A target that succeeds on its initial saving throw takes half damage.

Cast at Higher Levels. The damage increases by 1d10 for each slot level above the 4th.

Rare: Aurana's Creeping Phantasmal Killer. When a target succeeds on its saving throw you may choose a new target for the spell. That target must make its own saving throw, and on a failure the spell continues without the expenditure of an additional spell slot, using the same duration.

Rare: Aurana's Draining Phantasmal Killer. When a target is damaged by this spell, you regain a number of hit points equal to half the damage dealt.

Phantasmal Talons

1st-level (enchantment; psychic, unarmed)
Classes: Bard, warlock
Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration (1 minute)

You silently clench your hand into a claw and invisible talons of pure will sprout from your fingers. The talons do not interact with physical matter, but rip viciously at the psyche of any creature struck by them. For the duration, your unarmed strikes gain the finesse property and deal psychic damage. In addition, if your unarmed strike normally deals less than 1d4 damage, it instead deals 1d4 damage.

Phantom Steed

3rd-level (illusion; arcane, movement, summoning, utility)
Classes: Wizard
Casting Time: 1 minute (ritual)
Range: Short (30 feet)
Components: V, S
Duration: 1 hour

You create an illusory Large creature with an appearance determined by you that comes into being with all the necessary equipment needed to use it as a mount. This equipment vanishes when more than 10 feet away from the creature.

You or any creature you allow may ride the steed, which uses the statistics for a riding horse but has a Speed of 100 feet and travels at 10 miles per hour at a steady pace (13 miles per hour at a fast pace).

The steed vanishes if it takes damage (disappearing instantly) or you use an action to dismiss it (fading away, giving the rider 1 minute to dismount).

Rare: Cavel's Carting Phantom Steed. Instead of conjuring a mount, you conjure a Large vehicle such as a boat, wagon, or cart. You decide on its appearance. If the vehicle normally requires horses, quasi-real beasts with an appearance of your choosing are conjured along with it. The vehicle can transport up to 6 Medium creatures.

Rare: Kasvarina's Stalwart Phantom Steed. If the steed takes damage and disappears, you can use an action to resummon it as long as you are not in combat and the original duration has not passed. The steed follows all other restrictions of the original spell.



Planar Ally

6th-level (conjuration; divine, planar, summoning)
Classes: Cleric, warlock
Casting Time: 10 minutes
Range: Medium (60 feet)
Components: V, S
Duration: Instantaneous

An entity from beyond the realm material answers your call for assistance. You must know this entity whether it is holy, unholy, or beyond the bounds of mortal comprehension. The entity sends forth a servant loyal to it to aid you in your endeavors. If you have a specific servant in mind you may speak its name during the casting, but ultimately who is sent to answer your call is the entity's decision.

The creature that appears (a celestial, elemental, fey, or fiend), is under no compulsion to behave in any particular way other than how its nature and personality direct it. Any request made of the creature, simple or complex, requires an equal

amount of payment which you must bargain with the creature to ascertain. The creature can request either items, sacrifices, or services in exchange for its assistance. A creature that you cannot communicate with cannot be bargained with.

A task that can be completed in minutes is worth 100 gold per minute, a task that requires hours is worth 1,000 gold per hour, and a task requiring days is worth 10,000 gold per day (the creature can only accept tasks contained within a 10 day timeframe). A creature can often be persuaded to lower or raise prices depending on how a task aligns with its personality and the goals of its master—some require no payment at all if the task is deemed worthy. Additionally, a task that poses little or no risk only requires half the usual amount of payment, and an extremely dangerous task might call for double the usual payment. Still, only extreme circumstances will cause a creature summoned this way to accept tasks with a near certain result of death.

A creature returns to its place of origin when a task is completed or if you fail to negotiate an agreeable task and payment. Should a creature join your party, it counts as a member of the group and receives a full portion of any experience gained.

Rare: Leska's Forbidden Planar Ally. The spell allows the summoning of an aberration.

Rare: Roav's Cruel Planar Ally. The creature summoned by this spell is always a fiend linked to you. The bargaining costs for all requests made with the fiend are halved, but in exchange the fiend uses the link to gain advantage on saving throws and checks made to avoid being banished or bound, it has resistance to all damage, and each time the fiend takes damage you take an equal amount of damage. Damage inflicted by this spell cannot kill you.

Planar Binding

5th-level (abjuration; arcane, compulsion, divine, nature, planar, utility)

Classes: Bard, cleric, druid, wizard
Casting Time: 1 hour
Range: Medium (60 feet)
Target: One celestial, elemental, fey, or fiend
Components: V, S, M (jewel worth at least 1,000 gold, consumed by the spell)
Duration: 24 hours
Saving Throw: Charisma negates

The target must remain within range for the entire casting of the spell (usually by means of a *magic circle* spell). Until the spell ends, you force the target to serve you. If the target was summoned through some other means, like a spell, the duration of the original spell is extended to match this spell's duration.

Once it is bound to you the target serves as best it can and follows your orders, but only to the letter of the instruction. A hostile or malevolent target actively seeks to take any advantage of errant phrasing to suit its nature. When a target completes a task you've assigned to it, if you are on the same plane of existence the target travels back to you to report it has done so. Otherwise, it returns to where it was bound and remains there until the spell ends.

Cast at Higher Levels. When using a 6th-level spell slot, its duration increases to 10 days. When using a 7th-level spell slot, its duration increases to 30 days. When using an 8th-level spell slot, its duration increases to 180 days. When using a 9th-level spell slot, its duration increases to a year and a day.

Rare: Leska's Star Sign Planar Binding. The spell can also target an aberration.

Plane Shift

7th-level (conjuration; arcane, divine, nature, planar, teleportation, utility)

Classes: Cleric, druid, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One creature, or you and up to 8 willing creatures linking hands in a circle
Components: V, S, M (metal rod attuned to a particular plane of existence worth 250 gold)
Duration: Instantaneous or Concentration (1 minute)

Willing targets are transported to a plane of existence that you choose. If the destination is generally described, targets arrive near that destination in a location chosen by the Narrator. If you know the correct sequence of an existing teleportation circle (see *teleportation circle*), you can choose it as the destination (when the designated circle is too small

for all targets to fit, any additional targets are shunted to the closest unoccupied spaces).

Alternatively this spell can be used offensively to banish an unwilling target. You make a melee spell attack and on a hit the target makes a Charisma saving throw or is transported to a random location on a plane of existence that you choose. Once transported, you must spend 1 minute concentrating on this spell or the target returns to the last space it occupied (otherwise it must find its own way back).

Plant Growth

3rd-level (transmutation; nature, plants, terrain)
Classes: Bard, druid
Casting Time: 1 action (rapid) or 8 hours (enlarged)
Range: Long (120 feet)
Area: 100-foot radius (rapid) or half-mile radius (enlarged)
Components: V, S
Duration: Instantaneous

You channel vitality into vegetation to achieve one of the following effects, chosen when casting the spell.

Enlarged: Plants in the area are greatly enriched. Any harvests of the affected plants provide twice as much food as normal.

Rapid: All nonmagical plants in the area surge with the power of life. A creature that moves through the area must spend 4 feet of movement for every foot it moves. You can exclude one or more areas of any size from being affected.

Rare: Nevard's Overwhelming Plant Growth. This spell doesn't require the presence of pre-existing vegetation to take effect, but must use the Rapid option, and plants that appear only last for a day before fading away.

Poison Skin

3rd-level (abjuration; nature, poison, protection)
Classes: Druid, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (handful of frog spawn)
Duration: Concentration (10 minutes)

The target becomes poisonous to the touch. Until the spell ends, whenever a creature within 5 feet of the target damages the target with a melee weapon attack, the creature makes a Constitution saving throw. On a failed save, the creature becomes poisoned and takes 1d6 ongoing poison damage. A poisoned creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

The target of the spell also becomes bright and multicolored like a poisonous dart frog, giving it disadvantage on Dexterity (Stealth) checks.

Cast at Higher Levels. The target's skin is also covered in mucus, giving it advantage on saving throws and checks made to resist being grappled or restrained. In addition, the damage increases by 1d6 for each slot level above 3rd.

Polymorph

4th-level (transmutation; affliction, arcane, beasts, nature, shapechanging, transformation)
Classes: Bard, druid, sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature with at least 1 hit point that is not a shapechanger
Components: V, S, M (cocoon)
Duration: Concentration (1 hour)
Saving Throw: Wisdom negates

The target's body is transformed into a beast with a Challenge Rating equal to or less than its own. If the target doesn't have a Challenge Rating, use its level.

Until the spell ends or it is dropped to 0 hit points, the target's game statistics (including its hit points and mental ability scores) are replaced by the statistics of the chosen beast. The target is limited to actions that it is physically capable of doing, and it can't speak or cast spells. The target's gear melds into the new form. Equipment that merges with a target's form has no effect until it leaves the form.

When the target reverts to its normal form, it returns to the number of hit points it had before it transformed. If the spell's effects on the target end early from dropping to 0 hit points, any excess damage carries over to its normal form and knocks it unconscious if the damage reduces it to 0 hit points.

Power Word Kill

9th-level (enchantment; arcane, attack)
Classes: *Bard, sorcerer, warlock, wizard*
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V
Duration: Instantaneous

With but a word you snuff out the target's life and it immediately dies. If you cast this on a creature with more than 100 hit points, it takes 50 hit points of damage.

Rare: Roav's Sacrificial Power Word Kill. When a target dies from the effects of this spell, you may use its life force to save yourself. For the next 8 hours, the first time you would drop to 0 hit points or be outright killed, you instead drop to 1 hit point. Once this effect is used, the life force is expended and the effect ends.

Power Word Stun

8th-level (enchantment; affliction, arcane)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V
Duration: Instantaneous
Saving Throws: Constitution (special)

You utter a powerful word that stuns a target with 150 hit points or less. At the end of the target's turn, it makes a Constitution saving throw to end the effect. If the target has more than 150 hit points, it is instead rattled until the end of its next turn.

Rare: Kreven's Maiming Power Word Stun. When a target succeeds on its saving throw, its movement is halved and it is either blinded or deafened (your choice) until the end of its next turn.

Prayer of Healing

2nd-level (evocation; divine, good, healing)
Classes: Cleric
Casting Time: 10 minutes
Range: Short (30 feet)
Target: Up to six creatures that are not constructs or undead
Components: V
Duration: Instantaneous

The targets regain hit points equal to 2d8 + your spellcasting ability modifier.

Cast at Higher Levels. The hit points regained increase by 1d8 for each slot level above 2nd.

Rare: Komanov's Fell Prayer of Healing. After casting this spell, the targets gain temporary hit points equal to the amount healed as a tenuous connection to dark entities increases their tolerance to pain.

Prestidigitation

Cantrip (transmutation; arcane, utility)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 bonus action
Range: Short (30 feet)
Components: V, S
Duration: Up to 1 hour

You wield arcane energies to produce minor effects. Choose one of the following:

- create a single burst of magic that manifests to one of the senses (for example a burst of sound, sparks, or an odd odor).
- clean or soil an object of 1 cubic foot or less.
- light or snuff a flame.
- chill, warm, or flavor nonliving material of 1 cubic foot or less for 1 hour.
- color or mark an object or surface for 1 hour.
- create an ordinary trinket or illusionary image that fits in your hand and lasts for 1 round.

You may cast this spell multiple times, though only three effects may be active at a time. Dismissing each effect requires an action.

Prismatic Spray

7th-level (evocation; arcane, prismatic)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: 60-foot cone
Components: V, S
Duration: Instantaneous
Saving Throw: Dexterity halves damage or negates a condition

You unleash 8 rays of light, each with a different purpose and effect. For each target in the area, roll a d8 to determine the ray that affects it.

1—*Red:* The target takes 10d6 fire damage.

2—*Orange:* The target takes 10d6 acid damage.

3—*Yellow:* The target takes 10d6 lightning damage.

4—*Green:* The target takes 10d6 poison damage.

5—*Blue:* The target takes 10d6 cold damage.

6—*Indigo:* The target is restrained and at the end of each of its turns it makes a Constitution saving throw. Once it accumulates two failed saves it permanently turns to stone, or when it accumulates two successful saves the effect ends.

7—*Violet:* The target is blinded. At the start of your next turn, the target makes a Wisdom saving throw, ending the effect on a success. On a failed save, the target is banished to another random plane and is no longer blind. If it originated from another plane it returns there, while other creatures are generally cast into the Astral Plane or Ethereal Plane.

8—*Special:* The target is hit by two rays. Roll a d8 twice to determine which rays, rerolling any 8s.

Prismatic Wall

9th-level (abjuration; arcane, prismatic, protection)

Classes: Wizard

Casting Time: 1 action

Range: Medium (60 feet)

Area: 15-foot radius sphere, or 90-foot long wall that is 30 feet high and 1 inch thick

Components: V, S

Duration: 10 minutes

You create a nontransparent barrier of prismatic energy that sheds bright light in a 100-foot radius and dim light for an additional 100 feet. You and creatures you choose at the time of casting are immune to the barrier's effects and may pass through it at will.

The barrier can be created as either a vertical wall or a sphere. If the wall intersects a space occupied by a creature the spell fails, you lose your action, and the spell slot is wasted.

When a creature that can see the barrier moves within 20 feet of the area or starts its turn within 20 feet of the area, it makes a Constitution saving throw or it is blinded for 1 minute.

The wall has 7 layers, each layer of a different color in order from red to violet. Once a layer is destroyed, it is gone for the duration of the spell. To pass or reach through the barrier a creature does so one layer at a time and must make a Dexterity saving throw for each layer or be subjected to that layer's effects. On a successful save, any damage taken from a layer is reduced by half.

A *rod of cancellation* can destroy a *prismatic wall*, but an *antimagic field* has no effect.

Red: The creature takes 10d6 fire damage. While active, nonmagical ranged attacks can't penetrate the barrier. The layer is destroyed by 25 cold damage.

Orange: The creature takes 10d6 acid damage. While active, magical ranged attacks can't penetrate the barrier. The layer is destroyed by strong winds.

Yellow: The creature takes 10d6 lightning damage. This layer is destroyed by 60 force damage.

Green: The creature takes 10d6 poison damage. A *passwall* spell, or any spell of equal or greater level which can create a portal on a solid surface, destroys the layer.

Blue: The creature takes 10d6 cold damage. This layer is destroyed by 25 fire damage.

Indigo: The creature is restrained and makes a Constitution saving throw at the end of each of its turns. Once it accumulates three failed saves it permanently turns to stone, or when it accumulates three successful saves the effect ends. This layer can be destroyed by bright light, such as that created by the *daylight* spell or a spell of equal or greater level.

Violet: The creature is blinded. At the start of your next turn, the creature makes a Wisdom saving throw, ending the effect on a success. On a failed save, the creature is banished to

another random plane and is no longer blind. If it originated from another plane it returns there, while other creatures are generally cast into the Astral Plane or Ethereal Plane. This layer can be destroyed by *dispel magic* or a similar spell of equal or greater level capable of ending spells or magical effects.

Private Sanctum

4th-level (abjuration; arcane, obscurement, scrying, utility)
Classes: Wizard
Casting Time: 10 minutes
Range: Long (120 feet)
Area: Cube of at least 5-feet or up to 100-feet
Components: V, S, M (sheet of lead, piece of glass, wad of cotton or cloth, powdered chrysolite)
Duration: 24 Hours



You increase the magical security in an area, choosing one or more of the following:

- sound cannot pass the edge of the area.
- light and vision cannot pass the edge of the area.
- sensors created by divination spells can neither enter the area nor appear within it.
- creatures within the area cannot be targeted by divination spells.
- nothing can teleport into or out of the area.
- planar travel is impossible within the area.

Casting this spell on the same area every day for a year makes the duration permanent.

Cast at Higher Levels. Increase the size of the sanctum by up to 100 feet for each slot level above 4th.

Produce Flame

Cantrip (conjuration; attack, fire, nature, utility)
Classes: Druid
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You create a flame in your hand which lasts until the spell ends and does no harm to you or your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

The spell ends when you dismiss it, cast it again, or attack with the flame. As part of casting the spell or as an action on a following turn, you can fling the flame at a creature within 30 feet, making a ranged spell attack that deals 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Rare: Sidoneth's Charged Produce Flame. You conjure a ball of lightning in your hand instead of flame. The ball of lightning produces bright light in a 20-foot radius and dim light for an additional 10 feet, and when flung deals lightning damage instead of fire damage.

Programmed Illusion

6th-level (illusion; arcane, senses)
Classes: Bard, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 30-foot cube
Components: V, S, M (some fleece and jade dust worth 25 gold)
Duration: Until dispelled

You craft an illusory object, creature, or other effect which executes a scripted performance when a specific condition is met within 30 feet of the area. You must describe both the condition and the details of the performance upon casting. The trigger must be based on something that can be seen or heard.

Once the illusion triggers, it runs its performance for up to 5 minutes before it disappears and goes dormant for 10 minutes. The illusion is undetectable until then and only reactivates when the condition is triggered and after the dormant period has passed.

A creature can use an action to attempt an Investigation check against your spell save DC to reveal the spell's illusory nature. Physical interactions reveal the illusion for what it is as things can pass through it with ease. A creature aware of the illusion perceives the image as transparent and the sounds it generates hollow.

Project Image

7th-level (illusion; arcane, chaos, senses)
Classes: Bard, wizard
Casting Time: 1 action
Range: Special (500 miles)
Components: V, S, M (replica of yourself made from materials worth 5 gold)
Duration: Concentration (1 day)

You create an illusory duplicate of yourself that looks and sounds like you but is intangible. The duplicate can appear anywhere within range as long as you have seen the space before (it ignores any obstacles in the way).

You can use an action to move this duplicate up to twice your Speed and make it speak and behave in whatever way you choose, mimicking your mannerism with perfect accuracy. You can use a bonus action to see through your duplicate's eyes and hear through its ears until the beginning of your next turn. During this time, you are blind and deaf to your body's surroundings.

A creature can use an action to attempt an Investigation check against your spell save DC to reveal the spell's illusory nature. Physical interactions reveal the illusion for what it is as things can pass through it with ease. A creature aware of the illusion perceives the image as transparent and the sounds it generates hollow.



Protection from Energy

2nd-level (abjuration; arcane, divine, protection)
Classes: Cleric, druid, sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S
Duration: Concentration (1 minute)

Until the spell ends, the target has resistance to one of the following damage types: acid, cold, fire, lightning, thunder.

Cast at Higher Levels. For each slot level above 2nd, the target gains resistance to one additional type of damage listed above, with a maximum number equal to your spellcasting ability modifier.

Protection from Evil and Good

1st-level (abjuration; arcane, divine, protection)
Classes: Cleric, herald, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature

Components: V, S, M (holy water or powdered silver and iron, consumed by the spell)
Duration: Concentration (10 minutes)

The target is protected against the following types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. Creatures of those types have disadvantage on attack rolls against the target and are unable to charm, frighten, or possess the target. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against that effect.

Protection from Poison

2nd-level (abjuration; divine, nature, negation, protection)
Classes: Druid, herald
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S
Duration: 1 hour

The target has advantage on saving throws against being poisoned and resistance to poison damage. Additionally, if the target is poisoned, you negate one poison affecting it. If more than one poison affects the target, you negate one poison you know is present (otherwise you negate one at random).

Purify Food and Drink

1st-level (transmutation; divine, nature, negation)
Classes: Druid, herald
Casting Time: 1 action (ritual)
Range: Short (30 feet)
Area: 5-foot radius sphere
Components: V, S
Duration: Instantaneous

You remove all poison and disease from a number of Supply equal to your proficiency bonus.

Cast at Higher Levels. Remove all poison and disease from an additional Supply for each slot level above 1st.

Rage of the Meek

4th-level (transmutation; force, protection)
Classes: Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, M (bauble, curio, or toy worth at least 20 gold, consumed by the spell)
Duration: 1 minute

You unleash the discipline of your magical training and let arcane power burn from your fists, consuming the material components of the spell. Until the spell ends you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and on each of your turns you can use an action to make a melee spell attack against a target within 5 feet that deals 4d8 force damage on a successful hit.

For the duration, you cannot cast other spells or concentrate on other spells. The spell ends early if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end this spell early on your turn as a bonus action.

Cast at Higher Levels. When using a spell slot of 5th- or 6th-level, the damage increases to 5d8. When using a spell slot of 7th- or 8th-level, the damage increases to 6d8. When using a spell slot of 9th-level, the damage increases to 7d8.

Raise Dead

5th-level (necromancy; divine, healing)
Classes: Bard, cleric, herald
Casting Time: 1 hour
Range: Touch
Target: One creature that died within the last 10 days
Components: V, S, M (diamond worth at least 500 gold, consumed by the spell)
Duration: Instantaneous

You return the target to life, provided its soul is willing and able to return to its body. The creature returns to life with 1 hit point. The spell cannot return an undead creature to life.

The spell cures any poisons and nonmagical diseases that affected the creature at the time of death. It does not remove any magical diseases, curses, or other magical effects; these must be removed prior to the spell being cast, otherwise they immediately take effect when the creature returns to life.

Undeath and Resurrection

The act of creating or becoming undead is a matter of powerful magic and not something that can be easily undone. Typically the answer to a problematic undead creature is "*kill it*," but restoring it to life — true life, not a twisted mockery — can be a possibility for particularly crafty or moral adventurers. This should not be a simple process but those looking to undertake it can potentially levy resurrection magic like *raise dead* in conjunction with other spells, ancient rituals, rare components, and the like to restore a desecrated body without destroying it, then return the lost (or corrupted) soul to its rightful state.

The spell does not regrow limbs or organs, and it automatically fails if the target is missing any body parts necessary for life (like its heart or head).

Being raised from the dead takes a toll on the body, mind, and spirit. The target suffers 3 levels of fatigue and strife. At the conclusion of each long rest, the target removes one level of fatigue and strife until the target completely recovers.

Raise Hell

9th-level (transmutation; evil, terrain)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Self
Area: Up to a 300-foot sphere
Components: V, S, M (drop of blood from a fallen angel, consumed by the spell)
Duration: Concentration (24 hours)

You transform the land around you into a blasted hellscape. When you cast the spell, all nonmagical vegetation in the area immediately dies. In addition, you can create any of the following effects within the area. Fiends are immune to these effects, as are any creatures you specify at the time you cast the spell. A successful *dispel magic* ends a single effect, not the entire area.

Brimstone Rubble. You can fill any number of unoccupied 5-foot squares in the area with smoldering brimstone. These spaces become difficult terrain. A creature that enters an affected square or starts its turn there takes 2d10 fire damage.

Field of Fear. Dread pervades the entire area. A creature that starts its turn in the area must make a successful Wisdom saving throw or be frightened until the start its next turn. While frightened, a creature must take the Dash action to escape the area by the safest available route on each of its turns. On a successful save, the creature becomes immune to this effect for 24 hours.

Spawning Pits. The ground opens to create up to 6 pits filled with poisonous bile. Each pit fills a 10-foot cube that drops beneath the ground. When this spell is cast, any creature whose space is on a pit may make a Dexterity saving throw, moving to an unoccupied space next to the pit on a success. A creature that enters a pit or starts its turn there takes 15d6 poison damage, or half as much damage on a successful Constitution saving throw. A creature reduced to 0 hit points by this damage immediately dies and rises as a lemure at the start of its next turn. Lemures created this way obey your verbal commands, but they disappear when the spell ends or if they leave the area for any reason.

Unhallowed Spires. Up to four spires of black ice rise from the ground in unoccupied 10-foot squares within the area. Each spire can be up to 66 feet tall and is immune to all damage and magical effects. Whenever a creature within 30 feet of a spire would regain hit points, it does not regain hit points and instead takes 3d6 necrotic damage.

If you maintain concentration on the spell for the full duration, the effects are permanent until dispelled.

Ray of Enfeeblement

2nd-level (necromancy; arcane, necrotic)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: Concentration (1 minute)
Saving Throw: Strength (special)

A black ray of necrotic energy shoots from your fingertip. Make a ranged spell attack against the target. On a hit, the target is weakened and only deals half damage with weapon attacks that use Strength.

At the end of each of the target's turns, it can make a Strength saving throw, ending the spell on a success.

Ray of Frost

Cantrip (evocation; arcane, cold, movement)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: Instantaneous

An icy beam shoots from your outstretched fingers. Make a ranged spell attack. On a hit, you deal 1d8 cold damage and reduce the target's Speed by 10 feet until the start of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Rare: Gabal's Frigid Ray of Frost. A target that takes 20 or more damage from this spell reduces its Speed to 0 and becomes rattled until the beginning of your next turn as the cold penetrates to its very core.

Regenerate

7th-level (transmutation; divine, healing, nature)
Classes: Bard, cleric, druid
Casting Time: 1 minute
Range: Touch
Target: One creature
Components: V, S, M (prayer wheel and holy water)
Duration: 1 hour

You touch a creature, causing its body to spontaneously heal itself. The target immediately regains 4d8 + 15 hit points and regains 10 hit points per minute (1 hit point at the start of each of its turns).

If the target is missing any body parts, the lost parts are restored after 2 minutes. If a severed part is held against the stump, the limb instantaneously reattaches itself.

Reincarnate

5th-level (transmutation; healing, nature, transformation)
Classes: Druid
Casting Time: 1 hour
Range: Touch
Target: One dead humanoid or piece of a dead humanoid (dead no more than 10 days)
Components: V, S, M (rare oils and unguents worth at least 1,000 gold, consumed by the spell)
Duration: Instantaneous

You return the target to life, provided the target's soul is willing and able to return to its body. If you only have a piece of the target, the spell reforms a new adult body for the soul to inhabit. Once reincarnated the target remembers everything from its former life, and retains all its proficiencies, cultural traits, and class features. The target's heritage traits change according to its new form. The Narrator chooses the form of the new body, or rolls on Table: Reincarnation.

TABLE: REINCARNATION

D100	HERITAGE
1–04	Dragonborn
05–21	Dwarf
22–42	Elf
43–52	Gnome
53–60	Orc
61–76	Halfling
77–88	Human
89–93	Planetouched
94–100	Mixed Heritage (page 23)

Remove Curse

3rd-level (abjuration; arcane, divine, negation)
Classes: Herald, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One creature or object
Components: V, S
Duration: Instantaneous

This spell ends a curse inflicted with a spell slot of 3rd-level or lower. If the curse was instead inflicted by a feature or trait, the spell ends a curse inflicted by a creature of Challenge Rating 6 or lower. If cast on a cursed object of Rare or lesser rarity, this spell breaks the owner's attunement to the item (although it does not end the curse on the object).

Cast at Higher Levels. For each slot level above 3rd, the spell ends a curse inflicted either by a spell one level higher or by a creature with a Challenge Rating two higher. When using a 6th-level spell slot, the spell breaks the owner's attunement to a Very Rare item. When using a 9th-level spell slot, the spell breaks the owner's attunement to a Legendary item.

Resilient Sphere

4th-level (evocation; arcane, protection)
Classes: Wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature or object of Large size or smaller
Components: V, S, M (spherical piece of clear crystal)
Duration: Concentration (1 minute)
Saving Throw: Dexterity negates

A transparent sphere of force encloses the target. The sphere is weightless and just large enough for the target to fit inside. The sphere can be destroyed without harming anyone inside by being dealt at least 15 force damage at once or by being targeted with a *dispel magic* spell cast using a 4th-level or higher spell slot. The sphere is immune to all other damage, and no spell effects, physical objects, or anything else can pass through, though a target can breathe while inside it. The target cannot be damaged by any attacks or effects originating from outside the sphere, and the target cannot damage anything outside of it.

The target can use an action to roll the sphere at half its Speed. Similarly, the sphere can be picked up and moved by other creatures.

Resistance

Cantrip (abjuration; nature, protection)
Classes: Druid, herald
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S, M (a miniature cloak)
Duration: Concentration (1 minute)

The target gains an expertise die to one saving throw of its choice, ending the spell. The expertise die can be rolled before or after the saving throw is made.

Resurrection

7th-level (necromancy; divine, healing)
Classes: Bard, cleric
Casting Time: 1 hour
Range: Touch
Target: One creature that died within the last century from something other than old age
Components: V, S, M (diamond worth at least 2,500 gold, consumed by the spell)
Duration: Instantaneous

Provided the target's soul is willing and able to return to its body, so long as it is not undead it returns to life with all of its hit points.

The spell cures any poisons and nonmagical diseases that affected the target at the time of death. It does not remove any magical diseases, curses, or other magical effects; these must be removed prior to the spell being cast, otherwise they immediately take effect when the target returns to life. The spell closes all mortal wounds and restores any missing body parts.

Being raised from the dead takes a toll on the body, mind, and spirit. The target takes a –4 penalty to attack rolls, saving throws, and ability checks. At the conclusion of each long rest, the penalty is reduced by 1 until the target completely recovers.

Resurrecting a creature that has been dead for one year or longer is exhausting. Until you finish a long rest, you can't cast spells again and you have disadvantage on attack rolls, ability checks, and saving throws.

Reverse Gravity

7th-level (transmutation; arcane)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 50-foot radius cylinder that is 100 feet high
Components: V, S, M (lodestone and iron filings)
Duration: Concentration (1 minute)

Gravity reverses in the area. Any creatures or objects not anchored to the ground fall upward until they reach the top of the area. A creature may make a Dexterity saving throw to prevent the fall by grabbing hold of something. If a solid object (such as a ceiling) is encountered, the affected creatures and objects impact against it with the same force as a downward fall. When an object or creature reaches the top of the area, it remains suspended there until the spell ends.

When the spell ends, all affected objects and creatures fall back down.

Revivify

3rd-level (necromancy; divine, healing)
Classes: Cleric, herald
Casting Time: 1 action
Range: Touch
Target: One creature that is neither a construct nor undead which has died within the last minute
Components: V, S, M (diamonds worth 300 gold, consumed by the spell)
Duration: Instantaneous

The target returns to life with 1 hit point. The spell does not restore any missing body parts and cannot return to life a creature that died of old age.

Rope Trick

2nd-level (transmutation; arcane, planar, utility)
Classes: Wizard
Casting Time: 1 action
Range: Touch
Target: Rope that is up to 60 feet long
Components: V, S, M (braided silver chain of at least 50 gold, which the spell consumes)
Duration: 1 hour

One end of the target rope rises into the air until it hangs perpendicular to the ground. At the upper end, a nearly imperceptible entrance opens to an extradimensional space that can fit up to 8 Medium or smaller creatures. The entrance can be reached by climbing the rope. Once inside, the rope can be pulled into the extradimensional space.

No spells or attacks can cross into or out of the extradimensional space. Creatures inside the extradimensional space can see out of a 3-foot-by-5-foot window centered on its entrance. Creatures outside the space can spot the entrance with a Perception check against your spell save DC. If they can reach it, creatures can pass in and out of the space.

When the spell ends, anything inside the extradimensional space falls to the ground.

Sacred Flame

Cantrip (evocation; attack, divine, radiant)
Classes: Cleric
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V, S
Duration: Instantaneous
Saving Throw: Dexterity negates

As long as you can see the target (even if it has cover) radiant holy flame envelops it, dealing 1d8 radiant damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Rare: Komanov's Purifying Flame. When a target damaged by this spell is undead, has the Evil trait, or is vulnerable to radiant damage, it is rattled for the next minute. At the end of each of its turns, the target may make a Wisdom saving throw to end the effect on itself.

Sanctuary

1st-level (abjuration; divine, protection)
Classes: Cleric
Casting Time: 1 bonus action
Range: Short (30 feet)
Target: One creature
Components: V, S, M (silver mirror)
Duration: 1 minute

You ward a creature against intentional harm. Any creature that makes an attack against or casts a harmful spell against the target must first make a Wisdom saving throw. On a failed save, the attacking creature must choose a different creature to attack or it loses the attack or spell. This spell doesn't protect the target from area effects, such as an explosion.

This spell ends early when the target attacks or casts a spell that affects an enemy creature.

Scorching Ray

2nd-level (evocation; arcane, attack, fire)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: One or more creatures or objects
Components: V, S
Duration: Instantaneous

Three rays of blazing orange fire shoot from your fingertips. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

Cast at Higher Levels. Create an additional ray for each slot level above 2nd.

Rare: Kasvarina's Imbued Ray. The rays are a different color chosen by you and deal damage of the corresponding type: black (necrotic), blue (cold), green (acid), purple (psychic), white (lightning), yellow (poison).



Scrying

5th-level (divination; arcane, divine, nature, scrying)
Classes: Bard, cleric, druid, warlock, wizard
Casting Time: 10 minutes
Range: Self
Target: A creature on the same plane of existence as you or a location you've seen before
Components: V, S, M (focus worth at least 1,000 gold)
Duration: Concentration (10 minutes)
Saving Throw: Wisdom negates (24 hours)

You can see and hear a specific creature that you choose. The difficulty of the saving throw for this spell is modified by your knowledge of the target and whether you possess a physical item with a connection to the target.

On a failed save, you can see and hear the target through an invisible sensor that appears within 10 feet of it and moves with the target. Any creature who can see invisibility or rolls a critical success on its saving throw perceives the sensor as a fist-sized glowing orb hovering in the air. Creatures cannot see or hear you through the sensor.

If you choose to target a location, the sensor appears at that location and is immobile.

TABLE: SCRYING

KNOWLEDGE OR PHYSICAL CONNECTION	DC MODIFIER
You have heard of the target	–5
You have met the target	+0
You know the target well	+5
Likeness or picture	+2
Possession or garment	+4
Lock of hair, nail clipping, tooth, finger, true name, and so on	+10

Searing Equation

1st-level (enchantment; affliction, psychic)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Self
Area: 15-foot cone
Components: V, S

Duration: Instantaneous
Saving Throw: Intelligence halves and negates deafened

You briefly go into a magical trance and whisper an alien equation which you never fully remember once the spell is complete. Each creature in the area takes 3d4 psychic damage and is deafened for 1 round.

Creatures who are unable to hear the equation, immune to psychic damage, or who have an Intelligence score lower than 4 are immune to this spell.

Cast at Higher Levels. Creatures are deafened for 1 additional round for each slot level above 1st.

Secret Chest

4th-level (conjuration; arcane, planar, utility)
Classes: Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (chest 3 feet by 2 feet by 2 feet, constructed from materials worth at least 5,000 gold, and a Tiny replica made of the same materials worth at least 50 gold)
Duration: Instantaneous

You stash a chest and its contents on the Ethereal Plane. To do so, you must touch the chest and its Tiny replica. The chest can hold up to 12 cubic feet of nonliving matter. Food stored in the chest spoils after 1 day.

While the chest is in the Ethereal Plane, you can recall it to you at any point by using an action to touch the Tiny replica. The chest reappears in an unoccupied space on the ground within 5 feet of you. You can use an action at any time to return the chest to the Ethereal Plane so long as you are touching both the chest and its Tiny replica.

This effect ends if you cast the spell again on a different chest, if the replica is destroyed, or if you use an action to end the spell. After 60 days without being recalled, there is a cumulative 5% chance per day that the spell effect will end. If for whatever reason the spell ends while the chest is still in the Ethereal Plane, the chest and all of its contents are lost.

Seed Bomb

2nd-level (conjuration; nature, weaponry)
Classes: Druid, wizard
Casting Time: 1 action
Range: Self
Components: S, M (tumbleweed, pinecone, or sunflower head)
Duration: 1 minute

Up to four seeds appear in your hand and are infused with magic for the duration. As an action, a creature can throw one of these seeds at a point up to 60 feet away. Each creature within 5 feet of that point makes a Dexterity saving throw or takes 4d6 piercing damage. Depending on the material component used, a *seed bomb* also causes one of the following additional effects:

Pinecone. Seed shrapnel explodes outward. A creature in the area of the exploding *seed bomb* makes a Constitution saving throw or it is blinded until the end of its next turn.

Sunflower. Seeds enlarge into a blanket of pointy needles. The area affected by the exploding *seed bomb* becomes difficult terrain for the next minute.

Tumbleweed. The weeds unravel to latch around creatures. A creature in the area of the exploding *seed bomb* makes a Dexterity saving throw or it becomes grappled until the end of its next turn.

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 2nd.

Rare: Nevard's Psionic Seed Bomb. The *seed bombs* created by this spell explode with the cries of dying sproutlings and deal psychic damage instead of piercing damage.

See Invisibility

2nd-level (divination; arcane, enhancement, senses)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (pinch of powdered talc)
Duration: 1 hour

You can see invisible creatures and objects, and you can see into the Ethereal Plane. Ethereal creatures and objects appear translucent.

Seeming

5th-level (illusion; arcane, obscurement, utility)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: Any number of creatures you can see
Components: V, S
Duration: 8 hours

Until the spell ends or you use an action to dispel it, you can change the appearance of the targets. The spell disguises their clothing, weapons, and items as well as changes to their physical appearance. An unwilling target can make a Charisma saving throw to avoid being affected by the spell.

You can alter the appearance of the target as you see fit, including but not limited to: its heritage, 1 foot of height, weight, clothing, tattoos, piercings, facial features, hair style and length, skin and eye coloration, sex and any other distinguishing features. You cannot disguise the target as a creature of a different size category, and its limb structure remains the same; for example if it's bipedal, you can't use this spell to make it appear as a quadruped.

The disguise does not hold up to physical inspection. A creature that tries to grab an illusory hat, for example, finds its hand passes straight through the figment. To see through your disguise without such an inspection, a creature must use its action to make an Investigation check against your spell save DC.

Sending

3rd-level (evocation; arcane, communication, divine)
Classes: Bard, cleric, wizard
Casting Time: 1 action
Range: Unlimited
Target: One creature you are familiar with
Components: V, S, M (piece of copper wire)
Duration: 1 round

You send a message of 25 words or less to the target. It recognizes you as the sender and can reply immediately in kind. The message travels across any distance and into other planes of existence. If the target is on a different plane of existence than you, there is a 5% chance it doesn't receive your message. A target with an Intelligence score of at least 1 understands your message as you intend it (whether you share a language or not).

Sequester

7th-level (transmutation; arcane, obscurement, utility)
Classes: Wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature or object
Components: V, S, M (dust of diamonds, emeralds, rubies, and sapphires worth at least 5,000 gold, consumed by the spell)
Duration: Until dispelled

You magically hide away a willing creature or object. The target becomes invisible, and it cannot be traced or detected by divination or scrying sensors. If the target is a living creature, it falls into a state of suspended animation and stops aging.

The spell ends when the target takes damage or a condition you set occurs. The condition can be anything you choose, like a set amount of time or a specific event, but it must occur within or be visible within 1 mile of the target.

Shapechange

9th-level (transmutation; arcane, nature, shapechanging)
Classes: Druid, wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (circlet worth at least 1,500 gold placed on your head before the transformation)
Duration: Concentration (1 hour)

You assume the form of a creature of a Challenge Rating equal to or lower than your level. The creature cannot be an undead or a construct, and it must be a creature you have seen. You change into the average version of that creature, and do not gain any class levels or the Spellcasting trait.

Until the spell ends or you are dropped to 0 hit points, your game statistics (including your hit points) are replaced by the statistics of the chosen creature, though you keep your Charisma, Intelligence, and Wisdom scores. You also keep your skill and saving throw proficiencies as well as gaining the creature's. However, if you share a proficiency

with the creature, and the creature's bonus is higher than yours, you use the creature's bonus. You keep all of your features, skills, and traits gained from your class, heritage, culture, background, or other sources, and can use them as long as the creature is physically capable of doing so. You do not keep any special senses, such as darkvision, unless the creature also has them. You can only speak if the creature is typically capable of speech. You cannot use legendary actions or lair actions. Your gear melds into the new form. Equipment that merges with your form has no effect until you leave the form.

When you revert to your normal form, you return to the number of hit points you had before you transformed. If the spell's effect on you ends early from dropping to 0 hit points, any excess damage carries over to your normal form and knocks you unconscious if the damage reduces you to 0 hit points.

Until the spell ends, you can use an action to change into another form of your choice. The new form follows all the rules as the previous form, with one exception: if the new form has more hit points than your previous form, your hit points remain at their previous value.

Rare: Nevard's Malleable Form. When you cast this spell, you can choose to add an additional physical trait or change one existing trait of the form you adopt. For example, you can add the wings of a roc to the form of a rhinoceros (gaining a fly speed of 120 feet),, change the color of fur or scales, add a poisonous barb to the end of a tail, and so on.

Shatter

2nd-level (evocation; arcane, sound, thunder)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Area: 10-foot radius sphere
Components: V, S, M (silver bell or chime)
Duration: Instantaneous
Saving Throw: Constitution halves

An ear-splitting ringing sound emanates through the area. Creatures in the area take 3d8 thunder damage. A creature made of stone, metal, or other inorganic material has disadvantage on its saving throw.

Any nonmagical items within the area that are not worn or carried also take damage.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 2nd.

Shattering Barrage

2nd-level (evocation; air, terrain)
Classes: Bard, cleric, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: Up to three creatures
Components: V, S, M (handful of clean sand)
Duration: Instantaneous

You create three orbs of jagged broken glass and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each orb. On a hit, the target takes 2d4 slashing damage and the shards of broken glass remain suspended in midair, filling the area they occupy (or 5 feet of the space they occupy if the creature is Large-sized or larger) with shards of suspended broken glass. Whenever a creature enters an area of broken glass for the first time or starts its turn there, it must succeed on a Dexterity saving throw or take 2d4 slashing damage. The shards of broken glass dissolve into harmless wisps of sand and blow away after 1 minute.

Cast at Higher Levels. You create one additional orb for each slot level above 2nd.

Rare: Gabal's Persistent Shattering Barrage. The shards of broken glass do not dissolve harmlessly and instead fall, turning the area they occupy into difficult terrain.

Shield

1st-level (abjuration; arcane, protection)
Classes: Sorcerer, wizard
Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell
Range: Self
Components: V, S
Duration: 1 round

You create a shimmering arcane barrier between yourself and an oncoming attack. Until the spell ends,

you gain a +5 bonus to your AC (including against the triggering attack) and any *magic missile* targeting you is harmlessly deflected.

Shield of Faith

1st-level (abjuration; divine, protection)
Classes: Cleric, herald
Casting Time: 1 bonus action
Range: Medium (60 feet)
Target: One creature
Components: V, S, M (scrap of holy text)
Duration: Concentration (10 minutes)

Until the spell ends, a barrier of divine energy envelops the target and increases its AC by +2.

Cast at Higher Levels. The bonus to AC increases by +1 for every three slot levels above 1st.

Rare: Komanov's Radiant Shield. When a creature makes a melee attack against the target, it takes 1d6 radiant damage as the shield sparks and flares with holy power.

Shillelagh

Cantrip (transmutation; nature, transformation, weaponry)
Classes: Druid
Casting Time: 1 bonus action
Range: Touch
Target: Club or quarterstaff you are holding
Components: V, S, M (club or quarterstaff)
Duration: 1 minute

You imbue the target with nature's magical energy. Until the spell ends, the target becomes a magical weapon (if it wasn't already), its damage becomes 1d8, and you can use your spellcasting ability instead of Strength for melee attack and damage rolls made using it. The spell ends if you cast it again or let go of the target.

Shocking Grasp

Cantrip (evocation; affliction, arcane, attack, lightning)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S
Duration: Instantaneous

Electricity arcs from your hand to shock the target. Make a melee spell attack (with advantage if the target is wearing armor made of metal). On a hit, you deal 1d8 lightning damage, and the target can't take reactions until the start of its next turn as the electricity courses through its body.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Silence

2nd-level (illusion; arcane, divine, negation, senses)
Classes: Bard, cleric
Casting Time: 1 action (ritual)
Range: Long (120 feet)
Area: 20-foot radius sphere
Components: V, S
Duration: Concentration (10 minutes)

Until the spell ends, a bubble of silence envelops the area, and no sound can travel in or out of it. While in the area a creature is deafened and immune to thunder damage. Casting a spell that requires a vocalized component is impossible while within the area.

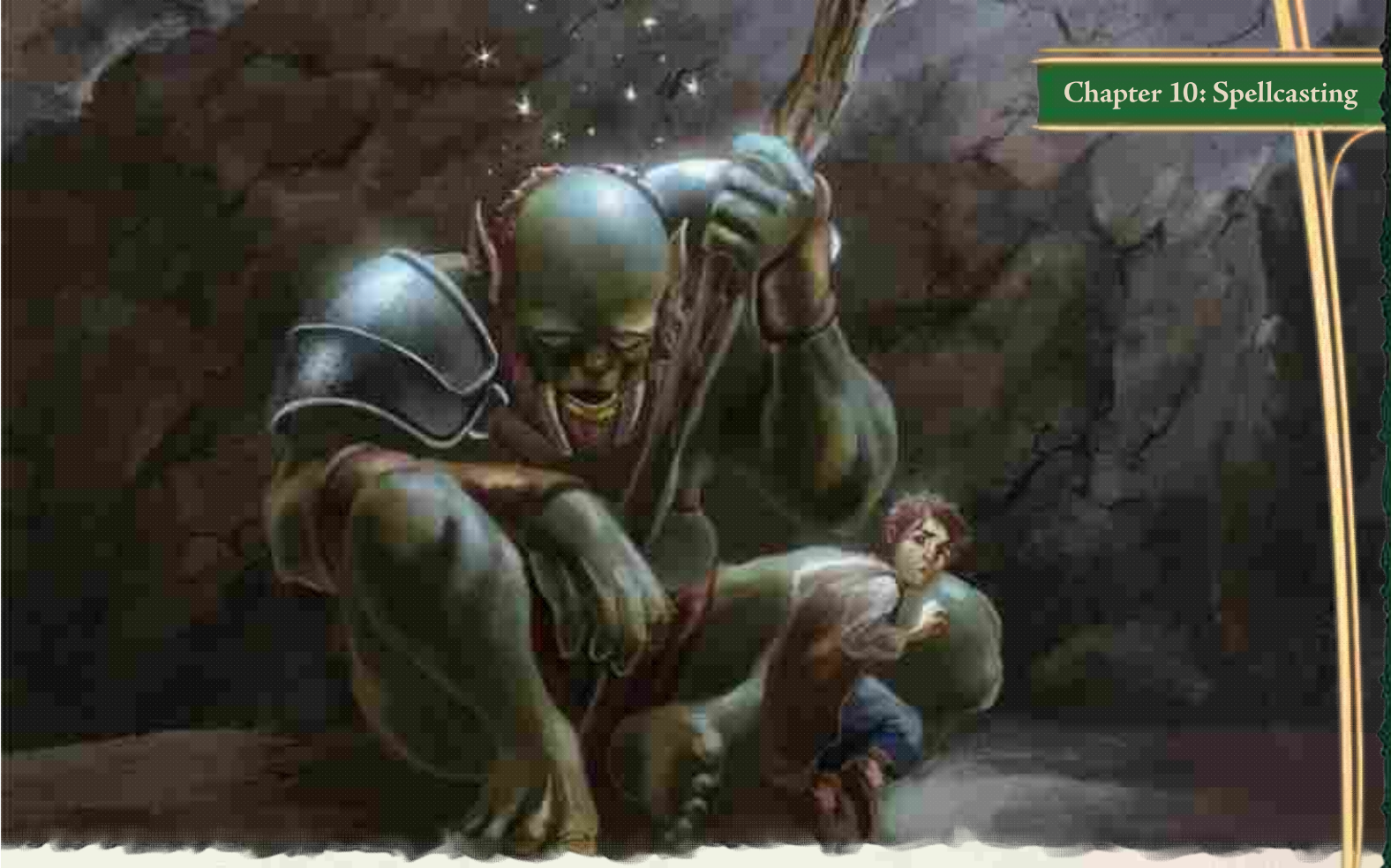
Silent Image

1st-level (illusion; arcane, senses)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: 15-foot cube
Components: V, S, M (bit of wool)
Duration: Concentration (10 minutes)

You create an illusory image of a creature, object, or other visible effect within the area. The illusion is purely visual, it cannot produce sound or smell, and items and other creatures pass through it.

As an action, you can move the image to any point within range. The image's movement can be natural and lifelike (for example, a ball will roll and a bird will fly).

A creature can spend an action to make an Investigation check against your spell save DC to determine if the image is an illusion. On a success, it is able to see through the image.



Simulacrum

7th-level (illusion; arcane, transformation)
Classes: Wizard
Casting Time: 12 hours
Range: Touch
Target: One beast or humanoid that is within range for the entire casting time
Components: V, S, M (a snow or ice copy of the target, a piece of the target's body placed inside the snow or ice, and powdered ruby worth 1,500 gold sprinkled over the duplicate, all consumed by the spell)
Duration: Until dispelled

You sculpt an illusory duplicate of the target from ice and snow. The duplicate looks exactly like the target and uses all the statistics of the original, though it is formed without any gear, and has only half of the target's hit point maximum. The duplicate is a creature, can take actions, and be affected like any other creature. If the target is able to cast spells, the duplicate cannot cast spells of 7th-level or higher.

The duplicate is friendly to you and creatures you designate. It follows your spoken commands, and moves and acts on your turn in combat. It is a static creature and it does not learn, age, or grow, so it never increases in levels and cannot regain any spent spell slots.

When the simulacrum is damaged you can repair it in an alchemy lab using components worth 100 gold per hit point it regains. The simulacrum remains until it is reduced to 0 hit points, at which point it crumbles into snow and melts away immediately.

If you cast this spell again, any existing simulacrum you have created with this spell is instantly destroyed.

Sleep

1st-level (enchantment; arcane, compulsion)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Target: 4d10 hit points worth of creatures
Area: 20-foot radius
Components: V, S, M (pinch of fine sand)
Duration: 1 minute

You send your enemies into a magical slumber. Starting with the target with the lowest hit points

(ignoring unconscious creatures), targets within the area fall unconscious in ascending order according to their hit points. Slumbering creatures stay asleep until the spell ends, they take damage, or someone uses an action to physically wake them.

As each target falls asleep, subtract its hit points from the total before moving on to the next target. A target's hit points must be equal to or less than the total remaining for the spell to have any effect.

If the spell puts no creatures to sleep, the creature in the area with the lowest hit point total is rattled until the beginning of its next turn.

Constructs and undead are not affected by this spell.

Cast at Higher Levels. The spell affects an additional 2d10 hit points worth of creatures for each slot level above 1st.

Sleet Storm

2nd-level (conjuration; cold, nature, terrain, weather)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 40-foot radius cylinder that is 20 feet high
Components: V, S, M (few drops of melted snow)
Duration: Concentration (1 minute)

You conjure a storm of freezing rain and sleet in the area. The ground in the area is covered with slick ice that makes it difficult terrain, exposed flames in the area are doused, and the area is heavily obscured. When a creature enters the area for the first time on a turn or starts its turn there, it makes a Dexterity saving throw or falls prone.

When a creature concentrating on a spell starts its turn in the area or first enters into the area on a turn, it makes a Constitution saving throw or loses concentration.

Slow

3rd-level (transmutation; arcane, movement, negation, time)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: Up to six creatures of your choice
Area: 40-foot cube
Components: V, S, M (drop of molasses)
Duration: Concentration (1 minute)
Saving Throw: Wisdom negates

You alter the flow of time around your targets and they become slowed. On a successful saving throw, a target is rattled until the end of its next turn.

In addition, if a slowed target casts a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the target doesn't finish casting the spell until its next turn. The target must use its action on that turn to complete the spell or the spell fails.

At the end of each of its turns, a slowed target repeats the saving throw to end the spell's effect on it.

Soulwrought Fists

2nd-level (transmutation; enhancement, transformation, unarmed, weaponry)
Classes: Cleric, sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (handful of iron filings)
Duration: Concentration (1 minute)
Saving Throw: Constitution negates

The target's hands harden with inner power, turning dexterous fingers into magical iron cudgels. Until the spell ends, the target drops anything it is holding and cannot use its hands to grasp objects or perform complex tasks. A target can still cast any spell that does not specifically require its hands. When making unarmed strikes, the target can use its spellcasting ability or Dexterity (its choice) instead of Strength for the attack and damage rolls of unarmed strikes. In addition, the target's unarmed strikes deal 1d8 bludgeoning damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Spare the Dying

Cantrip (necromancy; divine, healing)
Classes: Cleric
Casting Time: 1 action
Range: Touch
Target: One living creature with 0 hit points
Components: V, S
Duration: Instantaneous

A jolt of healing energy flows through the target and it becomes stable.

Rare: Komanov's Costly Spare the Dying. For the next 3 rounds, at the start of its turn the target rolls 1d20, regaining 1 hit point on a result of 20. Whether or not it regains any hit points, for the next 24 hours the target is rattled.

Speak with Animals

1st-level (divination; beasts, communication, nature, utility)
Classes: Bard, druid
Casting Time: 1 action (ritual)
Range: Self
Components: V, S
Duration: 10 minutes

You call upon the secret lore of beasts and gain the ability to speak with them. Beasts have a different perspective of the world, and their knowledge and awareness is filtered through that perspective. At a minimum, beasts can tell you about nearby locations and monsters, including things they have recently perceived. At the Narrator's discretion, you might be able to persuade a beast to perform a small favor for you.

Rare: Nevard's Insightful Speak with Animals. So long as your spell save DC is higher than the passive Insight score of a beast you are conversing with, you can use an action to view the memories of an event the beast is describing.

Speak with Dead

3rd-level (necromancy; communication, divine, knowledge, utility)
Classes: Bard, cleric
Casting Time: 1 action
Range: Touch
Target: One corpse
Components: V, S, M (burning incense)
Duration: 10 minutes

You call forth the target's memories, animating it enough to answer 5 questions. The corpse's knowledge is limited: it knows only what it knew in life and cannot learn new information or speak about anything that has occurred since its death. It speaks only in the languages it knew, and is under no compulsion to offer a truthful answer if it has reason not to. Answers might be brief, cryptic, or repetitive.

This spell does not return a departed soul, nor does it have any effect on an undead corpse, or one without a mouth.

Speak with Plants

3rd-level (transmutation; communication, nature, plants, utility)
Classes: Bard, druid
Casting Time: 1 action
Range: Self
Target: Plants in a 30-foot radius
Components: V, S
Duration: 10 minutes

Your voice takes on a magical timbre, awakening the targets to limited sentience. Until the spell ends, the targets can communicate with you and follow simple commands, telling you about recent events including creatures that have passed, weather, and nearby locations.

The targets have a limited mobility: they can move their branches, tendrils, and stalks freely. This allows them to turn ordinary terrain into difficult terrain, or make difficult terrain caused by vegetation into ordinary terrain for the duration as vines and branches move at your request. This spell can also release a creature restrained by an *entangle* spell.

At the Narrator's discretion the targets may be able to perform other tasks, though each must remain rooted in place. If a plant creature is in the area, you can communicate with it but it is not compelled to follow your requests.

Rare: Sidoneth's Insightful Speak with Plants. So long as your spell save DC is higher than the passive Insight score of a plant you are conversing with, you can use an action to view the memories of an event the plant is describing.

Spider Climb

2nd-level (transmutation; arcane, movement, utility)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature

Components: V, S, M (cobweb and small wooden shoe)
Duration: Concentration (1 hour)

The target gains the ability to walk on walls and upside down on ceilings, as well as a climbing speed equal to its base Speed.

Cast at Higher Levels. You can affect one additional target for each slot level above 2nd.

Rare: Cyneburg's Sure-Footed Spider Climb. The target automatically succeeds on ability checks and saving throws made to keep its balance.

Spike Growth

2nd-level (transmutation; nature, terrain)
Classes: Druid
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot radius
Components: V, S, M (seven sharp thorns, or small, sharpened twigs)
Duration: Concentration (10 minutes)

You cause sharp spikes and thorns to sprout in the area, making it difficult terrain. When a creature enters or moves within the area, it takes 2d4 piercing damage for every 5 feet it travels.

Your magic causes the ground to look natural. A creature that can't see the area when the spell is cast can spot the hazardous terrain just before entering it by making a Perception check against your spell save DC.

Rare: Sidoneth's Sneaky Spike Growth. The spikes and thorns created by this spell are invisible and a creature cannot perceive them until it has been damaged by this spell.

Spirit Guardians

3rd-level (conjuration; divine, necrotic, radiant)
Classes: Cleric
Casting Time: 1 action
Range: Self
Area: 10-foot radius
Components: V, S, M (holy symbol)
Duration: Concentration (10 minutes)
Saving Throw: Wisdom halves damage

You call down spirits of divine fury, filling the area with flitting spectral forms. You choose the form taken by the spirits.

Creatures of your choice halve their Speed while in the area. When a creature enters the area for the first time on a turn or starts its turn there, it takes 3d6 radiant or necrotic damage (your choice).

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 3rd.

Spiritual Weapon

2nd-level (evocation; attack, divine, force)
Classes: Cleric
Casting Time: 1 bonus action
Range: Medium (60 feet)
Components: V, S
Duration: 1 minute

You create a floating, incandescent weapon with an appearance of your choosing and use it to attack your enemies. On the round you cast it, you can make a melee spell attack against a creature within 5 feet of the weapon that deals force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on subsequent turns until the spell ends, you can move the weapon up to 20 feet and make another attack against a creature within 5 feet of it.

Cast at Higher Levels. The damage increases by 1d8 for every two slot levels above 2nd.

Rare: Komanov's Fell Spiritual Weapon. The weapon deals necrotic damage instead of force damage, and when it scores a critical hit its target is rattled until the end of your next turn.

Sporesight

7th-level (evocation; nature, obscurement, senses)
Classes: Druid, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Area: 50-foot radius sphere
Components: V, S, M (toadstool)
Duration: Concentration (10 minutes)

You throw a mushroom at a point within range and detonate it, creating a cloud of spores that fills the area. The cloud of spores travels around corners, and the area is considered lightly obscured for

everyone except you. Creatures and objects within the area are covered in spores.

Until the spell ends, you know the exact location of all affected objects and creatures. Any attack roll you make against an affected creature or object has advantage, and the affected creatures and objects can't benefit from being invisible.

Rare: Sidoneth's Poisonous Sporesight. Choose a number of creatures in the area equal to your proficiency bonus. Any other creature that starts its turn in the area or first enters into the area on a turn makes a Constitution saving throw, taking 2d6 poison damage on a failed save.

Stinking Cloud

3rd-level (conjuration; arcane, poison)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 20-foot radius sphere
Components: V, S, M (rotten egg or dried fish scale)
Duration: Concentration (1 minute)

You create a roiling, noxious cloud that hinders creatures and leaves them retching. The cloud spreads around corners and lingers in the air until the spell ends.

The area is heavily obscured. A creature in the area at the start of its turn makes a Constitution saving throw or uses its action to retch and reel. Creatures that don't need to breathe or are immune to poison automatically succeed on the save.

A moderate wind (10 miles per hour) disperses the cloud after 4 rounds, a strong wind (20 miles per hour) after 1 round.

Cast at Higher Levels. The spell's area increases by 5 feet for every 2 slot levels above 3rd.

Rare: Diogenes' Dyed Stinking Cloud. Choose a color for the cloud when you cast this spell. When a creature makes a saving throw against this spell it is dyed that color until it uses an action to wipe away the residue.

Stone Shape

4th-level (transmutation; nature, transformation)
Classes: Cleric, druid, wizard
Casting Time: 1 action
Range: Touch
Target: One stone object of Medium size or smaller, or a 5-foot section of stone
Components: V, S, M (soft clay shaped as part of the spell)
Duration: Instantaneous

You reshape the target into any form you choose. For example, you could shape a large rock into a weapon, statue, or chest, make a small passage through a wall (as long as it isn't more than 5 feet thick), seal a stone door shut, or create a hiding place. The target can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Cast at Higher Levels. You may select one additional target for every slot level above 4th.

Stoneskin

4th-level (abjuration; arcane, nature, protection)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S, M (diamond dust worth 100 gold, consumed by the spell)
Duration: Concentration (1 hour)

Until the spell ends, the target's flesh becomes as hard as stone and it gains resistance to nonmagical bludgeoning, piercing, and slashing damage.

Cast at Higher Levels. When using a 7th-level spell slot, the target gains resistance to magical bludgeoning, piercing, and slashing damage.

Storm Kick

5th-level (transmutation; lightning, movement, thunder, unarmed)
Classes: Cleric, druid, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Target: One creature
Components: V, S
Duration: Instantaneous

You must be able to move in order to cast this spell. You leap into the air and flash across the battlefield, arriving feet-first with the force of a thunderbolt. As part of casting this spell, make a ranged spell attack against a creature you can see within range. If you hit, you instantly flash to an open space of your

choosing adjacent to the target, dealing bludgeoning damage equal to 1d6 + your spellcasting modifier plus 3d8 thunder damage and 6d8 lightning damage. If your unarmed strike normally uses a larger die, use that instead of a d6. If you miss, you may still choose to teleport next to the target.

Cast at Higher Levels. When using a 6th-level spell slot or higher, if you are able to make more than one attack when you take the Attack action, you may make an additional melee weapon attack against the target. When using a 7th-level spell slot, you may choose an additional target within 30 feet of the target for each spell slot level above 6th, forcing each additional target to make a Dexterity saving throw or take 6d8 lightning damage.

Storm of Vengeance

9th-level (conjuration; acid, cold, lightning, nature, storm, thunder, weather)
Classes: Druid
Casting Time: 1 action
Range: Special (sight)
Target: 360-foot radius area that is up to 5,000 feet in the air
Components: V, S
Duration: Concentration (1 minute)

You conjure a churning storm cloud that spreads to cover the target area. As it forms, lightning and thunder mix with howling winds, and each creature beneath the cloud makes a Constitution saving throw or takes 2d6 thunder damage and becomes deafened for 5 minutes.

Until the spell ends, at the start of your turn the cloud produces additional effects:

Round 2. Acidic rain falls throughout the area dealing 1d6 acid damage to each creature and object beneath the cloud.

Round 3. Lightning bolts strike up to 6 creatures or objects of your choosing that are beneath the cloud (no more than one bolt per creature or object). A creature struck by this lightning makes a Dexterity saving throw, taking 10d6 lightning damage on a failed save, or half damage on a successful save.

Round 4. Hailstones fall throughout the area dealing 2d6 bludgeoning damage to each creature beneath the cloud.

Round 5–10. Gusts and freezing rain turn the area beneath the cloud into difficult terrain that is heavily obscured. Ranged weapon attacks are impossible while a creature or its target are beneath the cloud. When a creature concentrating on a spell starts its turn beneath the cloud or enters into the area, it makes a Constitution saving throw or loses concentration. Gusts of strong winds between 20–50 miles per hour automatically disperse fog, mists, and similar effects (whether mundane or magical). Finally, each creature beneath the cloud takes 1d6 cold damage.

Suggestion

2nd-level (enchantment; arcane, compulsion)
Classes: Bard, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One creature
Components: V, M (miniature bottle of red wine and some soap)
Duration: Concentration (8 hours)
Saving Throw: Wisdom negates

Creatures that cannot be charmed are immune to this spell. Suggest an activity phrased in a sentence or two. The target is magically influenced to follow that course of activity. The suggestion must be worded to sound reasonable. Asking the target to perform an action that is obviously harmful to it ends the spell.

The target carries out the activity suggested by you as well as it can. The activity can last for the duration of the spell, and if it requires less time the spell ends after the target has carried out the activity.

You may specify trigger conditions that cause the target to perform a specific activity while the spell lasts. For example, you may suggest that the target takes off its clothes and dives the next time it sees a body of water. If the target does not see a body of water before the spell ends, the specific activity isn't performed.

Any damage done to the target by you or an ally ends the spell for that creature.

Cast at Higher Levels. When using a 4th-level spell slot, the duration is concentration, up to 24 hours. When using a 5th-level spell slot, the

duration is 7 days. When using a 7th-level spell slot, the duration is 1 year. When using a 9th-level spell slot, the suggestion lasts until it is dispelled. Any use of a 5th-level or higher spell slot grants a duration that doesn't require concentration.

Sunbeam

6th-level (evocation; arcane, radiant)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: Line 60 feet long and 5 feet wide
Components: V, S, M (small prism of clear glass)
Duration: Concentration (1 minute)
Saving Throw: Constitution halves and negates blindness

Oozes and undead have disadvantage on saving throws made to resist this spell. A beam of radiant sunlight streaks from your hand. Each creature in the area takes 6d8 radiant damage and is blinded for 1 round.



Until the spell ends, you can use an action on subsequent turns to create a new beam of sunlight and a mote of brilliant radiance lingers on your hand, shedding bright light in a 30-foot radius and dim light an additional 30 feet. This light is sunlight.

Cast at Higher Levels. When using an 8th-level spell slot the damage increases by 1d8.

Sunburst

8th-level (evocation; arcane, radiant)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 60-foot radius
Components: V, S, M (piece of sunstone and a bead of stained glass)
Duration: Instantaneous
Saving Throw: Constitution halves and negates blindness

Oozes and undead have disadvantage on saving throws made to resist this spell. You create a burst of radiant sunlight that fills the area. Each creature in the area takes 12d6 radiant damage and is blinded for 1 minute. A creature blinded by this spell repeats its saving throw at the end of each of its turns, ending the blindness on a successful save.

This spell dispels any magical darkness in its area.

Cast at Higher Levels. When using a 9th-level spell slot the damage increases by 2d6.

Rare: Gabal's Disorienting Sunburst. A creature that takes 50 or more damage from this spell is confused. At the start of each of its turns, a creature confused by this spell makes an Intelligence saving throw, ending that effect on itself on a success.

Symbol

7th-level (abjuration; arcane, protection)
Classes: Bard, cleric, wizard
Casting Time: 1 minute
Range: Touch
Target: One object or a surface no larger than 10 feet in diameter
Components: V, S, M (mercury, phosphorous, and powdered diamond and opal with a total value of at least 1,000 gold, consumed by the spell)

Duration: Until dispelled or triggered

You inscribe a potent glyph on the target, setting a magical trap for your enemies. If the glyph is moved more than 10 feet from its original position, or if it comes within 20 feet of another glyph that you have cast, the spell ends. Finding the Tiny glyph requires an Investigation check against your spell save DC.

Describe the actions a creature must perform to trigger the spell, such as approaching within a certain distance, opening or touching the object the glyph is inscribed on, or seeing or reading the glyph. The creature must have a clear path to the glyph to trigger it. You can specify certain creatures which don't trigger the spell, such as those with a certain appearance or those who speak a certain phrase. Once the glyph is triggered, the spell ends.

When triggered, the glyph sheds dim light in a 60-foot radius for 10 minutes, after which the spell ends. Each creature within the sphere's area is targeted by the glyph, as are creatures that enter the sphere for the first time on a turn.

When you cast the spell, choose one of the following effects.

Death: Creatures in the area make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much on a successful save.

Discord: Creatures in the area make a Constitution saving throw or bicker and argue with other creatures for 1 minute. While bickering, a creature cannot meaningfully communicate and it has disadvantage on attack rolls and ability checks.

Confused: Creatures in the area make an Intelligence saving throw or become confused for 1 minute.

Fear: Creatures in the area make a Wisdom saving throw or are frightened for 1 minute. While frightened, a creature drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns.

Hopelessness: Creatures in the area make a Charisma saving throw or become overwhelmed with despair for 1 minute. While despairing, a creature can't attack or target any creature with harmful features, spells, traits, or other magical effects.

Pain: Creatures in the area make a Constitution saving throw or become incapacitated for 1 minute.

Sleep: Creatures in the area make a Wisdom saving throw or fall unconscious for 10 minutes. A sleeping creature awakens if it takes damage or an action is used to wake it.

Stunning: Creatures in the area make a Wisdom saving throw or become stunned for 1 minute.

Tearful Sonnet

4th-level (enchantment; compulsion, psychic, sound)
Classes: Bard
Casting Time: 1 action
Range: Self
Area: 20-foot radius
Components: V, S, M (whole onion)
Duration: Concentration (3 rounds)

You quietly play a tragedy, a song that fills those around you with magical sorrow. Each creature in the area makes a Charisma saving throw at the start of its turn. On a failed save, a creature takes 2d4 psychic damage, it spends its action that turn crying, and it can't take reactions until the start of its next turn. Creatures that are immune to the charmed condition automatically succeed on this saving throw.

If a creature other than you hears the entire song (remaining within the spell's area from the casting through the duration) it is so wracked with sadness that it is stunned for 1d4 rounds.

You cannot cast another spell through your spellcasting focus while concentrating on this spell.

Cast at Higher Levels. The damage increases by 2d4 for each slot level above 4th.

Rare: Koren's Pervading Tearful Sonnet. This spell deals double the normal damage against frightened creatures.

Telekinesis

5th-level (transmutation; arcane, movement)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)

Target: One Huge or smaller creature or object (up to 1,000 pounds)
Components: V, S
Duration: Concentration (10 minutes)

You move the target with the power of your mind. Until the spell ends you can use an action on subsequent turns to pick a new target or continue to affect the same target. Depending on whether you target a creature or an object, the spell has the following effects:

Creature: The target makes a Strength check against your spell save DC or it is moved up to 30 feet in any direction and restrained (even in mid-air) until the end of your next turn. You cannot move a target beyond the range of the spell.

Object: You move the target 30 feet in any direction. If the object is worn or carried by a creature, that creature can make a Strength check against your spell save DC. If the target fails, you pull the object away from that creature and can move it up to 30 feet in any direction, but not beyond the range of the spell.

You can use *telekinesis* to finely manipulate objects as though you were using them yourself—you can open doors and unscrew lids, dip a quill in ink and make it write, and so on.

Cast at Higher Levels. When using an 8th-level spell slot, this spell does not require your concentration.

Telepathic Bond

5th-level (evocation; arcane, communication, telepathy)
Classes: Wizard
Casting Time: 1 action (ritual)
Range: Short (30 feet)
Target: Up to eight willing creatures of Intelligence 3 or higher
Components: V, S, M (two matching cards from different decks)
Duration: 1 hour

Until the spell ends, a telepathic link connects the minds of the targets. So long as they remain on the same plane of existence, targets may communicate telepathically with each other regardless of language and across any distance.

Cast at Higher Levels. The spell's duration increases by 1d4 hours for each slot level above 5th.

Rare: Aurana's Exceptional Telepathic Bond. This spell functions even when targets are on different planes of existence.

Teleport

7th-level (conjuration; arcane, teleportation)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action (ritual)
Range: Same plane
Target: You and up to 8 willing creatures within 10 feet of you, or a single unattended object that fits entirely inside a 10-foot cube
Components: V
Duration: Instantaneous

You teleport the targets instantly across vast distances. When you cast this spell, choose a destination. You must know the location you're teleporting to, and it must be on the same plane of existence.



Teleportation is difficult magic and you may arrive off-target or somewhere else entirely depending on how familiar you are with the location you're teleporting to. When you teleport, the Narrator rolls 1d100 and consults Table: Teleport Familiarity.

Familiarity is determined as follows:

Permanent Circle: A permanent teleportation circle whose sigil sequence you know (see *teleportation circle*).

Associated Object: You have an object taken from the target location within the last 6 months, such as a piece of wood from the pew in a grand temple or a pinch of grave dust from a vampire's hidden redoubt.

Very Familiar: A place you have frequented, carefully studied, or can see at the time you cast the spell.

Seen Casually: A place you have seen more than once but don't know well. This could be a castle you've passed by but never visited, or the farms you look down on from your tower of ivory.

Viewed Once: A place you have seen once, either in person or via magic.

Description: A place you only know from someone else's description (whether spoken, written, or even marked on a map).

False Destination: A place that doesn't actually exist. This typically happens when someone deceives you, either intentionally (like a wizard creating an illusion to hide their actual tower) or unintentionally (such as when the location you attempt to teleport to no longer exists).

Your arrival is determined as follows:

On Target: You and your targets arrive exactly where you mean to.

Off Target: You and your targets arrive some distance away from the target in a random direction. The further you travel, the further away you are likely to arrive. You arrive off target by a number of miles equal to 1d10 × 1d10 percent of the total distance of your trip. If you tried to travel 1,000 miles and roll a 2 and 4 on the d10s, you land 6 percent off target and arrive 60 miles away from your intended destination in a random direction. Roll 1d8 to randomly determine the direction: 1—north, 2—northeast, 3—east, 4—southeast, 5—south, 6—southwest, 7—west, 8—northwest.

Similar Location: You and your targets arrive in a different location that somehow resembles the target area. If you tried to teleport to your favorite inn, you might end up at a different inn, or in a room with much of the same decor. Typically you appear at the closest similar location, but that is not always the case.

Mishap: The spell's magic goes awry, and each teleporting creature or object takes 3d10 force damage. The Narrator rerolls on the table to determine where you arrive. When multiple mishaps occur targets take damage each time.

TABLE: TELEPORT FAMILIARITY

FAMILIARITY	ON TARGET	OFF TARGET	SIMILAR LOCATION	MISHAP
Permanent circle	1–100	—	—	—
Associated object	1–85	86–95	96–100	—
Very familiar	1–76	77–87	88–95	96–100
Seen casually	1–47	48–57	58–67	68–100
Viewed once	1–27	28–47	48–57	58–100
Description	1–27	28–47	48–57	58–100
False destination	—	—	01–50	51–100

Teleportation Circle

5th-level (conjuration; arcane, teleportation)
Classes: Bard, sorcerer, wizard
Casting Time: 1 minute
Range: Touch
Area: 10-foot diameter circle
Components: V, M (rare chalks and inks worth 50 gold, consumed by the spell)
Duration: 1 round

You draw a 10-foot diameter circle on the ground and open within it a shimmering portal to a permanent teleportation circle elsewhere in the world. The portal remains open until the end of your next turn. Any creature that enters the portal instantly travels to the destination circle.

Permanent teleportation circles are commonly found within major temples, guilds, and other important locations. Each circle has a unique sequence of magical runes inscribed in a certain pattern called a sigil sequence.

When you cast *teleportation circle*, you inscribe runes that match the sigil sequence of a teleportation circle you know. When you first gain the ability to cast this spell, you learn the sigil sequences for 2 destinations on the Material Plane, determined by the Narrator. You can learn a new sigil sequence with 1 minute of observation and study.

Casting the spell in the same location every day for a year creates a permanent teleportation circle with its own unique sigil sequence. You do not need to teleport when casting the spell to make a permanent destination.

Thaumaturgy

Cantrip (transmutation; divine, enhancement)
Classes: Cleric, herald
Casting Time: 1 action
Range: Short (30 feet)
Area: Special
Components: V
Duration: Up to 1 minute

You draw upon divine power and create a minor divine effect. When you cast the spell, choose one of the following:

- Your voice booms up to three times louder than normal
- You cause flames to flicker, brighten, dim, or change color
- You send harmless tremors throughout the ground.
- You create an instantaneous sound, like ethereal chimes, sinister laughter, or a dragon's roar at a point of your choosing within range.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes.

Lingering effects last until the spell ends. If you cast this spell multiple times, you can have up to 3 of the lingering effects active at a time, and can dismiss an effect at any time on your turn.

Thunderwave

1st-level (evocation; arcane, nature, thunder)
Classes: Bard, druid, sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: 15-foot cube
Components: V, S
Duration: Instantaneous
Saving Throw: Constitution halves and negates push

You create a wave of thunderous force, damaging creatures and pushing them back. Creatures in the area take 2d8 thunder damage and are pushed 10 feet away from you.

Unsecured objects completely within the area are also pushed 10 feet away from you. The thunderous boom of the spell is audible out to 300 feet.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 1st.

Rare: Vorax-Hul's Shaking Thunderwave. A creature that takes 10 or more damage from this spell is knocked prone.

Time Stop

9th-level (transmutation; arcane, time)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V
Duration: Instantaneous

You stop time, granting yourself extra time to take actions. When you cast the spell, the world is frozen in place while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

The spell ends if you move more than 1,000 feet from where you cast the spell, or if you affect either a creature other than yourself or an object worn or carried by someone else.

Tiny Hut

3rd-level (evocation; arcane, force, protection, utility)
Classes: Bard, wizard
Casting Time: 1 minute (ritual)
Range: Self
Area: 10-foot radius hemisphere

Components: V, S, M (piece of thatched roof woven into a dome and a sculpture of a protective deity worth 200 gold, consumed by the spell)
Duration: 8 hours

You create an immobile dome of protective force that provides shelter and can be used as a safe haven (Chapter 4: Exploration in *Trials & Treasures*). The dome is of a color of your choosing, can't be seen through from the outside, is transparent on the inside, and can fit up to 10 Medium creatures (including you) within.

The dome prevents inclement weather and environmental effects from passing through it, though creatures and objects may pass through freely. Spells and other magical effects can't cross the dome in either direction, and the dome provides a comfortable dry interior no matter the conditions outside of it. You can command the interior to become dimly lit or dark at any time on your turn.

The spell fails if a Large creature or more than 10 creatures are inside the dome. The spell ends when you leave the dome.

Tongues

3rd-level (divination; arcane, communication, divine)
Classes: Bard, cleric, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, M (clay model of a ziggurat)
Duration: 1 hour

The target understands any words it hears, and when the target speaks its words are understood by creatures that know at least one language.

While journeying adventurers can only recover from fatigue or strife on a long rest when they have access to a haven: a place to sleep without the reasonable risk of attack or harm from the elements, such as an inn.



Transport via Plants

6th-level (conjuration; divine, nature, plants, teleportation)
Classes: Druid
Casting Time: 1 action
Range: Touch
Target: Large or larger inanimate plant
Components: V, S
Duration: 1 round

You create a magical pathway between the target and a second plant that you've seen or touched before that is on the same plane of existence. Any creature can step into the target and exit from the second plant by using 5 feet of movement.

Traveler's Ward

1st-level (abjuration; protection, sound)
Classes: Bard, cleric, herald, wizard
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (well-polished ball bearing)
Duration: 8 hours

Until the spell ends, creatures have disadvantage on Sleight of Hand checks made against the target. If a creature fails a Sleight of Hand check to steal from the target, the ward creates a loud noise and a flash of bright light easily heard and seen by creatures within 100 feet.

Tree Stride

5th-level (conjuration; divine, nature, plants, teleportation)
Classes: Druid
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration (1 minute)

Until the spell ends, once per round you can use 5 feet of movement to enter a living tree and move to inside another living tree of the same kind within 500 feet so long as you end your turn outside of a tree. Both trees must be at least your size. You instantly know the location of all other trees of the same kind within 500 feet. You may step back outside of the original tree or spend 5 more feet of movement to appear within a spot of your choice within 5 feet of the destination tree. If you have no movement left, you appear within 5 feet of the tree you entered.

Cast at Higher Levels. Target one additional creature within reach for each slot level above 5th.

True Polymorph

9th-level (transmutation; arcane, shapechanging, transformation)
Classes: Bard, warlock, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: One unattended nonmagical object or one creature with at least 1 hit point that is not a shapechanger
Components: V, S, M (mercury, gum arabic, smoke)
Duration: Concentration (1 hour)
Saving Throw: Wisdom negates

The target is transformed until it drops to 0 hit points or the spell ends. You can make the transformation permanent by concentrating on the spell for the full duration.

Creature into Creature: The target's body is transformed into a creature with a Challenge Rating equal to or less than its own. If the target doesn't have a Challenge Rating, use its level.

The target's game statistics (including its hit points and mental ability scores) are replaced by the statistics of the chosen creature. The target is limited to actions that it is physically capable of doing, and it can't speak or cast spells. The target's gear melds into the new form. Equipment that merges with a target's form has no effect until it leaves the form.

When the target reverts to its normal form, it returns to the number of hit points it had before it transformed. If the spell's effects on the target end early from dropping to 0 hit points, any excess damage carries over to its normal form and knocks it unconscious if the damage reduces it to 0 hit points.

Object into Creature: The target is transformed into any kind of creature, as long as the creature's size isn't larger than the object's size and it has a Challenge Rating of 9 or less. The creature is friendly to you and your allies and acts on each of your turns. You decide what action it takes and how it moves. The Narrator has the creature's statistics and resolves all of its actions and movement.

If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

Creature into Object: You turn the target and whatever it is wearing and carrying into an object. The target's game statistics are replaced by the statistics of the chosen object. The target has no memory of time spent in this form, and when the spell ends it returns to its normal form.

True Resurrection

9th-level (necromancy; divine, healing)
Classes: Cleric, druid
Casting Time: 1 hour
Range: Touch
Target: One creature that died within the last 200 years from something other than old age
Components: V, S, M (holy water and diamonds worth at least 25,000 gold, which the spell consumes)
Duration: Instantaneous

Provided the target's soul is willing and able to return to its body, it returns to life with all of its hit points.

The spell cures any poisons and diseases that affected the target at the time of death, closes all mortal wounds, and restores any missing body parts.

If no body (or body parts) exist, you can still cast the spell but must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you. This option requires diamonds worth at least 50,000 gold (consumed by the spell).

True Seeing

6th-level (divination; arcane, divine, senses)
Classes: Bard, cleric, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V, S, M (an ointment for the eyes made from mushroom powder, saffron, and fat costing 25 gold, consumed by the spell)
Duration: 1 hour

Until the spell ends, the target gains truesight to a range of 120 feet. The target also notices secret doors hidden by magic.

True Strike

Cantrip (divination; arcane, attack, enhancement)
Classes: Bard, herald, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Short (30 feet)
Components: S
Duration: Concentration (1 round)

You gain an innate understanding of the defenses of a creature or object in range. You have advantage on your first attack roll made against the target before the end of your next turn.

Rare: Kasvarina's Greater True Strike. You gain an almost total understanding of a creature or object's defenses and body language. The duration increases to Concentration (1 minute) and you gain advantage to three additional attack rolls of your choice that are made before the spell ends. Once per round, you can choose to use that advantage when you make your first attack roll on your turn.

Unholy Star

7th-level (conjuration; fire, necrotic)
Classes: Sorcerer, warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: Four 5-foot radius spheres
Components: V, S
Duration: Instantaneous

A meteor ripped from diabolical skies streaks through the air and explodes at a point you can see 100 feet directly above you. The spell fails if you can't see the point where the meteor explodes.

Each creature within range that can see the meteor (other than you) makes a Dexterity saving throw or is blinded until the end of your next turn. Fiery chunks of the meteor then plummet to the ground at different areas you choose within range. Each creature in an area makes a Dexterity saving throw, taking 6d6 fire damage and 6d6 necrotic damage on a failed save, or half as much damage on a successful one. A creature in more than one area is affected only once.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Unseen Servant

1st-level conjuration (arcane, summoning, utility)
Classes: Bard, warlock, wizard
Casting Time: 1 action (ritual)
Range: Medium (60 feet)
Components: V, S, M (string and wood)
Duration: 1 hour

You create an invisible, mindless, shapeless force to perform simple tasks. The servant appears in an unoccupied space on the ground that you can see and endures until it takes damage, moves more than 60 feet away from you, or the spell ends. It has AC 10, a Strength of 2, and it can't attack.

You can use a bonus action to mentally command it to move up to 15 feet and interact with an object. The servant can do anything a humanoid servant can do—fetching things, cleaning, mending, folding clothes, lighting fires, serving food, pouring wine, and so on. Once given a command the servant performs the task to the best of its ability until the task is completed, then waits for its next command.

Cast at Higher Levels. You create an additional servant for each slot level above 1st.

Rare: Harkover's Improved Unseen Servant. The servant has a Strength of 10, allowing it to accomplish physical labors such as lifting a fallen tree or clearing a hallway blocked with rubble.

Vampiric Touch

3rd-level (necromancy; arcane, attack, healing, necrotic)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration (1 minute)

Shadows roil about your hand and heal you by siphoning away the life force from others. On the round you cast it, and as an action on subsequent turns until the spell ends, you can make a melee spell attack against a creature within your reach. On a hit, you deal 3d6 necrotic damage and regain hit points equal to half the amount of necrotic damage dealt.

Cast at Higher Levels. The damage increases by 1d6 for each slot level above 3rd.

Rare: Ravjahani's Distant Vampiric Touch. Instead of making melee spell attacks, you make ranged spell attacks (range 10/20 ft.) in the form of shadowy lines that streak from your hand.

Venomous Succor

3rd-level (evocation; healing, nature, poison)
Classes: Druid
Casting Time: 1 bonus action
Range: Touch
Target: One creature
Components: S
Duration: Instantaneous
Saving Throw: Constitution negates

You cause a searing poison to burn quickly through the target's wounds, dealing 1d6 poison damage. The target regains 2d4 hit points at the start of each of its turns for the next 1d4+1 rounds.

Cast at Higher Levels. For each slot level above 2nd, the initial damage increases by 1d6 and target regains an additional 1d4 hit points.

Vicious Mockery

Cantrip (enchantment; arcane, attack, psychic)
Classes: Bard
Casting Time: 1 action
Range: Medium (60 feet)
Target: One creature
Components: V
Duration: Instantaneous
Saving Throw: Wisdom negates

You verbally insult or mock the target so viciously its mind is seared. As long as the target hears you (understanding your words is not required) it takes 1d6 psychic damage and has disadvantage on the first attack roll it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Rare: Koren's Taunting Vicious Mockery. Your amazingly effective insults and mockeries also entertain others—even the target's allies. On a failed saving throw the target has disadvantage on all attack rolls next round, and if it makes an attack it can only target you (it can take other actions, but if the target takes the Attack action or casts a spell that includes a spell attack, that attack must be against you). Persuasion checks you make against the target have disadvantage, even after the spell's duration ends.

Wall of Fire

4th-level (evocation; arcane, attack, divine, fire, protection)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: Special
Components: V, S, M (phosphorus)
Duration: Concentration (1 minute)

You create a wall of fire on a solid surface. The wall can be up to 60 feet long (it does not have to be a straight line; sections of the wall can angle as long as they are contiguous), 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall blocks sight.

When the wall appears, each creature within its area makes a Dexterity saving throw, taking

5d8 fire damage on a failed save, or half as much damage on a successful save.

One side of the wall (chosen when the spell is cast) deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall itself for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 4th.

Wall of Flesh

6th-level (evocation; chaos, evil, protection)
Classes: Warlock, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: Special
Components: V, S, M (piece of bone)
Duration: Concentration (10 minutes)

A squirming wall of bodies, groping arms and tentacles, and moaning, biting mouths heaves itself up from the ground at a point you choose. The wall is 6 inches thick and is made up of a contiguous group of ten 10-foot square sections. The wall can have any shape you desire.

If the wall enters a creature's space when it appears, the creature makes a Dexterity saving throw, and on a success it moves up to its Speed to escape. On a failed save, it is swallowed by the wall (as below).

When a creature enters the area for the first time on a turn or starts its turn within 10 feet of the wall, tentacles and arms reach out to grab it. The creature makes a Dexterity saving throw or takes 5d8 bludgeoning damage and becomes grappled. If the creature was already grappled by the wall at the start of its turn and fails its saving throw, a mouth opens in the wall and swallows the creature.

A creature swallowed by the wall takes 5d8 ongoing bludgeoning damage and is blinded, deafened, and restrained.

A creature grappled or restrained by the wall can use its action to make a Strength saving throw against your spell save DC. On a success, a grappled creature frees itself and a restrained creature claws its way out of the wall's space, exiting to an empty space next to the wall and still grappled.

Cast at Higher Levels. The damage increases by 1d8 for each slot level above the 6th.

Rare: Kreven's Eager Wall of Flesh. The wall's reach increases and it can target creatures within 15 feet of it. In addition, when a creature fails its saving throw against the wall by 5 or more the wall swallows the creature.

Wall of Force

5th-level (evocation; arcane, force, planar, protection, utility)
Classes: Wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: Special
Components: V, S, M (powder of crushed clear gemstone)
Duration: Concentration (10 minutes)

You create an invisible wall of force at a point you choose. The wall is a horizontal or vertical barrier, or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere, either with a radius of up to 10 feet. You may also choose to create a flat surface made up of a contiguous group of ten 10-foot square sections. The wall is 1/4 inch thick.

If the wall enters a creature's space when it appears, the creature is pushed to one side of the wall (your choice), but when a creature would be surrounded on all sides by the wall (or the wall and another solid surface), it can use its reaction to make a Dexterity saving throw to move up to its Speed to escape. Any creature without a special sense like blindsight has disadvantage on this saving throw.

Nothing can physically pass through the wall. It can be destroyed with *dispel magic* cast using a spell slot of at least 5th-level or by being dealt at least 25 force damage at once. It is otherwise immune to damage. The wall also extends into the Ethereal Plane, blocking ethereal travel through it.

Rare: Aurana's Superior Forcewall. Creatures pushed to one side of the wall are knocked prone. The wall can be destroyed with a *dispel magic* cast using a spell slot of at least 6th-level or by being dealt at least 50 force damage at once. It is otherwise immune to damage.

Wall of Ice

6th-level (evocation; arcane, attack, cold, protection)
Classes: Wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: Special
Components: V, S, M (quartz)
Duration: Concentration (10 minutes)

You create a wall of ice on a solid surface. You can form it into a hemispherical dome or a sphere, either with a radius of up to 10 feet. You may also choose to create a flat surface made up of a contiguous group of ten 10-foot square sections. The wall is 1 foot thick.

If the wall enters a creature's space when it appears, the creature is pushed to one side of it (your choice). In addition, the creature makes a Dexterity saving throw, taking 10d6 cold damage on a failed save, or half as much damage on a success.

The wall is an object with vulnerability to fire damage, with AC 12 and 30 hit points per 10-foot section. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the section occupied. A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 5d6 cold damage on a failed save, or half as much damage on a successful one.

Cast at Higher Levels. The damage the wall deals when it appears increases by 2d6 and the damage from passing through the sheet of frigid air increases by 1d6 for each slot level above 6th.

Rare: Gabal's Glacier. The wall is not vulnerable to fire damage. Each section has AC 15 and 35 hit points.

Wall of Stone

5th-level (evocation; arcane, divine, earth, obscurement, protection, terrain, utility)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: Special
Components: V, S, M (block of granite)
Duration: Concentration (10 minutes)

A nonmagical wall of solid stone appears at a point you choose. The wall is 6 inches thick and is made up of a contiguous group of ten 10-foot square sections. Alternatively, you can create 10-foot-by-20-foot sections that are only 3 inches thick.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation but must merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If the wall enters a creature's space when it appears, the creature is pushed to one side of the wall (your choice), but when a creature would be surrounded on all sides by the wall (or the wall and another solid surface), it can use its reaction to make a Dexterity saving throw to move up to its Speed to escape.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenelations, battlements, and so on.

The wall is an object made of stone. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and at the Narrator's discretion might cause connected panels to collapse.

You can make the wall permanent by concentrating on the spell for the full duration.

Rare: Gabal's Hardy Wall of Stone. Each panel has AC 18 and 40 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it but does not cause connected panels to collapse.

Wall of Thorns

6th-level (conjuration; attack, divine, nature, obscurement, plants, protection)
Classes: Druid
Casting Time: 1 action
Range: Long (120 feet)
Area: Special
Components: V, S, M (thorns)
Duration: Concentration (10 minutes)

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns on a solid

surface. You can choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area makes a Dexterity saving throw, taking 7d8 piercing damage on a failed save, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. The first time a creature enters the wall on a turn or ends its turn there, it makes a Dexterity saving throw, taking 7d8 slashing damage on a failed save, or half as much damage on a successful save.

Cast at Higher Levels. Damage dealt by the wall increases by 1d8 for each slot level above 6th.

Warding Bond

2nd-level (abjuration; divine, protection)
Classes: Cleric
Casting Time: 1 action
Range: Touch
Target: One creature
Components: V, S, M (pair of platinum rings worth at least 50 gold each, which you and the target must wear for the duration)
Duration: 1 hour

Until the spell ends, the target is warded by a mystic connection between it and you. While the target is within 60 feet it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Each time it takes damage, you take an equal amount of damage.

The spell ends if you are reduced to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if you use an action to dismiss it, or if the spell is cast again on either you or the target.

Cast at Higher Levels. The duration increases by 1 hour for each slot level above 2nd.

Warrior's Instincts

5th-level (divination; enhancement, protection, senses)
Classes: Bard, sorcerer, wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (headband)
Duration: Concentration (1 minute)

Your senses sharpen, allowing you to anticipate incoming attacks and find weaknesses in the defenses of your foes. Until the spell ends, creatures cannot gain bonuses (like those granted by *bless* or expertise dice) or advantage on attack rolls against you. In addition, none of your movement provokes opportunity attacks, and you ignore nonmagical difficult terrain. Finally, you can end the spell early to treat a single weapon attack roll as though you had rolled a 15 on the d20.

Cast at Higher Levels. For each slot level above 5th, you can also apply this spell's benefits to an additional creature you can see within 30 feet.

Water Breathing

3rd-level (transmutation; arcane, divine, enhancement, utility, water)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action (ritual)
Range: Short (30 feet)
Target: Up to ten willing creatures you can see
Components: V, S, M (short reed or piece of straw)
Duration: 24 hours

Until the spell ends, the targets are able to breathe underwater (and still able to respirate normally).

Water Walk

3rd-level (transmutation; arcane, divine, enhancement, movement, utility, water)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Short (30 feet)
Target: Up to ten willing creatures you can see
Components: V, S, M (piece of cork)
Duration: 1 hour

Until the spell ends, the targets are able to move across any liquid surface (such as water, acid, mud, snow, quicksand, or lava) as if it was solid ground. Creatures can still take damage from surfaces that would deliver damage from corrosion or extreme temperatures, but they do not sink while moving across it.



A target submerged in a liquid is moved to the surface of the liquid at a rate of 60 feet per round.

Cast at Higher Levels. The duration increases by 1 hour for each slot level above 3rd.

Web

2nd-level (conjuration; arcane, movement, obscurement)
Classes: Sorcerer, wizard
Casting Time: 1 action
Range: Medium (60 feet)
Area: 20-foot cube
Components: V, S, M (spiderweb)
Duration: Concentration (1 hour)
Saving Throw: Dexterity negates

Thick, sticky webs fill the area, lightly obscuring it and making it difficult terrain.

You must anchor the webs between two solid masses (such as walls or trees) or layer them across a flat surface. If you don't the conjured webs collapse and at the start of your next turn the spell ends. Webs layered over a flat surface are 5 feet deep.

Each creature that starts its turn in the webs or that enters them during its turn makes a Dexterity saving throw or it is restrained as long as it remains in the webs (or until the creature breaks free).

A creature restrained by the webs can escape by using its action to make a Strength check against your spell save DC.

Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Cast at Higher Levels. When using a 4th-level spell slot, you also summon a **giant wolf spider** in an unoccupied space within the web's area. When using a 6th-level spell slot, you summon up to two spiders. When using a 7th-level spell slot, you summon up to three spiders. The spiders are friendly to you and your companions. Roll initiative for the spiders as a group, which have their own turns. The spiders obey your verbal commands, but they disappear when the spell ends or when they leave the web's area.

Rare: Kreven's Potent Web. Checks made by restrained creatures to escape the web have disadvantage.

Rare: Katrina's Flammable Web. Any 10-foot cube of webs exposed to fire burns away instantly, dealing 3d4 fire damage to any creature in the area.

Weird

9th-level (illusion; arcane, attack, fear)
Classes: Wizard
Casting Time: 1 action
Range: Long (120 feet)
Area: 30-foot sphere
Components: V, S
Duration: Concentration (1 minute)

You create illusions which manifest the deepest fears and worst nightmares in the minds of all creatures in the spell's area. Each creature in the area makes a Wisdom saving throw or becomes frightened until the spell ends. At the end of each of a frightened creature's turns, it makes a Wisdom

saving throw or it takes 4d10 psychic damage. On a successful save, the spell ends for that creature.

Whirlwind Kick

3rd-level (transmutation; movement, thunder, unarmed)
Classes: Druid, sorcerer, wizard
Casting Time: 1 action
Range: Self
Area: Line up to 60 feet long and 15 feet wide
Components: V, S
Duration: Instantaneous

You must be able to move in order to cast this spell. You leap into the air and spin like a tornado, striking foes all around you with supernatural force as you fly up to 60 feet in a straight line. Your movement (which does not provoke attacks of opportunity) must end on a surface that can support your weight or you fall as normal.

As part of the casting of this spell, make a melee spell attack against any number of creatures in the area. On a hit, you deal your unarmed strike damage plus 2d6 thunder damage. In addition, creatures in the area make a Dexterity saving throw or are either pulled 10 feet closer to you or pushed 10 feet away (your choice).

Cast at Higher Levels. The extra thunder damage increases by 1d6 for each slot level above 3rd.

Wind Up

1st-level (evocation; enhancement)
Classes: Cleric, herald, sorcerer, warlock, wizard
Casting Time: 1 action
Range: Self
Components: S
Duration: 8 hours

You wind your power up like a spring. You gain advantage on the next melee attack roll you make before the end of the spell's duration, after which the spell ends.



Wind Walk

6th-level (transmutation; air, divine, movement, transformation)
Classes: Druid
Casting Time: 1 minute
Range: Short (30 feet)
Target: You and up to 10 willing creatures you can see
Components: V, S, M (fire and holy water)
Duration: 8 hours

The targets assume a gaseous form and appear as wisps of cloud. Each target has a flying speed of 300 feet and resistance to damage from nonmagical weapons, but the only action it can take is the Dash action or to revert to its normal form (a process that takes 1 minute during which it is incapacitated and can't move).

Until the spell ends, a target can change again to cloud form (in an identical transformation process).

When the effect ends for a target flying in cloud form, it descends 60 feet each round for up to 1 minute or until it safely lands. If the target can't land after 1 minute, the creature falls the rest of the way normally.

Wind Wall

3rd-level (evocation; air, attack, divine, protection, weather)
Classes: Druid
Casting Time: 1 action
Range: Long (120 feet)
Area: Special
Components: V, S, M (fan and exotic feather)
Duration: Concentration (1 minute)

A wall of strong wind rises from the ground at a point you choose. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground.

When the wall appears, each creature within its area makes a Strength saving throw, taking 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The wall keeps fog, smoke, and other gases (including creatures in gaseous form) at bay. Small or smaller flying creatures or objects can't pass through. Loose, lightweight materials brought into the area fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss (larger projectiles such as boulders and siege engine attacks are unaffected).

Cast at Higher Levels. The damage increases by 1d8 for each slot level above 3rd.

Wish

9th-level (conjuration; arcane)
Classes: Sorcerer, wizard
Casting Time: 1 action
Components: V
Duration: Instantaneous

This is the mightiest of mortal magics and alters reality itself.

The safest use of this spell is the duplication of any other spell of 8th-level or lower without needing to meet its requirements (including components).

You may instead choose one of the following:

- One nonmagical object of your choice that is worth up to 25,000 gold and no more than 300 feet in any dimension appears in an unoccupied space you can see on the ground.
- Up to 20 creatures that you can see to regain all their hit points, and each is further healed as per the *greater restoration* spell.
- Up to 10 creatures that you can see gain resistance to a damage type you choose.
- Up to 10 creatures you can see gain immunity to a single spell or other magical effect for 8 hours.
- You force a reroll of any roll made within the last round (including your last turn). You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the Narrator as precisely as possible, being very careful in your wording. Be aware that the greater the *wish*, the greater the chance for an unexpected result. This spell might simply fizzle, your desired outcome might only be partly achieved, or you might suffer some unforeseen consequence as a result of

how you worded the *wish*. The Narrator has the final authority in ruling what occurs—and reality is not tampered with lightly.

Multiple Wishes: The stress of casting this spell to produce any effect other than duplicating another spell weakens you. Until finishing a long rest, each time you cast a spell you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented. In addition, your Strength drops to 3 for 2d4 days (if it isn't 3 or lower already). For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33% chance that you are unable to cast *wish* ever again.

Word of Recall

6th-level (conjuration; divine, teleportation)
Classes: Cleric
Casting Time: 1 action
Range: 5 feet
Target: You and up to 5 willing creatures
Components: V
Duration: Instantaneous

The targets instantly teleport to a previously designated sanctuary, appearing in the nearest unoccupied space to the spot you designated when you prepared your sanctuary.

You must first designate a sanctuary by casting this spell within a location aligned with your faith, such as a temple dedicated to or strongly linked to your deity.

Rare: Leska's Expeditious Word of Recall. Targets instantly teleport to the last location aligned with your faith that you physically entered but have not designated as a sanctuary. Attempts to cast this spell again before 7 days have passed automatically fail.

Wormway

6th-level (enchantment; movement, summoning)
Classes: Cleric, druid, sorcerer, warlock, wizard
Casting Time: 1 minute (ritual)
Range: Special (150 miles)
Target: You and up to 50 willing creatures of Large size or smaller
Components: V, S
Duration: Instantaneous

You call a Gargantuan monstrosity from the depths of the world to carry you and your allies across great distances. When you cast this spell, the nearest **purple worm** within range is charmed by you and begins moving toward a point on the ground that you can see. If there are no purple worms within range, the spell fails. The earth rumbles slightly as it approaches and breaks through the surface. Any creatures within 20 feet of that point must make a Dexterity saving throw or be knocked prone and pushed 10 feet away from it.

Upon emerging, the purple worm lays down before you and opens its maw. Targets can climb inside where they are enclosed in an impervious hemispherical dome of force.

Once targets are loaded into the purple worm, nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though targets in the sphere can breathe there. The hemisphere is immune to all damage, and creatures and objects inside can't be damaged by attacks or effects originating from outside, nor can a target inside the hemisphere damage anything outside it. The atmosphere inside the dome is comfortable and dry regardless of conditions outside it.

The purple worm waits until you give it a mental command to depart, at which point it dives back into the ground and travels, without need for rest or food, as directly as possible while avoiding obstacles to a destination known to you. It travels 150 miles per day.

When the purple worm reaches its destination it surfaces, the dome vanishes, and it disgorges the targets in its mouth before diving back into the depths again.

The purple worm remains charmed by you until it has delivered you to your destination and returned to the depths, or until it is attacked at which point the charm ends, it vomits its targets in the nearest unoccupied space as soon as possible, and then retreats to safety.

Rare: Cyneburg's Surfacing Wormway. When this spell ends early because the purple worm is attacked, it travels to the surface to spit the targets out and then retreats to safety.

Writhing Transformation

9th-level (transmutation; arcane, evil, transformation)
Classes: Warlock, wizard
Casting Time: 1 week (ritual)
Range: Self
Components: V, S, M (coffin filled with worms, consumed by the spell)
Duration: Instantaneous

As part of the casting of this spell, you lay down in the coffin on a patch of bare earth and it buries itself. Over the following week, you are incapacitated and do not need air, food, or sleep. Your insides are eaten by worms, but you do not die and your skin remains intact. If you are exhumed during this time, or if the spell is otherwise interrupted, you die.

At the end of the week, the transformation is complete and your true form is permanently changed. Your appearance is unchanged but underneath your skin is a sentient mass of worms. Any creature that makes a Medicine check against your spell save DC realizes that there is something moving underneath your skin.

Your statistics change in the following ways:

- Your type changes to aberration, and you do not age or require sleep.
- You cannot be healed by normal means, but you can spend an action or bonus action to consume 2d6 live worms, regaining an equal amount of hit points by adding them to your body.
- You can sense and telepathically control all worms that have the beast type and are within 60 feet of you.

In addition, you are able to discard your shell of skin and travel as a writhing mass of worms. As an action, you can abandon your skin and pour out onto the ground. In this form you have the statistics of **swarm of insects** with the following exceptions: you keep your hit points, Wisdom, Intelligence, and Charisma scores, and proficiencies. You know but cannot cast spells in this form. You also gain a burrow speed of 10 feet. Any worms touching you instantly join with your swarm, granting you a number of temporary hit points equal to the number of worms that join with your form (maximum 40 temporary hit points). These temporary hit points last until you are no longer in this form.

If you spend an hour in the same space as a dead creature of your original form's size, you can eat its insides and inhabit its skin in the same way you once inhabited your own. While you are in your swarm form, the most recent skin you inhabited remains intact and you can move back into a previously inhabited skin in 1 minute. You have advantage on checks made to impersonate a creature while wearing its skin.

Zone of Truth

2nd-level (enchantment; communication, compulsion)
Classes: Bard, cleric, herald
Casting Time: 1 action
Range: Medium (60 feet)
Area: 15-foot sphere
Components: V, S
Duration: 10 minutes

You create a zone that minimizes deception. Any creature that is able to be charmed can't speak a deliberate lie while in the area.

An affected creature is aware of the spell and can choose not to speak, or it might be evasive in its communications. A creature that enters the zone for the first time on its turn or starts its turn there must make a Charisma saving throw. On a failed save, the creature takes 2d4 psychic damage when it intentionally tries to mislead or occlude important information. Each time the spell damages a creature, it makes a Deception check (DC 8 + the damage dealt) or its suffering is obvious. You know whether a creature succeeds on its saving throw.

Appendix A: Conditions

Blinded

- A blinded creature can't see and it automatically fails ability checks that require sight.
- Attack rolls against a blinded creature are made with advantage, and the creature's attack rolls are made with disadvantage.

Bloodied

- A creature is bloodied when reduced to half its hit points or less.

Charmed

- A charmed creature can't take any hostile action against the charmer.
- Ability checks the charmer makes to socially interact with the charmed creature have advantage.

Confused

- A confused creature can't take reactions.
- On its turn a confused creature rolls a d8 to determine what it does.
  - On a 1 to 4, a confused creature does nothing.
  - On a 5 or 6, a confused creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.
  - On a 7 or 8, a confused creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Deafened

- A deafened creature can't hear and automatically fails ability checks that require hearing.

Doomed

- A doomed creature dies at a time determined by the Narrator, or within 13 (2d12) hours.
- A doomed creature continues to be doomed even after it dies. Magic equivalent to a 7th-level or higher spell can remove the doomed condition (such as regenerate cast on a living creature, *resurrection*, *true resurrection*, or *wish*).

Encumbered

- An encumbered creature's Speed is reduced to 5 feet.



Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while it is able to see the source of its fear.
- A frightened creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's Speed becomes 0, and it can't benefit from bonuses to movement speeds.
- If the grappler becomes incapacitated the condition ends.
- If an effect removes the grappled creature from the reach of the grappler or grappling effect (such as when a creature is shoved away by the Doubleteam combat maneuver) the condition ends.

Incapacitated

- An incapacitated creature can't take actions, bonus actions, or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense (it gains no benefits from this condition against creatures still able to see it).
- An invisible creature is heavily obscured for the purpose of hiding.
- An invisible creature's location can be detected by noises it makes or tracks it leaves.
- Attack rolls against an invisible creature are made with disadvantage.
- An invisible creature makes attack rolls with advantage.

Paralyzed

- A paralyzed creature is incapacitated and can't move or speak.
- A paralyzed creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against a paralyzed creature have advantage.
- Any attack that hits a paralyzed creature is a critical hit if the attacker is within 5 feet.

Petrified

- A petrified creature (and all of its mundane possessions) is transformed into a solid inanimate substance (usually stone).
- A petrified creature's weight is increased by a factor of ten and it ceases aging.
- A petrified creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- A petrified creature automatically fails Strength and Dexterity saving throws.
- A petrified creature has resistance to all damage.
- A petrified creature is immune to poison and disease (time spent petrified does not affect the duration of a poison or disease already in its system).

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl (every 1 foot of movement while crawling costs 1 extra foot) until it stands up.
- Standing up requires half a creature's movement.
- A prone creature makes melee attack rolls with disadvantage.
- An attack roll against a prone creature is made with advantage if the attacker is within 5 feet. Otherwise, the attack roll is made with disadvantage.

Rattled

- A rattled creature cannot benefit from expertise dice.
- A rattled creature cannot take reactions.
- A creature that is immune to being stunned is immune to being rattled.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from bonuses to Speed.
- Attack rolls against a restrained creature are made with advantage.
- A restrained creature makes attacks rolls with disadvantage.
- The restrained creature has disadvantage on Dexterity saving throws.

Slowed

- A slowed creature's Speed is halved.
- A slowed creature takes a –2 penalty to AC and Dexterity saving throws.
- A slowed creature cannot take reactions.
- On its turn, a slowed creature can take either an action or a bonus action, not both. In addition, it can't make more than one melee or ranged attack during its turn.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- A creature that is immune to being stunned is immune to being rattled.

Unconscious

- An unconscious creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- An unconscious creature drops whatever it's holding and falls prone.
- An unconscious creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against an unconscious creature are made with advantage.
- Any attack that hits an unconscious creature is a critical hit if the attacker is within 5 feet.

Tracked Conditions

Various challenges, obstacles, and magics can lead to either fatigue or strife. An effect can give a creature one or more levels of fatigue or strife (detailed in the effect's description).

If a creature suffering from fatigue or strife fails to resist another effect that causes a level of the tracked condition, its current level increases by the amount specified in the effect's description.

A creature suffers the effect of its current level in a tracked condition as well as all lower levels. For example, a creature suffering level 3 fatigue has its speed halved, it cannot Sprint, and it makes Strength, Dexterity, and Constitution checks with disadvantage.

An effect that removes a tracked condition reduces its level as specified in the effect's description, with all tracked condition effects ending when a creature's condition level is reduced below 1.

Finishing a long rest at a safe haven reduces a creature's fatigue and strife levels by 1, provided that the creature has also had Supply to get the most from its rest. A creature does not require a haven to recover from the first level of fatigue or strife, but does still require a long rest. Also, being raised from the dead reduces all of a creature's tracked conditions by 1.

Fatigue

The ranger finally reached the walled town, and staggered through the gates. The villagers gasped at the sight, for she was clearly starving, covered in dozens of minor wounds, and on the edge of collapse. Friendly hands reached out to offer her food and rest.

Keeping a breakneck pace while journeying, feats of great athleticism, and fell magics that sap away life force can wear down upon the body and cause fatigue. Fatigue represents exhaustion, exposure, hunger, injuries, and other physical factors which gradually wear a creature down. A creature which reaches the 7th level of the fatigue track becomes doomed and dies.

TABLE: FATIGUE

LEVEL	EFFECTS
1	Cannot Sprint
2	Disadvantage on Strength, Dexterity, and Constitution checks
3	Speed halved and unable to maintain a fast travel pace
4	Disadvantage on attack rolls and saving throws using Strength, Dexterity, or Constitution, and unable to maintain a normal travel pace
5	Hit Dice halved
6	Speed reduced to 5 ft. and unable to maintain a slow travel pace
7	Doomed

TABLE: STRIFE

LEVEL	EFFECTS
1	Disadvantage on Intelligence, Wisdom, and Charisma checks
2	Disadvantage on concentration checks
3	Can only take a bonus action or action each turn (not both)
4	Disadvantage on attack rolls and saving throws using Intelligence, Wisdom, and Charisma
5	Suffer the effects of a randomly determined short-term mental stress effect.
6	Cannot cast spells (but can cast cantrips)
7	Suffer the effects of a randomly determined long-term mental stress effect.

Strife

The halflings pushed on, the archlich Azkaroth's presence diminishing their spirits as they trudged across the desolate landscape towards the dark lord's lair. Each of them could feel the lich's will tugging at their minds, and it took every ounce of courage they had to put one foot in front of the other.

Intense study of potent arcana, truly rigorous intellectual challenges, and psychically demanding magics can increase one's strife. Strife represents corruption, despair, fear, loss of resolve, and other mental factors which gradually undo a creature's very soul. A creature which reaches the 7th level of the strife track suffers a special, permanent effect, which is either randomly selected or decided by the Narrator. This might involve the creature shutting down completely, or being impacted in such a way that it is forever changed.

Mental Stress Effects

Adventurers encounter and even seek out experiences beyond the ken of most mortals. Whether it's harrowing encounters with interdimensional beings, the sudden, violent loss of a beloved NPC, or simply the trauma of constantly being surrounded by death and terror, their lows can be as dramatic and potentially impactful as their highs.

The rigors of adventuring are not always physical, and players may decide that their experiences have had a lasting effect on their character's psyche. It's important to consider mental stress effects in conjunction with safety rules (see Chapter 1: Gamemastery Troubleshooting, in *Trials & Treasures*) and their potential impact on the game. When a group or the Narrator decides that gamifying mental stress and morale isn't right for the campaign, respectful roleplay is a viable alternative to these mechanics.

Mental Stress Effects

The Narrator may decide that a particular encounter that goes badly can leave a lasting impact on adventurers. Alternatively, if these options are discussed during character creation a player may decide that an event in their past provides sufficient mental stress to bring about a change in their character. These effects provide options for short- and long-term repercussions. A creature may only have one mental stress effect at a time. A long-term effect overrides a short-term effect, and if two effects are of equal strength, the most recent effect replaces the older effect.

A mental stress effect is usually best chosen based on the encounter that causes it and an adventurer's personality, but may be randomly determined using the mental stress effect tables.

Strife and Mental Stress Effects

When a creature suffers its fifth level of strife it gains a short-term mental stress effect, and when it suffers its seventh level of strife it gains a long-term mental stress effect.

Short-Term Mental Stress Effects

These conditions are the immediate effects of mental stress after an event or encounter. They last for 1d6 days, but could remain longer based on discussions between the Narrator and player.

Bewildered

A bewildered creature is overwhelmed by trying to process a particular event. Its mind begins to play tricks, altering its perceptions. A bewildered creature has disadvantage on social-based ability checks as it struggles to engage with what's happening. When a bewildered creature would succeed on an ability check, roll another d20. On a result of 15 or less the creature succeeds, but otherwise it fails the ability check instead. This could be caused by a temporary forgetfulness that leads the creature to forget what it was trying to achieve, or in some cases a brief hallucination that alters the circumstances in such a way that it is unable to succeed.

Cowed

A cowed creature cannot shake the idea that they are certain to face defeat, and so flinch and surrender at the first sign of danger. After taking any damage in combat, on its next turn a cowed creature takes the Dash action and uses all of its movement to escape danger (or if it is unable to move towards safety, the Dodge action). A cowed creature has disadvantage on Intimidation checks and when given any alternative to combat will happily take it, and it has advantage on Persuasion checks made to try and avoid combat.

TABLE: SHORT-TERM MENTAL STRESS EFFECTS

D10	MENTAL STRESS EFFECT
1	Bewildered
2	Cowed
3	Distraught
4	Enraged
5	Flippant
6	Musical
7	Obsessed
8	On Edge
9	Sleepless
10	Terrorized

Distraught

A distraught creature is visibly and deeply shaken by a recent experience, and its apparent distress moves people to do what they can to help. Once per long rest, a distraught creature can choose to gain advantage on a check made to persuade neutral or friendly creatures to aid it, but it has disadvantage on Deception, Performance, and initiative checks.

Enraged

An enraged creature is unable to shake its frustration with an enemy or its own perceived failings after an encounter. An enraged creature has advantage on Strength checks, but has disadvantage on all other ability checks. Whenever an enraged creature fails an ability check, it throws or attempts to break any tools or objects involved in the check.

Flippant

A flippant creature refuses to face the enormity of whatever event befell it. Not only does a flippant creature superficially shrug off the experience, it goes to reckless ends to prove it is 'unaffected' with little regard for itself or allies. A flippant creature has advantage on Dexterity checks, but has disadvantage on Wisdom checks and saving throws.

Musical

A musical creature has temporarily taken leave of social norms after a deep shock or strange encounter. Instead of talking, it now sporadically sings its thoughts and during conversation, giving it disadvantage on Deception, Intimidation, and Stealth checks but advantage on Performance checks.

Obsessed

An obsessed creature cannot stop talking about the ordeal that troubles it. It has disadvantage on Stealth checks as it constantly tells allies that it is reminded of "that time when..." Whenever initiative is rolled, an obsessed creature makes a DC 15 Wisdom saving throw or loses 1 round of actions as it wrestles with and exclaims about the similarities to the traumatic encounter in its past.

On Edge

A creature that is on edge is hyperaware of its surroundings and unable to fully relax. An on edge creature has advantage on Perception and initiative checks, but disadvantage on all other ability checks as it is distracted, unable to take its mind off the dangers that could potentially lurk around every corner.

Sleepless

A sleepless creature is unsettled by its encounter and struggles to relax in order to sufficiently rest. Whenever a sleepless creature takes a long rest, it makes a DC 15 Wisdom saving throw to quiet its mind or only gains the benefits of a short rest. During rests where a sleepless creature has failed its Wisdom save, it has advantage on Perception checks made to detect danger.

Terrorized

A terrorized creature is not just fearful of danger but convinced it is already here. A terrorized creature is unable to shake its fear response from its unsettling encounter, unwilling to go within 30 feet of strangers or participate in melee combat without succeeding on a DC 15 Wisdom saving throw first (instead taking the Dash action to escape to safety or retreat from a sudden noise). A terrorized creature has advantage on Perception checks and any Strength, Dexterity, or Constitution checks made to escape combat or danger, but it will sleep only in places with reasonable security precautions.

Long-Term Mental Stress Effects

These effects denote a more permanent impact made by the mental stress of traumatic encounters.

Covetous

A covetous creature is gripped by a fear of losing in any sense and it begins to desire what is owned by others, no matter how small or seemingly insignificant, feeling deprived by that which they do not have. A covetous creature has advantage on Sleight of Hand checks, but disadvantage on Wisdom saving throws and Deception checks related to things it has taken.

Distorted Perceptions

A creature with distorted perceptions has been shaken to its core, and perhaps had its mind jolted by interdimensional travel. Whenever a creature with distorted perceptions rolls a Perception check with a result equal to or less than its passive Perception, small details of the world begin to warp—a swaying tree becomes a dancing shadowy figure,

TABLE: LONG-TERM MENTAL STRESS EFFECT

D10	MENTAL STRESS EFFECT
1	Covetous
2	Distorted perceptions
3	Hopeless
4	Inimical
5	Memory Wipe
6	Murderous
7	Peacekeeping
8	Phobia
9	Superstitious
10	Suspicious

a coil of rope becomes a deadly snake coiled to attack, and its allies may temporarily wear the face of an enemy. These distorted perceptions are brief but absolutely real to the creature.

Discussion between the Narrator and the player of an adventurer with distorted perceptions can determine what kind of hallucinations they're most likely to have and how far they'd like to take it.

Hopeless

A hopeless creature has completely lost faith in its purpose and finds it difficult to be motivated. A hopeless creature has advantage on Persuasion checks that involve convincing someone not to take a certain course of action, arguing the pointlessness of it all, but it has disadvantage on initiative checks.

Inimical

When an inimical creature is bloodied, on its next turn it takes the Attack action against the nearest creature to it. The inimical creature has disadvantage on these attacks as it flails without control. In addition, an inimical creature has disadvantage on checks and saving throws made against being grappled or restrained.

Memory Wipe

A creature with a memory wipe becomes forgetful in the extreme after its encounter, perhaps not remembering the event at all. A memory wiped creature has disadvantage on Arcana, Culture, History, Nature, and Religion checks, and any other knowledge-based check as its capacity to easily recall information is profoundly affected.

Murderous

A murderous creature no longer sees shades of gray when it comes to even the gentlest disagreement or conflict. At the first sign of conflict, whether that be disagreement within the party or a suspicious looking stranger, a murderous creature sees red, attacking first and asking questions later. Dazed by their recklessness, a murderous creature has disadvantage on initiative checks, but advantage on its first attack roll on each of its turns while in such a state. This state lasts for a maximum of 5 rounds, but can be ended earlier by a *calm emotions* spell or DC 18 Persuasion check.

Peacekeeping

A peacekeeping creature wants no more violence and on each of its turns uses all of its actions to prevent or subdue combat by every nonviolent method at its disposal, continuing this course of action until it or an ally are bloodied. A peacekeeping creature has disadvantage on initiative checks but advantage on its first ability check made to try and end a combat.

Phobia

A traumatic encounter leads a creature to have a long-term, debilitating fear of some element of the encounter. For example, narrowly escaping a burning building may leave a creature with a phobia of fire. When encountering the subject of its phobia, a creature makes a DC 18 Wisdom saving throw. On a success the creature can act normally, but on a failure it is frightened for 1 minute (at the Narrator's discretion, depending on the situation it may be incapacitated instead). At the end of each of its turns, the creature repeats the saving throw, able to act normally on a success.

Superstitious

A creature comes to believe it has survived its traumatic encounter thanks only to the presence of a lucky charm. This charm can be anything it had on its person at the time of the event. The superstitious creature has disadvantage on attack rolls and saving throws whenever it is more than 30 feet away from its charm, except for Investigation or Perception checks to find the charm again (which are made with advantage).

Suspicious

A suspicious creature has lost faith in the goodness of the people and circumstances around it. A suspicious creature has advantage on Sleight of Hand checks, and Perception checks to detect hidden foes, but it has disadvantage on Insight checks as it is unable to objectively interpret intentions.

Indefinite Mental Stress

It may be that a creature encounters a situation that inflicts indefinite effects on its psyche. In this case it may have one or more of any of the above mental stress effects, with no time limits imposed. The Narrator should decide which effects and how many. A creature can only suffer from multiple mental stress effects if one or more are indefinite mental stress effects.

Saving Throws

Saving throws can be used to determine how a creature handles the mental stress of a particular encounter. When a creature fails a saving throw by 10 or more or rolls a critical failure on a saving throw, it may acquire a short-term mental stress effect determined by what the save was made for. In a tougher encounter, at the Narrator's discretion a success may mean that a creature is left with a short-term mental stress effect, and on a failure it instead acquires a long-term mental stress effect.

Wisdom or Charisma saving throws are most likely to relate to a creature's mental fortitude, however Intelligence or Constitution may be more applicable based on the encounter.

Spell Effects

Some spells such as *contact other plane* and *symbol* involve potential impacts on the mind of a creature. Rather than using the described spell effects, the Narrator may substitute a short- or long-term mental stress effect.

Relieving Mental Stress Effects

Like physical injuries, the mental impacts of adventuring are not permanent. In a world where even death is not necessarily the end, there are also options to recover from the mental impacts of overwhelming events.

Roleplay

In the same way that danger sometimes passes without combat, conditions that impact an adventurer's psyche (rather than their physical self) can be resolved through effective roleplay. Roleplaying an important resolution for a PC (or even an important NPC) may bring an end to their condition—this might be reuniting with a significant person from their past, finally defeating a sworn enemy, or simply being soothed by the companionship and protection of their allies.

Healing Magic

Short- and long-term mental stress effects can usually be removed with a *greater restoration* spell (although the Narrator may set other conditions) and temporarily relieved by the *calm emotions* spell (until the spell ends).

Other Magic. The obvious restorative properties of healing magic are effective, but powerful illusions or even spells that alter reality have the potential to end mental stress effects.

Personality Changes

A failed saving throw may not lead to a mental stress effect. In some cases after discussion with the group, the Narrator may decide that a particular event leads to a far more fundamental change. The nature of this change and the status of an adventurer's mental stress effect afterward (it may become a long-term mental stress effect, indefinite, change to a short-term mental stress effect, or be removed entirely) are at the Narrator's discretion.

Appendix B: Gods, Faiths, and Beliefs

Religion is an indispensable facet of most fantasy worlds, taking imagination into the inner depths of the soul and out into the vast reaches of the multiverse. Like culture and heritage, personal beliefs are a critical part of a character's identity, and the religious landscape in which they find themself is often riddled with the seeds of adventure. People's fundamental beliefs, hopes, and fears often drive them to the dire straits which are the stuff of legend.

Using the modest toolbox in this section, Narrators can reinforce the themes of their campaign and build numinous encounters which allow the characters (and their players) to reflect on their innermost heart. This section is not a definitive study on how religion works in any campaign setting—it is a humble starting point in exploring the same questions which challenge even the greatest storytellers.

Religion Types

All religions, both in real-life and fantasy, are extraordinarily complex. No religion is as simple as a list of gods in a pantheon and their respective departments. Even so, Narrators need not be scholars and a list of gods and ideologies is a fair start at creating a religiously rich and diverse setting.

Consider the various types of traditions. Some religions very clearly represent a single type—such as the religion of most druids, which is nature worship. Other religions are more complex and may be a hybrid of many types. Norse mythology, for example, might be thought of as a combination of nature worship, folk hero worship, and a cosmic warfare religion. Although that is a simplification, the point is that even briefly reflecting on a religion's type can add profound depth to a setting's religious landscape.

It is also important to consider how the religion is organized. Is it a loose collection of spiritual beliefs held by a cultural or ethnic group? Is it a powerful movement with a centralized (or decentralized) authority base? Or does this belief system shun ideas like oversight and dogma, preferring congregations or individuals to make their own choices? These facets will likely be tied to how the faith uniquely lives out its type.

Ascended Hero Worship and Religions

People pass down tales of unbelievable and miraculous historical events through generations. These stories speak of folks of humble origin saving a family from drowning via astral projection, remaining loyal in the face of execution, or using one brilliant strategy after another to help the rebellion succeed. In time these legendary figures become revered not only in literature or art, but also in faiths, spirituality, and religions.

Explanations for how folk heroes come to possess divine power can vary. Some say that they became a candidate in life (or possibly death), which is then confirmed by succeeding a series of challenges put before them. Another might say the supernatural powers they accumulated help them surpass their mortal limits. Lastly there is the theory that the collective belief of others in the individual leads to the god's enlightenment or ascendancy. Some gods take their station long before the call of death, effectively becoming immortal, while others only take their stations after their passing from the corporeal realm.

Unlike those of pure divine or spiritual origin, a once-mortal deity has experienced the trials, tribulations, and vices of the mortal world. This can impact their view of mortal affairs and how they intervene when called upon to aid one, if they decide to do so at all. Some gods become so involved that they manifest via incarnation, or even reincarnation. Others, meanwhile, prefer to distance themselves from the complicated and intricate politics of people and relations.

When creating religions that are centered on the worship of folk heroes, in addition to brainstorming how they are worshiped and by whom, ask the following questions: what is this deity's life story? What did they become known for? How did they subsequently become a deity? What led to people

worshiping them? Was it miracles, visionary prophecies, or were they already on the divine pedestal in life? How did becoming a god affect who they are, how they act, and what they think?

ASCENDED PANTHEON EXAMPLES

Centuries ago the Righteous Five went head to head against an evil lich overlord looking to conquer the world, sacrificing their lives to save all from the undead scourge. Each of the five is associated with a day of the week, with the sixth day associated with the final battle against their enemy, and the seventh and last day associated with the day they were laid to rest. Below are two of the gods described in detail:

Josfen the Harbinger, iconically represented as a human rogue, is the first of the five. As the sole survivor of an undead outbreak in the frontier lands, Josfen spent much of his life dedicated to seeking out rumors of the undead in order to eradicate them before they rise in unmanageable numbers. It is through his vigilance that signs of an undead legion were discovered. In modern times, common folk worship Josfen to ask for premonitions of an action they plan to take, or for him to grant them vigilance towards possible danger, while his temples continue the mission of rooting out undead wherever they rise.

Serafina the Silver-Tongued is one of the better documented gods out of the five, for she was a member of a major elven noble family in life. She is linked with the third day of the week. As the eldest child of a well-known diplomat, Serafina served as an emissary herself for a time before becoming a royal consort, then ascending to the throne as Queen Adeline III. Serafina is credited by many nations for settling the historical grudges of many nations to unite each under a single banner against the undead army. As a goddess she is associated with the art of speechcraft, rising in status and power, and the achievement of peace between groups. Many of her temples are built by aristocrats hoping such tributes will allow them to continue to prosper — these sacred places are often used to settle disputes with her clergy being trained in handling various legal or personal settlements.

TABLE: EXAMPLE FOLK HEROES

Margthran the Scholar	Dwarves, Invention, Knowledge, Magic, Research	Good
Gurerdin the Goldcount	Accountability, Commerce, Currency, Numbers, Orcs	Good
Sharlthiss the Redeemed	Death, Dragonborn, Morality, Redemption, Undead	Lawful



Nature Worship

People's views of the wilderness have always been shaped by how much control they feel they have over it. If it cannot be dictated by will, it is doubted. If it cannot be predicted, it is regarded with vigilance. If it threatens the stability of society and life, it is revered—sometimes out of respect, sometimes out of fear.

In time this leads to the worship of nature itself, which can gradually change and end up expressing fundamentally similar ideas that look very different from one another. For example, while one culture might worship nature via a god that is an anthropomorphized sky, another may worship the sky as an entity by itself. Both groups of worshipers may pray out of the same desire, such as mild and pleasant weather and plentiful harvests.

If nature worship makes an appearance in the campaign setting, consider the following questions: is nature worshiped as a single entity or as several entities? Does nature answer the call of its believers? If it does, how strong of a response is it and how does that manifest?

NATURE WORSHIP EXAMPLE

The hardy Stoneworthy live in a region of the world where metal is scarce and believe that nature is a singular powerful entity named Ratuk, a being who bends all of reality. Each life and matter in existence (even those others call gods) is a part of Ratuk that has been discarded in its pursuit for perfection. Though death may temporarily unify a soul with Ratuk, if one has not undergone sufficient trials to perfect themself, they will be discarded and born anew.

Perfection under Ratuk is defined as remaining clear-headed and in control of one's thoughts, attitudes, and actions while experiencing intense emotions associated with the desire to survive. This can be the fear felt when starving while traveling through barren lands, or anger at getting injured while hunting a dangerous predator. That said many are all too aware of the perilous nature of such situations, and it is considered unwise to intentionally seek out such opportunities. Most believe that such chances can only be granted by the reality-warping Ratuk itself. To encounter hardships is seen as having Ratuk's expectations placed upon one's shoulders.

Those who have survived multiple such encounters become widely known as Wildspeakers. Often heavily wounded and permanently injured by their experiences, they are seen as those ready to rejoin the great Ratuk, though they have been tasked with remaining mortal to act as a way to communicate with the people. In many communities Wildspeakers are respected healers or diviners that interpret various weather events or anomalies as omens.

Cosmic Warfare Religions

These faiths believe in or are involved with a millennia-long spiritual struggle for control of the multiverse, worshiping one (or many) of the various interplanar entities and factions vying for domination. Amid this grand battle the mortal realms are often considered relatively safe zones—but in truth the Material Plane is the site of many spiritual proxy-battles. Nobody knows when a world might draw the attention of intergalactic forces better left forgotten.

The cosmological horror of cosmic war positions religion as a natural psychological defense. Even if time begins and ends with the gods at war, that is no reason to live with the fact in the center of one's spiritual life. The psychological benefit of these faiths is that the faithful can devote their life to a god and that god's laws, and in doing so live with a sense of security and integrity.

As for the gods, seemingly beneficent entities reveal themselves to mortals and provide for them—they may or may not ask for worship and undying loyalty in return. Some seekers of knowledge and power petition entities who never pretended to have the Material Plane's best interest at heart. Other beings who have nothing to do with the cosmic war may misrepresent themselves to mortals with canny deceptions or seductive lies. And some deities keep cosmic war a secret from their followers, suppressing any revelations of their activities.

When thinking about a fantasy religion that might be this type, consider whether or not the religion's main appeal is that supernatural forces are here to protect mortals and their world from other supernatural forces. If they are, what is this tradition's

history regarding cosmic war? Is the Material Plane born from the blood and bones of slain gods, or is it a precious speck of dust that deities deign to protect? What are the forces of destruction—fiends, elementals, undead, or something else? Are they banished, sealed, or barely kept at bay? How do all these things fit into the religion's moral norms? What is the reward for loyalty and obedience?

No matter the specifics of your campaign's cosmology, consider how that aspect affects the religious life of everyday people. How do the stories of the origin, fate, and meaning of the multiverse play out in daily life?

Philosophies

Some religions did not begin as beliefs but rather as philosophies meant to dictate how one should view life and existence, and the appropriate behaviors that should reflect such views. These philosophies may arise to explain or criticize various societal issues, and serve to point out solutions to solve or prevent such problems. The rules dictated by these philosophies can encompass various aspects of life, from laws by which a sovereign should govern to simple acts of compassion and charity.

In addition, philosophies often provide an explanation of the cosmology and existential purpose of the world to go in tandem with their rules. From explaining how souls can reincarnate or what purpose the world was created for, each philosophy defines how the world works and uses such definitions to dictate whether certain acts or ideas should be perceived as good or evil, natural or aberrant, proper or inappropriate.

Much like other belief systems, philosophies can become ritualized and ingrained into a culture. Over time it may look like any other religion in all but origin. Such processes often take centuries, if not longer, and often involve various societies interpreting the philosophy for their own benefit. For example, it's not unusual for philosophies to be co-opted by rulers if it means that they will have better control over the populace.

When creating a philosophy which might appear in the world, consider the following: who is or are the primary philosophers, and what influenced them to form this school of thought? What effect did they want it to have on society? What is the philosophy's central idea? What values does the philosophy hold as greatly important or good? What behaviors and thoughts are discouraged or criticized? How is a person judged in such a philosophy?

PHILOSOPHY EXAMPLE

The Measure of the Oath originally began as a declaration of ethics meant for swearing in knights of a kingdom. Drew Markin wrote it during a time when the crown was rapidly switching hands every handful of years, realizing that with each new sovereign upon the throne, new knights would be inducted as favors. The lack of vetting process caused many abuses of power as the noble rank became bloated. His old lordship thus wrote the first of many documents, hoping these would serve as a standard that all knights would be held to. While he did not live to see it, an expanded and amended Measure of the Oath was formally adopted after a bloody civil war and did in fact serve to reign in the knights.

Despite royalty and nobility being a thing of the past in the republic that replaced said kingdom, the Measure of the Oath remains an important aspect of daily life. Many national religious holidays are annual rituals where one renews their oaths to society, themself, and each other. Elected officials are sworn in with a declaration that is remarkably similar to the historical version of the Measure of the Oath. The most common method of farewell is saying, "maybe," in reply to the question, "shall we meet again?"

A common phenomenon observed in societies that practice the Measure of the Oath is in how casually people might promise something to a stranger, yet the same shall never be given, demanded, or expected from those held close. Apparently this behavior arose as the result of the Measure seeing the breaking of promises as abhorrent and despicable—thus the closer two people are the greater the expectation there is upon the oath. Many avoid the uncomfortable position of disrespecting one another by breaking an oath due to something they have no control over. Incidentally, the most obvious impact this has can be observed in how the republic does not practice or celebrate marriage, nor record or keep track of such relations in the sense that many other cultures do. If anything, there seems to be a distinct lack of it.

Atheism and Secularism

In some cultures the removal or divorce of faith and beliefs from daily life can be the most prevalent of societal norms. Sometimes this is actively achieved with the purging of religious materials, or the passive result of traditions that have fallen into the past. With the former there is often a reason behind such movements, ranging from a desire to remove past dogma that stifled the people to persecution in the name of control or politics. The reasons behind passive loss, however, can be much more elusive to pinpoint. Some say that high population density leading to the homogenization of cultures may be the cause, while others think that social stability means people have less of a need for faith, particularly those that placed trust into the supernatural and unknowing.

When creating an atheist culture, consider why this is the norm. Did the society start out atheist and remained so, or was there a prevalent religion before? What historical events might have led to the desire for lack of beliefs? What do people place faith in then with regards to hopes, wishes, and desires?

"Humanism! What about gnomes?"

The term humanism is a technical term used in religious studies. In real life it is difficult for an ideology to be more inclusive than concern for the entire human species — and by extension the beings which support our web of life. Still, one day we may come to find that there are people besides the ones we would ordinarily call human.

That is certainly the case for people in fantasy worlds, so the term humanist can come off as problematic. Consider doing one of the following:

1. **The term isn't used in the campaign setting because it is foreign (even if the sentiment is quite present).**
2. **The word "human" is used in two senses — either human heritage or humanoids in general — and the group agrees not to make a fuss if the distinction is clear.**
3. **The Narrator (and maybe the players too) should settle on a fantasy synonym for humanist suitable for use in the campaign setting. For example, perhaps the term most people use for "humanoid" is "kindred." In that case, the setting's term for humanism would be kindred autonomy or kindredism. In the *Zeitgeist* campaign setting, the ideology of muktism has a great deal in common with humanism — particularly their shared concern for individualism, learning, and material wellbeing.**

Humanism and Humanistic Faith

Humanism is the central concern with and for human beings (and other humanoids), but it isn't so much a standalone philosophy as it is a sentiment found within a wide variety of religious and philosophical movements. In a word, humanism centers the wellbeing, autonomy, rationality, and moral judgment of humans (as well as dwarves, elves, and other heritages) over and against radical dependency on the gods.

Some humanists simply don't define their religious life in terms of the gods — others actively view the gods with suspicion. What makes the gods the absolute arbiters of right and wrong? Isn't worshiping gods to get something a practice of selfishness? Humanists interpret divine magic as the manifestation of a person's clarity of heart, rather than direct intervention by a deity. A humanist might well grant that the gods exist, but whereas the pious will ask the gods, *"what is your law?,"* the humanists will ask, *"how can we become a law unto ourselves?"*

Some folk strike a curious balance between devotion to a patron god and a central concern for humanity. They might say the gods are pleased when humanity practices their independence. On the other hand, a person might take no interest in deities, but that does not make them a humanist. Devotion to law, commerce, and knowledge all lose their humanist bent when policy, profit, or information are elevated above human dignity.

The humanist tendency can take a culture by storm, and it can appear spontaneously even in stiflingly reverential environments. When creating

a humanist culture, ask if humanist (or dwarvist, or elvist, and so on) is the term that they use for the ideology, or if the term is related to something more tangible—like art or science? How do pious factions respond to humanist sentiment? Do they see it as a legitimate interpretation of faith, or as a heresy? Are the secular and atheist factions humanist?

Sample Gods and Pantheons

Every campaign varies in terms of what deities take center stage. To help accommodate this the following tables gloss the gods and religions referenced in this book, plus a sample pantheon for building and expanding upon.

Each god or belief system has suggested aspects presented for convenience, but they are easily expanded or modified. Domains are a brief overview of the gods' theological symbols and areas of influence, but the specifics vary between believers, communities, and settings. Alignment represents a common moral disposition among that religion's believers, but not all worshipers fit that mold—and who can say what thoughts a god privately entertains.

The sample gods are usable as presented, but they also work well combined. For example, the Dawnbringer and the Hunter strongly resemble Apollo and Artemis from Greek mythology. On the other hand, the god Thor from Norse mythology might be some combination of the Ravager, the Tempest, and others.

TABLE: DEITIES AND BELIEFS IN *LEVEL UP*

GOD OR BELIEF	DOMAINS	ALIGNMENT
Algol	Darkness, Destruction, Fear, Madness, Multiplicity, Secrets, Stars	Chaotic Evil
Forge God	Building, Crafting, Creation, Earth, Fire	Lawful
Lutiya	Calamity, Domination, Dragons, Law, Protection, Wisdom	Lawful Good
Measure of the Oath	Accountability, Ethics, Honesty, Justice	Lawful
Moon God	Courage, Darkness, Knowledge, Light, Stealth, Transformation	—
Orcus	Death, Hatred, Murder, Punishment, Undead	Evil
Queen Mab	Dreams, Elves, Faeries, Magic, Romance, Trickery	Chaotic
Ratuk	Mental Clarity, Nature, Perfection, Strength, Survival	—
The Shaper	Community, Friendship, Hospitality, Loyalty, Halflings, Humility, Surprise	Good
Spirits of the Earth	Connection, Life, Magic, Mystery, Nature	—
Tiamat	Blood, Chaos, Dragons, Fertility, Ocean, Poison, Water	Chaotic
The Trickster	Humor, Intrigue, Revolution, Transformation, Trickery	Chaotic
The Righteous Five	Courage, Protection, Sacrifice	Good
Josfen the Harbinger	Stealth, Survival, Vigilance, Insight, Humans	Chaotic Good
Serafina the Silver-Tongued	Diplomacy, Peace, Prosperity, Royalty, Elves	Lawful Good
Margthran the Scholar	Dwarves, Invention, Knowledge, Magic, Research	Good
Gurerdin the Goldcount	Accountability, Commerce, Currency, Numbers, Orcs	Good
Sharlthiss the Redeemed	Death, Dragonborn, Morality, Redemption, Undead	Lawful

TABLE: SAMPLE GODS

GOD	DOMAINS	ALIGNMENT
The Artist	Art, Culture, Music	Good
The Builder	Building, Crafting, Creation, Earth, Fire	Good
The Dawnbringer	Light, Prophecy, Sun, Time	Good
The Devil	Darkness, Demons, Evil	Evil
The Dragon	Ambition, Dragons, Monsters	—
Elder God	Arcana, History, Knowledge, Madness	Evil
The Executioner	Death, Undead, Underworld	Evil
The Father	Law, Rulership, Sky	Lawful
The Fisher	Bounty, Laborers, Sea	—
The Gambler	Fate, Luck	Chaotic
The Hunter	Hunting, Moon, Self-Reliance	—
The Judge	Chivalry, Honesty, Justice	Lawful
The Keeper	Agriculture, Nature, Wilderness	Good
The Leper	Disease, Drought, Insects, Plague	Evil
The Lover	Beauty, Hope, Love	Good
The Mother	Birth, Family, Fertility, Healing, Hearth, Life	Good
The Ravager	Brutality, Force, Plunder	Chaotic
The Reveler	Greed, Mirth, Wine	Chaotic
The Scholar	Knowledge, Wisdom	Lawful
The Shepherd	Guidance, Safety, Serenity	Good
The Tempest	Storms, Thunder, Weather	Chaotic
The Traveler	Commerce, Trade, Travel	—
The Trickster	Humor, Intrigue, Trickery	Chaotic
The Torturer	Incarceration, Pain, Poison	Evil
The Warrior	Honor, Protection, Strength, War	—



Religious Conspiracies and Plots

Religious hierarchies are the site of unending political intrigue. Even in campaign settings where gods make regular appearances there's room for machinations, temptations, and betrayal—in fact, the appearance of a true god can make the faithful all the more vulnerable to manipulation. Use the table below to develop such a plot or imagine entirely new ways for faith to go awry.

TABLE: RELIGIOUS CONSPIRACIES

D10	RELIGIOUS CONSPIRACY
1	A fake priest is defrauding locals out of their savings. a. They use a cat familiar for spying. b. They sell shoddy love potions. c. They utilize illusion magic and make outlandish promises.
2	The religious hierarchy makes every reason to demote and expel magic-users from their ranks. Why? a. Prejudice against spellcasters. b. Divination magic might expose illegal activities. c. To protect them from a notorious assassin.
3	A well-respected leader has recently fallen from the hierarchy's good graces. What happened? a. Caught wind of corruption. b. Secret lovechild with a secret power. c. They owe a debt to a guild of assassins.
4	A faction of dragons in disguise has infiltrated the hierarchy, impersonating the leadership and possibly even the gods. a. They seek to maintain a stable and prosperous society. b. They desire vast wealth and potent magic. c. They wish to subdue the descendants of their enemies.
5	A divinely appointed religious leader is much too young, and the child's appointed counsel is unfit. a. The royal family aims to blind the youth from their doings. b. Five rival visiers vie for the young leader's influence. c. An assassination attempt has just succeeded!
6	The gods have been appearing and giving revelations a lot recently. a. Raising suspicion of rampant fraud. b. Bringing unwanted attention to oracles. c. The hierarchy will pay good money for transcriptions — no questions asked.
7	A remote monastery claims to worship a certain god but their true faith tradition is a deadly secret. a. They worship a god of murder and child sacrifice. b. They are peaceful believers in an outlawed religion. c. They appear normal but once each year make sacrifices to an Elder God.
8	The religious hierarchy secretly knows but actively suppresses the location of lost scripture, sacred relics, or artifacts. a. Rediscovery of these items would shift the balance of political power. b. The hidden items are key to a ritual unleashing unspeakable horrors. c. They have been divinely mandated to protect the items at all costs, though they are unsure exactly why.
9	The top members of the religious hierarchy are being mind-controlled by a powerful mage. a. The mage means to corrupt the faithful. b. The mage intends to pass controversial religious reform. c. The mage tries to strengthen the faithful against imminent attack!
10	A famous oracle of the gods has stopped speaking. Why? a. They're having a crisis of faith. b. They've been afflicted by a curse. c. They have fallen from grace.

Appendix C: Beasts and Creatures

AWAKENED TREE

CHALLENGE 2
HUGE PLANT
450 XP

AC 13 (natural armor)
HP 51 (6d12 + 12; bloodied 25)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	14 (+2)	10 (+0)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 14
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 10
Languages one language known by its creator
False Appearance. While motionless, the tree is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.



BADGER

CHALLENGE 0
TINY BEAST
10 XP

AC 10
HP 3 (1d4 + 1; bloodied 1)
Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	10 (+0)	12 (+1)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 10
Senses darkvision 30 ft., passive Perception 11
Languages —
Keen Smell. The badger has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

BLACK BEAR

CHALLENGE 1/2
MEDIUM BEAST
100 XP

AC 11 (natural armor)
HP 19 (3d8+6; bloodied 9)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3
Senses passive Perception 13
Languages —
Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The bear attacks once with its bite and once with its claws.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

ELEPHANT

CHALLENGE 4
1,100 XP

HUGE BEAST

AC 12 (natural armor)
HP 76 (8d12 + 24; bloodied 38)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	16 (+3)	4 (–3)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 16
Senses passive Perception 10
Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the elephant moves at least 20 feet straight towards the target before the attack, the target makes a DC 16 Strength saving throw, falling prone on a failure.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

BONUS ACTIONS

Trample Underfoot. The elephant makes a stomp attack against a prone creature.

GIANT APE

CHALLENGE 7
2,900 XP

HUGE BEAST

AC 14 (natural armor)
HP 115 (11d12 + 44; bloodied 57)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (–2)	12 (+1)	6 (–2)

Proficiency +3; **Maneuver DC** 16
Skills Athletics +8, Perception +4
Senses passive Perception 14
Languages —

ACTIONS

Multiattack. The ape attacks twice with its fists.

Fists. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 50/100 ft., one target. *Hit:* 26 (6d6 + 5) bludgeoning damage.

GIANT RAT

CHALLENGE 1/8
25 XP

SMALL BEAST

AC 12
HP 7 (2d6; bloodied 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	10 (+0)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses darkvision 60 ft., passive Perception 10
Languages —

Keen Smell. The rat has advantage on Perception checks that rely on smell.

Pack Tactics. The giant rat has advantage on attack rolls against a creature if at least one of the rat's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GIANT SHARK

CHALLENGE 5
1,800 XP

HUGE BEAST

AC 13 (natural armor)
HP 105 (10d12 + 40; bloodied 52)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (–4)	10 (+0)	4 (–3)

Proficiency +3; **Maneuver DC** 16
Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —

Water Breathing. The shark breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. On a hit, the shark can make a second bite attack as a bonus action.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the shark can swim 20 feet without provoking opportunity attacks.

JACKALOPE

CHALLENGE 3
TINY BEAST
700 XP

AC 14
HP 55 (10d4 + 30; bloodied 27)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	16 (+3)	6 (–2)	17 (+3)	14 (+2)

Proficiency Bonus +2; **Maneuver DC** 14
Saving Throws Str +2, Dex +6, Con +5
Skills Athletics +2 (+1d4), Deception +4, Perception +5 (+1d4), Stealth +6, Survival +5
Damage Resistances lightning
Condition Immunities stunned
Senses passive Perception 17
Languages understands Common but cannot speak

Evasion. If the jackalope is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the jackalope instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Hearing. The jackalope has advantage on Perception checks that rely on hearing.

Mimicry. The jackalope can imitate sounds it hears frequently, such as a simple phrase or an animal noise. Recognizing the sounds as imitation requires a DC 14 Insight check.



ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the jackalope moves at least 20 feet straight towards the target before the attack, the attack deals an extra 7 (2d6) piercing damage.

BONUS ACTIONS

Nimble Escape. The jackalope takes the Disengage or Hide action.

REACTIONS

Uncanny Dodge. When an attacker the jackalope can see hits it with an attack, the jackalope halves the attack's damage against it.

SHAMBLING MOUND

CHALLENGE 6
LARGE PLANT
2,300 XP

AC 15 (natural armor)
HP 123 (13d10 + 52; bloodied 61)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (–2)	12 (+1)	6 (–2)

Proficiency +3; **Maneuver DC** 15
Skills Stealth +3
Damage Resistances cold, fire, piercing
Damage Immunities lightning
Condition Immunities blinded, deafened, fatigue
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —

Lightning Absorption. When the shambling mound is subjected to lightning damage, it instead regains hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit one Medium or smaller creature, the target is grappled (escape DC 15), and the shambling mound uses Engulf against it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound absorbs a Medium or smaller grappled creature into its body. The engulfed creature is blinded, restrained, can't breathe, and moves with the shambling mound. At the start of each of the shambling mound's turns, the target takes 11 (2d6 + 4) bludgeoning damage. When the grapple ends, the creature is no longer engulfed. The shambling mound can have only one creature engulfed at a time.

TIGER
CHALLENGE 1
LARGE BEAST
200 XP

AC 12
HP 30 (4d10 + 8; bloodied 15)
Speed 40 ft.

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

Proficiency +2; **Maneuver DC** 13
Skills Perception +3, Stealth +4 (+1d4)
Senses darkvision 60 ft., passive Perception 13
Languages —

Keen Smell. The tiger has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the tiger moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Opportune Bite. The tiger makes a bite attack against a prone creature.

WARHORSE
CHALLENGE 1/2
LARGE BEAST
100 XP

AC 11
HP 30 (4d10 + 8; bloodied 15)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (−4)	12 (+1)	6 (−2)

Proficiency +2; **Maneuver DC** 14
Senses passive Perception 11
Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the horse moves at least 20 feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

WOLF
CHALLENGE 1/4
MEDIUM BEAST
50 XP

AC 12
HP 11 (2d8 + 2; bloodied 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	3 (−4)	12 (+1)	6 (−2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3, Stealth +4
Senses darkvision 30 ft., passive Perception 13
Languages —

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it makes a DC 12 Strength saving throw, falling prone on a failure.

Appendix D: Compatibility

Level Up: Advanced 5th Edition (A5E) is designed to be fully compatible with the original version of the game. You can use any of your existing (or future) original 5th Edition (O5E) adventures, monsters, spells, characters, and more in *Level Up* right out of the box. This book, *Trials & Treasures*, and the *Monstrous Menagerie* replace the O5E core book with revamped classes and expanded rules, the O5E Narrator's book with new magic items and rewarding exploration rules, and the O5E monster book with more in-depth versions of the same creatures (plus variants and a whole lot more).

However, in some rare cases, you will find some terminology changes. For convenience, these have been listed below.

TABLE: COMPATIBILITY

O5E NAME	A5E NAME
Aasimar	Planetouched
Barbarian	Berserker
Drow	Shadow elf
Duergar	Deep dwarf
Exhaustion	Fatigue
Game Master	Narrator
Golem	Guardian
Half-orc, half-elf	Mixed heritage
Madness	Mental stress effect
Monk	Adept
Oni	Ogre mage
Phylactery	Soulvessel
Paladin	Herald
Race	Heritage
Tiefling	Planetouched

Some spells have also been renamed. O5E spells which contain proper named individuals in the title no longer contain the proper name (sometimes substituting the word "arcane"). The spell name is the same otherwise. This includes the following spells: *acid arrow, arcane hand, arcane sword, black tentacles, faithful hound, floating disk, freezing sphere, hideous laughter, instant summons, irresistible dance, magic aura, magnificent mansion, private sanctum, resilient sphere, secret chest, tiny hut, telepathic bond.*

Maneuver DC

Before using an O5E creature in an A5E game, the Narrator should calculate and jot down its Maneuver Defense (8 + proficiency bonus + Dexterity or Strength modifier).

Supply & Magic

In A5E, magic is limited in the amount of useful food and water it can create. Only the following spells in this book create Supply: *create food and water, create or destroy water, heroes' feast.* Also, *magnificent mansion* can support a number of occupants for its duration. If a spell does not specify that it creates Supply, then any foodstuffs that it creates do not constitute Supply.

Additionally, Supply cannot be stored in extradimensional spaces.

If you are using O5E spells, or spells from additional sources, the Narrator will need to determine whether the spell creates Supply. Generally, a spell is able to create a maximum amount of Supply equal to its spell level up to 3rd-level spells, or up to twice its spell level for spells of 4th level or higher. Spells of 8th or 9th level can generally circumvent Supply requirements.

What Isn't Compatible?

While characters in O5E and A5E can be used alongside each other, and are fully compatible as complete entities, their building blocks are slightly different in each game because A5E was designed from the ground up to provide a wide degree of flexibility and customization.

This means that A5E's heritages, cultures, and backgrounds are not individually directly compatible with O5E's races and backgrounds. However, your A5E character can be used in an O5E adventure and vice versa, and you can safely mix and match characters and NPCs from both games.

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Some terms are marked with the following descriptors:

[a] action	[d] destiny	[i] item	[t] table
[ca] class archetype	[ft] feat	[m] material	[tr] trait
[b] background	[f] feature	[p] property	
[c] culture	[h] heritage	[s] skill	

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Level Up
ADVANCED 5TH EDITION

Class, Level & Archetype		Experience Points
Heritage	Culture	Background

Character Name

Ability Scores

Strength — SAVE — ☐ Prof

Dexterity — SAVE — ☐ Prof

Constitution — SAVE — ☐ Prof

Intelligence — SAVE — ☐ Prof

Wisdom — SAVE — ☐ Prof

Charisma — SAVE — ☐ Prof

Proficiency Bonus (+)

Initiative
Ability or Skill Check

Armor Class

Size

Speed

Current Hit Points

Hit Dice	Maximum Hit Points
Total ____	

Temporary Hit Points

Death Saves
Successes ☐ ☐ ☐
Failures ☐ ☐ ☐

Fatigue ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Strife ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Supply
Max Carried

Destiny _____
Source of Inspiration:

Inspiration Feature:

Fulfillment Feature:

Skills

Passive Stealth ( )	Passive Insight ( )	Passive Perception ( )	Passive _____ ( )

	Skill	Specialty	Expertise Die		Skill	Specialty	Expertise Die
☐	Acrobatics			☐	Medicine		
☐	Animal Handling			☐	Nature		
☐	Arcana			☐	Perception		
☐	Athletics			☐	Performance		
☐	Culture			☐	Persuasion		
☐	Deception			☐	Religion		
☐	Engineering			☐	Sleight of Hand		
☐	History			☐	Stealth		
☐	Insight			☐	Survival		
☐	Intimidation			☐			
☐	Investigation			☐			

Skill Check = d20 + ability modifier + proficiency bonus* + expertise die** *if proficient **for specialties

Tool Proficiencies

Attacks & Spellcasting

Name	Atk Bonus	Damage/Type	Range	Notes

Level Up
ADVANCED 5TH EDITION

Character Name

Languages & Other Proficiencies

Features & Traits

Combat Maneuvers

Maneuvers Known: _____

Traditions Known:

Maneuver Save DC
8 + PROFICIENCY + STR/DEX BONUS

Exertion Points
2 × PROFICIENCY BONUS

Maneuver	Exertion Cost	Activation	pg #

Level Up
ADVANCED 5TH EDITION

Character Name

Age	Height	Weight
Eyes	Skin	Hair

Character Appearance

Followers & Strongholds

Name: _____ Name: _____
Type: _____ Type: _____
Ability: _____ Ability: _____
_____ _____

Name: _____ Name: _____
Type: _____ Type: _____
Ability: _____ Ability: _____
_____ _____

Character Backstory

Allies & Organizations

Equipment

Wt.	Item	Properties

Bulky Items

Maximum Bulky Items

Prestige

Prestige Center

Treasure

C.P.

S.P.

E.P.

G.P.

P.P.

Level Up
ADVANCED 5TH EDITION

Spellcasting Class _____ Spellcasting Ability _____

Character Name

Spell Save DC	Spell Attack Bonus	SORCERER/WARLOCK Spell Points
8 + MODIFIER + PROFICIENCY	MOD + PROFICIENCY	

LVL 0 Cantrips

pg #

LVL 1

KNOWN | SLOTS | EXPENDED | SP 2

pg #

LVL 2

KNOWN | SLOTS | EXPENDED | SP 3

pg #

LVL 3

KNOWN | SLOTS | EXPENDED | SP 5

pg #

LVL 4

KNOWN | SLOTS | EXPENDED | SP 6

pg #

LVL 5

KNOWN | SLOTS | EXPENDED | SP 7

pg #

LVL 6

KNOWN | SLOTS | EXPENDED

pg #

LVL 7

KNOWN | SLOTS | EXPENDED

pg #

LVL 8

KNOWN | SLOTS | EXPENDED

pg #

LVL 9

KNOWN | SLOTS | EXPENDED

pg #

Prepare for Adventure!

In this guide to *Level Up*, the advanced roleplaying game, you will find everything you need to play. Create diverse and unique heroes, engage in epic combat with villainous foes, cast powerful spells, and build mighty strongholds!



This core rulebook includes:

- A unique origin system which allows you to select your heritage, culture, background, and destiny!
- Details of adventuring gear, weapons, armor, vehicles, and strongholds.
- Full rules for combat and adventuring.
- Hundreds of spells, combat maneuvers, exploration knacks, and other exciting abilities!
- An advanced rule system which adds depth to the core 5th Edition rules while maintaining full compatibility.

***Level Up* is a standalone game. Everything you need to create your character and start adventuring can be found in this rulebook.**

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