

EXWYN'S HANDBOOK TO HEROISM



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BEFORE WE BEGIN

EXWYN'S: A HISTORY

Exwyn's Handbook to Heroism has been in the works for many, many years. Back in 2018, Ben Barsh and Connor Foe began work in their home game crafting new subclasses and spells for the group to wield (Brumal Domain Cleric being the first). Having experience writing and publishing books, Ben brought the idea of a sourcebook for 5th Edition D&D to Connor. From there, they were off imagining new concepts to share with the wide world of gamers.

Ben met Dustin Baldwin at their former FLGS many years ago. Instantly Ben knew that Dustin had what it takes to publish TTRPG content for the world to enjoy. Dustin has worked extraordinarily hard to bring this project to life. He deserves all the praise, and more, for his work on Exwyn's.

Here we are, five years later, bringing these ideas to life. With the great help of Scott Andrew McKinley, these concepts are now a reality.

WELL EARNED THANKS

To my wife, Suzanne, for her endless patience amidst the frantic clacking of keys. To Jules, Petalite, and Aaron Miettinen for being my sounding boards, whether in the middle of the day or middle of the night. To my players, past and present, for the boundless inspiration and joy they both brought and inspired. To Ziege Games and its community, for starting me on the path to this book. Finally, to Joshua Sullivan, for dragging me, kicking and screaming, into the beautiful world of Dungeons and Dragons.

-Dustin Baldwin

I would like specially thank the entirety of the Pacesetter community, past, present, and future, for the support over the many years we have been going on adventures together. To many, many more!

-Ben Barsh

Working on this project over the last few years was a fantastic creative outlet. It allowed me to explore Dungeons and Dragons in a way I never thought imaginable. Being able to bring my passion to the pages was so fulfilling! I hope you all enjoy this project as much as I have and will continue too.

Thank you Pacesetter Community for your support on this project and allowing this to come to life.

Thank you Ben and the Pacesetter Team for the opportunity, the experience as a whole was nothing short of a fantasy!

-Connor Foe

LORE OF THE LAND

Exwyn Vasilis has spent a great few years of his life exploring different realms and worlds cultivating the information found within this handbook. Some of these findings reside within the world of *Dagmore*; however, some findings were discovered on far off worlds only accessible through gates, portals, rainbow bridges, etc.

Exwyn thanks you for your patience while he put the final touches on his handbook. Without further ado, please enjoy *Exwyn's Handbook to Heroism*!

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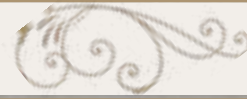
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SUBCLASSES



BARBARIAN

PATH OF THE FIENDHOST

For some dark zealots, their mortal bodies could never be enough. They bind fiends into their flesh, becoming a mortal host for what they see as something far superior to mortalkind. They become possessed, both by fury and by the profane outsider within them. For others, they are unwitting sacrifices made to dark patrons, now horrified to find themselves vessels for dark outsiders.

Whether seen as a blessing or a curse, the Fiendhost harbors a horrific fury against reality itself. Always lurking just beneath the surface, it takes little provocation to unleash the horrors trapped within, often to the awe and terror of those unlucky enough to witness such a rampage.

When a Fiendhost rages, their bodies morph in drastic ways, including sprouting ghastly wings of twisted flesh and bone or belching forth torrents of all-consuming baleflame. While no two fiendragers look alike, the end result is always the same: total carnage.

PROFANE FORM

When you take this path at 3rd level, the unholy parasite within you has learned to meld with your form. When you rage, your body breaks and reforms to fit the fiend, and you gain resistance to cold, fire, or lightning damage for the duration of your rage. In addition, the fiend's vile will begins to harm those unlucky enough to earn your ire. You add your Charisma modifier to the damage your melee attacks deal as the profane energies of the fiend envelop your body and weapons.

BALEFUL TRANSFORMATION

Beginning at 6th level, the fiend's manifestation grows ever more powerful. When you rage, you gain hellish wings, a flying speed of 20 feet, and a new attack option. As an action, you can exhale balefire at a target within 15 feet of you. They must succeed on a Dexterity saving throw or take $2d6 +$ your Charisma modifier in fire damage. The save DC is $8 +$ your proficiency bonus $+$ your Charisma modifier. In addition, your melee and breath attacks now count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage, as the fiend's powers begin to warp the reality around your foes.

CORRUPTING PRESENCE

Starting at 10th level, your fiendish rage begins to churn the ground around you as reality balks at your existence. The ground in a 15-foot radius around you becomes difficult terrain for your foes, as fiends try to claw their way from below, and any foes that starts their turn or enter this area take your Charisma modifier in necrotic damage as the fiend leeches their life force away.

SINFUL INFERNO

Starting at 14th level, you can ignite the sins of your foes' souls into horrific baleflame. When you are raging and strike a target with a melee attack or your Balefire Breath, they must succeed on a DC ($8 +$ your proficiency bonus $+$ your Charisma modifier) Constitution saving throw or take a number of $d6$ equal to your Charisma modifier in fire damage.

PATH OF THE MUTANT

Rage is a strange power. It can be intoxicating or be instilled by the gods, and it can move mountains. For some barbarians, however, rage is a far more terrifying power, one that corrupts their bodies and twists them into horrific monstrosities.

FORM OF THE MUTANT

When you choose this path at 3rd level, the fel power of your rage begins to warp you. When you rage, your body swells and contorts, possibly even growing extra eyes or mouths. This grants you a bonus to Intimidation checks equal to your Constitution modifier. In addition, you grow a twisted third arm,



almost as functional as the other two. This arm can wield light weapons and make attacks, or it can aid in using a two-handed weapon. The arm allows you to add your Rage Damage bonus to Strength checks, but it cannot wield a shield effectively. If you are capable of using claws or another natural attack, this arm also has claws or counts as a natural attack. This arm is only present while raging.

FEL RADIATION

When you reach 6th level, your rage begins to radiate from you in waves of baleful energy and eerie, pale light. Any creature you strike with a melee attack must succeed on a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier or lose resistance to damage from nonmagical weapons and have disadvantage on Strength saving throws until the end of your next turn.

Fel energy is a form of unique radiation that is involved with the twisting of the Material Plane.

Some often look to fel as the manifestation of chaos within the world. This form of energy may only be wielded by those who lean towards chaos in a world of order.

MUTAGENIC REGENERATION

Starting at 10th level, your rage further empowers your mutated form. Whenever you are raging and conscious, you gain a number of temporary hit points equal to your Constitution modifier at the start of your turn. In addition, enemies that fail your Fel Radiation save now have disadvantage on Constitution saving throws as well.

ABOMINABLE FORM

Starting at 14th level, your baleful fury can push your body beyond stable limits. Whenever you enter a Rage, you can choose to unleash your Abominable Form for one minute. You increase by a size category as if someone had cast the *enlarge* spell on you, and any creature that fails its save against your Fel Radiation loses all resistances and immunities until the start of your next turn.

In addition, you double the temporary hit points you receive from Mutagenic Regeneration. After you use Abominable Form, you gain one level of exhaustion as your body tries to recover from the strain.

THE ARMORED BEHEMOTH

Many legends tell of barbarians that charge into battle clad in nothing more than leather and fury, of mountainous warriors clad in rage and hate. But while these tales are told by countless bards in displays of heroism and valor, there are tales of far more terrifying foes: Armored Behemoths. Whispered in dark circles, tales of heavily armored engines of screaming animosity inspire a feeling of primal fear unlike any other.

The endurance and near supernatural ability of Barbarians to shake off blows is well known, but for the followers of this path, the durability of their flesh is not enough. Those that follow the Path of the Armored Behemoth wish to become so indomitable, so unstoppable, that they wear heavy armor like a second skin, their fury granting them the ability to use it with ease.

For the Armored Behemoth, their armor is far more than a tool. It is an extension of their body, to be modified and marked in the same ways. Whether it is adorned with sacred totems and symbols or inlaid with runes and glyphs depicting mighty deeds, an Armored Behemoth takes incredible pride in their suit of armor.

When creating your Armored Behemoth, consider the materials you use for your armor. Do you use the bones of a great beast, your first among many glorious feats? Is your armor a sacred family heirloom, passed down amongst the ruling members of your clan? Perhaps it's an eclectic, mixed bag of parts and pieces, each one significant for some event known only to you.

HULKING FURY

When you follow this path at 3rd level, you gain proficiency with heavy armor. In addition, you gain the ability to rage while wearing heavy armor and wearing heavy armor doesn't impose any penalties to your other abilities.

UNBREAKABLE RAGE

Beginning at 6th level, you have learned to use your armor and rage together to make yourself unstoppable. While you are raging and wearing heavy armor, you gain a damage threshold equal to your Constitution modifier.

IMMOVABLE OBJECT

Beginning at 10th level, when you are raging, you are considered a size category larger than normal for the purposes of lifting, pushing, and pulling, and whenever you take the Attack action with a weapon you are proficient with, your attacks gain the siege property.

UNBREAKABLE

Beginning at 14th level, your armor has become an extension of your body. You can add your Constitution modifier to your armor class, even if you're wearing armor. In addition, if you fail a Dexterity saving throw, you can use your Armor Class instead of the roll. You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after a long rest.

PATH OF THE RUNESEEEKER BARBARIAN

Born with unnatural gifts, Path of the Runeseeker barbarians operate at the crossroads of strength and magic. You are able to weave magic where none is thought to exist, if you have not already crushed your foes.

SPELLCASTING

When you choose this primal path for your barbarian, you harness the wild and untapped magic within you.

CANTRIPS

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

SPELL SLOTS

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

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know three 1st-level sorcerer spells of your choosing. Two of these spells must be of the evocation or abjuration magic schools.

The spells known column of the ruin seeker spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choosing and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer's spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level from any school of magic.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells because you know magic through natural or wicked means. Use Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier in setting a spell saving throw or spell attack bonus.

Spell Save DC = 8 + proficiency bonus + your Charisma modifier
Spell Attack Bonus = proficiency bonus + your Charisma modifier



RUNESEEKER SPELLCASTING TABLE

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

RUNIC ARMOR

At 3rd level, when calculating unarmored defense, you can choose to use Charisma instead of Dexterity in calculating Armor Class.
The Runeseeker Armor Class = 10 + Constitution modifier + Charisma modifier

EXHAUSTING SPELL

At 6th level, you can up-cast any spell you have access to, but doing so puts your body to the test. You can choose to cast any spell you know at a higher level than the slot consumed to cast it. Doing so makes you take a level of exhaustion. For example, if you are a 7th-level barbarian casting a *scorching ray* spell, although 2nd level is the highest spell slot you have, you can nonetheless cast the spell at 3rd level, but you take one level of exhaustion.
Any level of spell upgraded beyond the first causes two levels of exhaustion. Building upon the last example, if you in turn decide to cast *scorching ray* at 4th level, you would take three levels of exhaustion: one for the initial “cast up” and two additional from the second “cast up.”

CONCENTRATED RAGE

At 10th level, while you are raging, you are able to cast spells and maintain concentration on spells.

RELENTLESS CASTING

Starting at 14th level, you learn one 6th-level spell or lower from any spell list. You can cast this spell once per long rest without expending a spell slot. Additionally, you add your Rage Damage to the damage of spells you cast while raging.



BARD

COLLEGE OF THE APOSTLE

There are many forms of knowledge in the world, and one of the forgotten fonts is the knowledge of religion. It is easy to dismiss how deep a knowledge the devout can have, but members of the College of the Apostle find it easy to share their knowledge wherever they go, converting friend and foe alike with passion and wit.

SHEPHERD OF THE FLOCK

When you join this college at 3rd level, you apply twice your proficiency bonus to any ability check that uses the Religion skill. In addition, you gain *guidance* and *sacred flame* as cantrips. They count as bard spells for you and do not count against the number of cantrips you may know.

DIVINE FOCUS

Also starting at 3rd level, you can use a holy symbol or religious artifact as your spellcasting focus. When you cast a spell of 1st level or higher that deals radiant damage through this focus, roll 1d4 per spell level. A creature of your choice within 15 feet regains hit points equal to the result of the roll.

SOOTHING WORDS

When you reach 6th level, your sermons and speeches can soothe the wounds of the body as much as the soul. Allies can

now roll your Bardic Inspiration Die when they are healed or heal someone else and add the roll plus your Charisma modifier to the result. You can also spend one use of your Bardic Inspiration to heal an ally for one roll of your Bardic Inspiration Die as a bonus action.

TURN THE UNDEAD

Starting at 14th level, your zeal and passion scorches the resolve of your undead foes. You may now use the Turn Undead ability from cleric's *channel divinity*. However, you turn based on your Charisma saving throw rather than Wisdom.

COLLEGE OF THE FURY CALLER

While many bardic colleges train their students in the ways of entertainment, few focus on the raw, adrenaline-pumping power that music can bring to bear. The College of the Fury Caller seeks to hone in on that core ability, using the power of music to whip people into frenzies or drive them to even more fantastic feats of death-defying heroism.

BONUS PROFICIENCIES

Starting at 3rd level in this class, you gain proficiency in martial weapons and the Intimidation skill. In addition, you can use a weapon as an arcane focus.

STOKE THE FURY

Also starting at 3rd level in this class, you've learned to send adrenaline pumping through your allies' veins. When an ally is damaged and has one of your Bardic Inspiration Dice available, they can reduce that damage by an amount equal to the roll of the die.

TRADING BLOWS

Starting at 6th level, you can expend one use of your Bardic Inspiration dice as an action to allow an ally within 60 feet of you who can hear you to take the Attack action on your turn. In addition, your magical music allows them to treat these attacks as magical for the purposes of overcoming resistance or immunity.

SONG OF RAGE

Starting at 14th level, your ability to weave magic into a wild force allows you to bolster the damage dealt by your allies. When you cast a bard spell of 1st level or higher, you can choose to grant a rage-like trance to a single ally (within 60 feet of you) equal to the spell's level. Until the start of your next round, allies in the trance can add the spell's level to their weapon or spell attack damage rolls.

In addition, they gain resistance to bludgeoning, slashing, and piercing damage until the start of your next turn. You can

use this feature a number of times equal to your Charisma modifier and regain all expended uses once you finish a long rest.



COLLEGE OF THE WAILING DIRGE

Every culture celebrates death in its own way. Some hold elaborate ceremonies in their holy temples, while others weep and quietly bury the dead in the most humble of graves. Many of these cultures incorporate music to lighten the mood, to remind the attendees of better times and joyous memories. For some cultures, however, the power of music is used to express the extreme grief trapped within the hearts of those closest to the recently passed. Over time, these "dirges" became a style of music in their own right, and the College of the Wailing Dirge was born.

THE MUSIC OF THE GRAVE

Grief is a strange power in its own right and, in certain cases, can even reach beyond the veil between the living and the dead. Those bards that join the College of the Wailing Dirge often harbor a grief or trauma that has shaped their very souls, using it as a power unlike any other.

DIRGESONG

When you join this college at 3rd level, you learn how to use the power of your dirgesong to directly impact your foes and strike fear and grief into their hearts. When an opponent within 60 feet of you receives healing, makes a skill check, or makes a saving throw, you may expend one use of your Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the

number rolled from the creature's result. This ability cannot reduce healing below 0.

WAILING VOICE

When you join this college at 3rd level, you gain access to the *chill touch* cantrip. In addition, whenever you deal damage to an opponent that is frightened of you or an ally, you may add necrotic damage equal to twice your Charisma modifier.

MOURNFUL AND VARIED

While a dirge is traditionally viewed as a singular style of mournful music, it could be wildly different from culture to culture. Perhaps the style of dirge you sing is loud, furious, and guttural. Maybe it is slow, low, and dolorous. When creating your bard, ask yourself what style your performance is. It can add a lot of character and be a major trait for you.

SONG OF THE GRAVE

You've learned to use the power of the dirge to raise the dead. Starting at 6th level, you may add *animate dead* to your list of spells known. Additionally, whenever you cast this spell, you may expend one use of Bardic Inspiration, expending one inspiration die and adding the result to each created undead creature's hit point maximum. Your dirges can also be used to Inspire any undead you create in this manner.

SONATA OF THE BANSHEE

Starting at 14th level, your mastery over the wailing dirge allows you greater power over your undead thralls to battle your foes. When you cast *animate dead*, you may expend any number of your remaining Bardic Inspiration rolls to further increase the resulting undead's hit point maximum. You may also use any number of Bardic Inspiration rolls to further reduce an opponent's healing, and if this would reduce the healing past zero, the target takes the excess as necrotic damage.

COLLEGE OF ARCANA

STUDY OF THE ARCANE

At 3rd level you become proficient in the Arcana skill.

ARCANE SEEKER

At 3rd level, you learn the spells *detect magic* and *identify*. If you already know these spells, take two different spells from the bard list of a level you can cast. These count as bard spells for you.

ARCANE PRODIGY

At 6th level, you choose one school of magic and are able to learn spells from scrolls of that school. These spells count as

bard spells for you. These spells do not count towards your total spells known. For example, if a 3rd level College of Arcana bard who has chosen the evocation school comes across a spell scroll of *burning hands*, the bard can add it to his spells known. You can know a number of spells from your designated magic school equal to half your bard level rounded up. You can replace any spell you know from this school at any time as long as you spend the time and gold to relearn. Once you have learned a spell once, you do not need a scroll to learn it again.

When you learn a spell from a scroll, it costs 50 gp per spell level, and it takes 2 hours per day of training per level of the spell to learn.

INSPIRING CASTER

At 14th level you are able to expend a use of Bardic Inspiration to make any spell of 3rd level or lower have the casting time of a bonus action.

MAGIC IS EVERYWHERE

At 14th level you are able to cast *detect magic* three times a day without expending a spell slot. Also, the *identify* spell does not require material components when you cast it.

CLERIC

CULTIST DOMAIN

In the darkest corners of the world, hidden in the rotten recesses of civilization, there exist cults so foul and forbidden that the word "illegal" cannot begin to encapsulate the evil within. These forbidden cults gather the broken and twisted to themselves, and the greatest leaders among them garner profane powers and even the ability to imitate the powers of other gods. This is the power of the Cultist Domain, as much fueled by the zeal of its followers as it is powered by the dark beings they worship.

MANIPULATION AND CELEBRATION

While the profane powers of a Cultist Domain cleric are formidable, they wield an even greater and far more insidious ability than magic: the power to manipulate others. They wield words as weapons, twisting thoughts and hearts to do their vile bidding, often with the victim none the wiser. The greatest of these clerics often lead double lives, posing as influential cornerstones of their communities.

CULTIST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, command</i>
3rd	<i>detect thoughts, enthrall</i>
5th	<i>fear, tongues</i>
7th	<i>compulsion, confusion</i>
9th	<i>dominate person, mislead</i>

QUICKSILVER TONGUE

When you take your first level in this class, you gain proficiency in the Deception and Performance skills.

HIDDEN BRUTALITY

Also starting at 1st level, you gain proficiency in martial weapons so you can carry out dark punishments as needed.

THE POWER OF THE CULT

The power to sway the masses is nothing to ignore, and as a cult leader your character would know that. What is the “face” that your cleric puts on? What are the hidden goals of your cult? Are you warping people to serve your own selfish needs, or is there an even darker force at work, something so enrapturing that those that experience it can never turn away?

CHANNEL DIVINITY: MIND GAMES

Starting at 2nd level, you gain a new way to use your Channel Divinity feature. When you use Channel Divinity, you can spread your insidious influence to others. For the next minute, you may add your Charisma modifier to the save DC of your enchantment spells.

FALSE PROPHET

Starting at 6th level in this class, you have mastered the art of mimicry. You can draw upon your profane power to imitate the powers of a cleric of a different religion, gaining a False Domain. When you choose a False Domain, you choose another religion from your region and gain one Domain Spell from an applicable Cleric Domain of your choice. You may treat this spell as one of your Domain Spells, and you can choose a new False Domain each time you gain a level in this class.

PROFANE BLESSINGS

Starting at 8th level in this class, you gain dark blessings from your cult’s patron. You gain access to two Warlock Invocations you qualify for, treating your Cleric level as your Warlock level.

IMPROVED FALSE PROPHET

Starting at 17th level in this class, you have mastered the ability to mimic other domains. You gain an additional use of Channel Divinity, and can use it to use the Channel Divinity ability of your chosen False Domain. In addition, you can choose a new False Domain after a long rest instead of your next level up.



BRUMAL DOMAIN

Clerics that thrive in the cold and the most wicked environments. A Brumal cleric is likely to support life in Arctic communities or mountain peaks where the temperature is the harshest. A follower of the Brumal Domain is likely to adhere to the cold breath of Bahamut or pray to the nature god Pan for an easier winter.

BRUMAL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud, ice knife</i>
3rd	<i>RainBOW (see Spells chapter below), warding wind</i>
5th	<i>sleet storm, wind wall</i>
7th	<i>fire shield (cold shield version only), ice storm</i>
9th	<i>cone of cold, control winds</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in martial weapons.

FROST RESISTANCE

Starting at 1st level, you gain resistance to cold damage.

CHANNEL DIVINITY: FREEZE

After you hit a creature with a weapon attack, melee or ranged, you can choose to use your Channel Divinity to Freeze your target. The attack does an additional 1d6 cold damage, and the target's speed is halved until the end of your next turn.

CRYO CANNON

At 6th level, whenever you cast a spell that deals damage, you can choose to deal cold damage instead. When you do this, you add your proficiency modifier to the damage. You can use this ability a number of times equal to your Wisdom modifier. You regain any expended uses when you finish a long rest.

DIVINE STRIKE

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

WRATH OF THE BLIZZARD

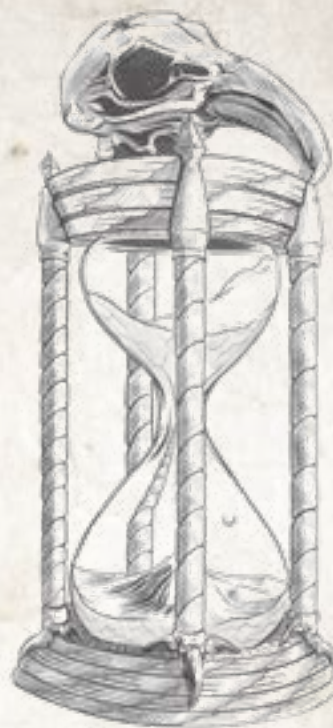
At 17th level you swarm yourself in cold energy. Your body and everything within 5 feet of you becomes heavily obscured as a blizzard wraps your presence. While in this form, you are immune to cold damage, ranged weapon attacks against you are made with disadvantage, when you are hit with a melee attack, the attacker takes cold damage equal to your level, and your cold damage spells deal an extra die of damage. This effect lasts 1 minute, and you gain a level of exhaustion after it ends. You cannot use this feature again until you finish a long rest.

TIME DOMAIN

Clerics that study the idea and function of time and the deities and powers that follow are given unique gifts.

TIME DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, sleep</i>
3rd	<i>gentle repose, hold person</i>
5th	<i>haste, slow</i>
7th	<i>death ward, divination</i>
9th	<i>modify memory, scrying</i>



BONUS PROFICIENCY

When you choose this domain at 1st level you gain proficiency in heavy armor and in the History skill.

REWIND

Starting at 1st level, as a bonus action in a turn after the use of your movement, you can rewind yourself in time. This ability teleports you to any occupied space you know you passed through during your movement without provoking opportunity attacks. You can use this ability a number of times equal to your Wisdom modifier per long rest.

CHANNEL DIVINITY: STEP AHEAD

Starting at 2nd level, you can Channel Divinity to gain an extra step on your opponents. You may now use your Channel Divinity to use the Fighter ability Action Surge.

RECHARGE

Starting at 6th level, when a creature you can see within 60 feet fails an attack roll, you can use your reaction to allow them to reroll the attack. You can use this feature twice per long rest.

POTENT SPELLCASTING

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

TIME STOP

At 17th level, when you use your Channel Divinity feature to Step Ahead, you can fully stop time. You can allow yourself and one additional creature you choose within 60 feet of you to be affected by your Channel Divinity.



DRUID

CIRCLE OF RECLAMATION

While many druids focus on protecting their groves or natural spaces out in the world, some choose an altogether different path. Some choose to walk out of the wilderness, to find the towns now abandoned and castles long left to the whispers of their pasts. Here, they begin the long process of returning these sites of civilization to their natural states.

HOME, ONCE HOME

The Circle of Reclamation is all about returning foundations to the earth, and city circles often become forest clearings. Vines blanket windows, gently and slowly offering a final rest for the buildings beneath. Eventually, all is green again. Trees grow from castle spires, flowers bloom amongst the final posts of the fences that once sought to keep them out. This is the dream of the Circle of Reclamation, to turn back the clock and set things back to their default state.

THE SEEDS OF TOMORROW

When you reach 2nd level in this class, you learn to use your powers of reclamation to heal your allies. Your healing magic begins to weave into their wounds, binding them and filling them like vines amongst the mortar of a forgotten wall. Whenever you cast a spell that heals a creature, it regains additional hit points equal to the level of the spent spell slot. It also regains this number of hit points at the beginning of its turn for a number of turns equal to your proficiency bonus.

SHAKE THE FOUNDATIONS

Starting at 6th level, whenever you use a weapon or spell attack to deal damage to a nonmagical structure, you deal double damage to that structure. In addition, you always have the

spell *plant growth* prepared, which does not count against the number of spells you can prepare, and it gains the ritual tag for you.

HALLOW THE GLADE

Starting at 10th level in this class, you gain *hallow* as a druid spell, and it is always prepared. It does not count against the number of spells you can prepare, and both its casting time and casting costs are halved for you. In addition, any healing you do in a hallowed area heals an additional amount equal to your proficiency bonus.

RAPID REGROWTH

Starting at 14th level, when you heal a creature that is at 0 hit points, it begins to grow over with healing blossoms. The creature regains additional hit points equal to half your druid level. In addition, at the start of its turn for a number of turns equal to your proficiency bonus, the creature gains temporary hit points equal to your Wisdom modifier.

CIRCLE OF THE SKIES

Druids that flow through the Circle of the Sky cease to make the land and sea their dominion. While still enthralled by all aspects of the natural world, they find their peace in the clouds.

TAKE FLIGHT

When you take this circle at 2nd level you begin your mastery of the sky. You can use your wild shape to change into beasts that can fly; however, they must follow all other guidelines.

BIRD'S EYE VIEW

At 2nd level you hone your eyesight. You gain proficiency in the Perception skill. If you are already proficient in Perception, you gain expertise in the skill (double your proficiency bonus).

CLOUD CASTER

When you take this Druid Circle, you learn the following spells as you level. These spells are always prepared, and do not count towards the spells allowed to prepare in a day. They count as druid spells for you.

Druid Level	Spells
2nd	<i>feather fall</i>
3rd	<i>gust of wind</i>
5th	<i>fly</i>
7th	<i>freedom of movement</i>
9th	<i>control winds</i>

AIR STRIDE

At 6th level you are able to harness the winds in the most dire situations. When a creature hits you with a melee attack, you can use your reaction to propel yourself through the air. You are able to move up to half your movement in a straight line to an unoccupied space you can see. This movement does not provoke opportunity attacks. You can use this feature a number of times equal to your Wisdom modifier per long rest.

RELENTLESS FLIGHT

At 10th level, you choose a beast with flight ability that has a Challenge Rating of no more than $\frac{1}{4}$. You can Wild Shape into this creature, not taking away from your usual wild shape abilities. If you Wild Shape into any other creature it will use a Wild Shape use as normal. You can switch out your designated creature every time you gain a level.

LORD OF THE SKIES

By 14th level you have learned to control the winds with ease. You gain a natural flying speed of 30 feet.

CIRCLE OF THE DRAGON

Druids of the Circle of the Dragon are unique in their protection for nature. Their nature magic expands to include arcane means. Their fierce watch over the natural world goes beyond the might of beasts.

DRAGON SHAPE

When you choose this Druid Circle at 2nd level, you gain the ability to use Dragon Shape instead of Wild Shape. You are able to use your Dragon Shape feature to transform yourself into any dragon type creature as an action. The rules for Wild Shape are the same for Dragon Shape, except you turn into a dragon type creature. You are not able to speak in Dragon Form, regardless if the dragon type you switch into knows a language.

When you take this Druid Circle at 2nd level, you learn to speak, read, and write Draconic.

DRAGON FORMS

The ability to transform into a dragon strengthens your connection to the world. At 2nd level, you are able to use one of your Dragon Shape uses to transform into a pseudodragon. Starting at 2nd Level, you are able to transform into any dragon creature up to a Challenge Rating of 1. (Ignore the maximum CR column for Wild Shape chart, but abide by the other limitations such as flying speed.)

Starting at 6th level, you are able to transform using your Dragon Shape into any creature with a Challenge Rating less than or equal to your druid level divided by 3 (rounded down). If a dragon creature you turn into has lair actions, legendary actions, or a breath weapon, these features are not available to use in your Dragon Shape.

BREATH OF THE DRAGON

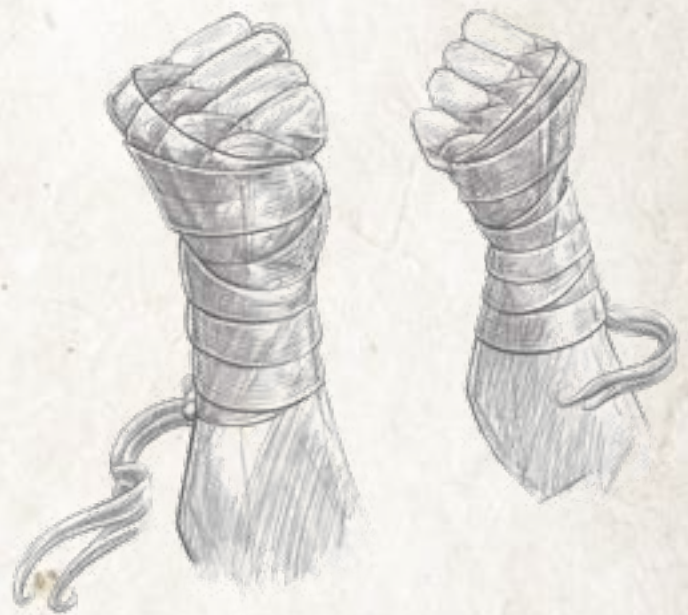
At 6th Level you learn the *dragon's breath* spell. This spell is considered a druid spell for you. This spell is always prepared and does not count towards your number of spells prepared.

DRAGON ARCANA

At 10th level you gain the ability to speak in your Dragon Shape. Additionally, you can cast spells up to 2nd level In your Dragon Shape, and spells cast while in Dragon Shape do not require material components. The spell does take away from your spell slot and must be a prepared spell you know.

LEGENDARY DRAKE

By 14th level you have mastered your Dragon Shape. When you are in your Dragon Shape, you gain the ability to use your transformation's breath weapon.



FIGHTER

THE PRIZEFIGHTER

There is a certain thrill in hand-to-hand combat that few things can overcome. Many may train to master a sword or a bow, but to Prizefighters, their body is their best and most trusted weapon. They weave through battle, their brutal fists felling beasts that most warriors would fear to strike with a blade.

PUGILISTIC

You live for the thrill of the fight, getting in close to break bones and shatter armor. Starting at 3rd level, you automatically gain the Unarmed Fighting style if you do not have it, and your quick footwork allows you to Disengage as a bonus action.

HAYMAKER

Starting at 7th level, you've learned how to unbalance your foes with brutal hits. When you first strike an opponent with an unarmed strike in a round, you can attempt to knock it prone. It must make a Constitution Saving throw whose DC is 8 + your proficiency bonus + your Strength modifier. You can use this feature a number of times equal to your proficiency bonus, and gain all expended uses after a long rest.

BRUTAL GRAPPLE

Starting at 10th level, you gain advantage on checks to initiate, maintain, or escape a grapple. In addition, if you maintain a grapple on a creature, you can use your action to restrain it. The creature can attempt to break free at the end of each of its turns, and you can use your action to continue to restrain it. During this time, you are counted as grappled and can use a bonus action to deal your unarmed strike damage to the creature.

IMPROVED CRITICAL

Starting at 15th level, your unarmed strikes score a critical hit on a roll of 19 or a 20.

BATTERING BLOW

Starting at 18th level, your unarmed strikes can deal terrible damage to the bodies of your foes. When a creature fails its saving throw against your Haymaker ability, it also takes an additional roll of your unarmed strike damage at the beginning of its turn for the next 1d4 rounds. This additional damage cannot be reduced or negated by any resistances or immunities. Your Haymaker ability now replenishes on a short rest.

TITAN SLAYER

Trained from a young age, Titan Slayers often live where colossal creatures are a common threat. Unlike many fighters that learn to fight similar-sized foes, Titan Slayers are born with colossal blood coursing through their veins. This allows these unique warriors the ability to go toe to toe with threats much larger than themselves.

THE BIGGER THEY ARE

Starting at 3rd level, you have learned how to use the size of your enemy against them. You gain advantage on any checks made to climb, maintain your grip, or escape from a grapple with a creature at least one size larger than you. In addition, when you use a versatile weapon in one hand, you deal damage as if you were using it two-handed.

COLOSSAL RODEO

Starting at 7th level, you can more effectively fight while maintaining a grip on a Large or larger creature. Your attacks while climbing on or grappling such a creature deal an additional 1d4 damage of your weapon's type, and if the creature would miss you with an attack, you can use your reaction to redirect that attack to a target within the creature's reach.

THE HARDER THEY FALL

Starting at 10th level, your mastery of fighting larger foes makes you a force to be reckoned with. You can now use a two-handed weapon in one hand as if it lacked the two-handed property. In addition, you gain advantage on attack rolls against a creature you are riding, climbing, or grappling.

CALLED SHOT

At 15th level, you've learned how to better debilitate your massive foes. You can choose to focus your strikes to specific sections of the creature, making only one attack, but potentially causing one of the effects listed in the table below. The creature must succeed on a Constitution saving throw, whose DC is 8 + your proficiency bonus + your Strength modifier, or suffer the effect until the end of its next turn.



CALLED SHOT

Area	Effect
Head	Disadvantage on Intelligence, Wisdom, or Charisma saving throws (your choice)
Legs	The creature's walking speed is halved
Wings	The creature's flying speed is halved
Body	Disadvantage on Constitution, Dexterity, or Strength saving throws (your choice)
Arms	The creature drops any items it is holding and has disadvantage on its next attack roll.

ARCANA SLAYER

MAGIC RESISTANCE

When you take this archetype at 3rd level, you can add 1d8 to a spell save you make. You can decide to use this d8 once you see the roll of the d20, but before you know the result. You can use this feature a number of times per long rest equal to your Constitution modifier.

ARCANE BARRIER

At 7th level you gain a +2 bonus to your Armor Class against spells.

MAGIC PENETRATION

At 10th level, the attacks you make are no longer hindered by any spell that boosts Armor Class. Your attacks ignore spells like *shield of faith*, *shield*, *mage armor*, *haste*, etc. This feature does not ignore other magical effects like those from magic items and class abilities.

MAGIC EXPULSION

At 15th level, magic energy around you weakens naturally. You create an antimagic aura around you as a bonus action. Spells fail if cast within 10 feet of you. If a spellcaster casts a spell within 10 feet of you while the aura is active, they must succeed on a Constitution saving throw of DC 6 + half your Fighter level (rounded down) to perform the cast successfully. This antimagic aura ends as an action, or if you fall unconscious.

INCREASED MAGIC RESISTANCE

At 18th level, you have advantage on all saves against spells.



MONK

WAY OF THE TRANSCENDENT PSYCHE

Those that are trained in the Way of the Psyche have learned to master their minds as much as their bodies, believing that the world beyond the physical is a powerful and enigmatic force to be channeled. These monks can strike with their minds, shatter psyches, and fight beyond death.

MIND OVER MATTER

Starting at 3rd level, you gain resistance to psychic damage. In addition, you gain the ability to cast the cantrip *minor illusion* with Wisdom as your casting ability.

PSIONIC AURA

When you reach 6th level, your mental fortitude reinforces your body. When you use your Martial Arts feature, you can choose to deal psychic damage with your Martial Arts die. In addition, you can strike incorporeal foes as if they were solid.

FRACTURED EGO

Beginning at 11th level, you can strike a creature and eject part of its psyche from its body. When you use an unarmed strike

on a creature, as a bonus action, you can spend a number of ki points, to a maximum equal to your proficiency bonus, to force it to make a Charisma saving throw against your ki save DC. Should the creature fail, a reflection of it appears within 15 feet of the creature at an unoccupied space you can see. The reflection lasts a number of rounds equal to the ki points spent. The reflection has the Armor Class and all the saving throws of the original creature, can take no actions other than Dodge, gains resistance to damage from nonmagical bludgeoning, piercing, and slashing weapons, and any damage done to the reflection is dealt to the creature as psychic damage. You can use this ability a number of times equal to your proficiency bonus, and this ability fails when used on creatures immune to psychic damage.

TRANSCENDENT PSYCHE

Starting at 17th level, your psyche can fight on without your body. When you are reduced to 0 hit points, your body falls unconscious, but if you wish, your spirit emerges and tries to protect it. Your spirit has a number of hit points equal to twice your monk level and has resistance to psychic damage, necrotic damage, and damage from nonmagical bludgeoning, piercing, and slashing weapons. It is immune to poison damage. You must still roll death saves at the end of your turn, and damage to your body results in death saves as normal. If your spirit is reduced to 0 hit points, it returns to your body. You cannot move more than 10 feet away from your body but can otherwise take actions as normal. Once you have used this ability, you must finish a long rest before you can use it again.

WAY OF THE SERPENT

The Hydra. The Orochi. The World Snake. History and mythology tell tales of great and terrible serpents that have changed the fate of the world in some way or another. Powerful, ever coiling beasts that instill fear and respect in all that see them, serpents of myth have inspired this Monastic Tradition.

POISE AND POWER

From the adder to the constrictor, serpents are as revered as they are feared. Focused on creatures of speed, strength, and often venom, this school attracts those that wish to be sure of their strikes and end battles as quickly as they begin.

WINDING REACH

When you choose this Tradition at 3rd level, your unarmed strikes and attacks made with your monk weapons gain an additional 5 feet of range.

ADDER'S TRAINING

Also starting at 3rd level, you gain proficiency with the poisoner's kit and gain resistance to poison damage.

COILED STRIKE

Starting at 6th level, when you choose to Ready an Attack Action, you gain advantage on the attack. In addition, your unarmed strikes now deal an additional amount of poison damage equal to your Wisdom modifier, minimum 1.

EIGHT-HEADED STRIKE

Starting at 11th level, you are able to unleash strikes as if you had countless hands. When you use your Flurry of Blows class feature, you can choose to use it against all opponents within your unarmed strike's reach. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses after completing a long rest.



WRITHING CONSTRICTOR

When you reach 17th level, you can move your body as if it were a writhing mass of coils. When you grapple an opponent up to one size larger than you, you have advantage on the check. For every two ki points you spend, you can increase the size category by one. In addition, you can choose to force the target of the grapple to make an additional Strength saving throw. On a fail, the target is incapacitated and takes your Martial Arts die in magical bludgeoning damage at the beginning of each round it is grappled. The target can attempt a new save at the end of each of its rounds, ending the ongoing damage on a success.

WAY OF THE WINDSTORM

CYCLONIC TAILWIND

Starting at 3rd level, your speed increases by an additional 5 feet. In addition, for every 30 feet you move before you attack, you gain an additional +1 bonus to your next attack and damage roll. This bonus cannot exceed your proficiency bonus.

BACKDRAFT

Additionally at 3rd level, you gain the *gust* cantrip with Wisdom as your casting ability, and you can cast it as a bonus action.

SLIPSTREAM

Starting at 6th level, you learn to flow through battle like a sudden wind. Whenever you use your Step of the Wind ability, you can choose to gain a flying speed equal to your walking speed until the end of your next turn. You can use this ability a number of times equal to your Wisdom modifier + your proficiency bonus, and you gain all uses back after a long rest.

HURRICANE STRIKE

Starting at 11th level, you can channel the fury of the hurricane into your Flurry of Blows feature. When you strike an opponent with your Flurry of Blows for the first time each round, they must make a Constitution saving throw against your ki save DC or be knocked prone.

ROARING SQUALL

Starting at 17th level in this class, you can expend an extra number of ki points up to your proficiency bonus when you use your Flurry of Blows feature. For each additional ki point spent, you gain one additional strike for Flurry of Blows. Once you have used this ability, you must complete a short or long rest before you can use it again.



WAY OF THUNDER

Boisterous, dangerous, and impossible to ignore, those monks that follow the Way of Thunder seek to emulate storm gods of mythology. Often found wielding hammers and clubs, their rapidly drumming attacks echo throughout the fray, deafening and destroying all that oppose them.

A STORM UNLIKE ANY OTHER

Those that learn to master the Way of Thunder come to see the world as their drum. This monastic tradition seems to attract the rowdiest of recruits, their wild hearts matched with the rumbling of their fists. The greatest among them can even wreath their hands and weapons in lightning, unleashing devastating bolts and deafening blasts.

ROARING DRUMS

When you choose this tradition at 3rd level, you can treat the maul and warhammer as monk weapons. In addition, you gain proficiency in the Performance skill or expertise if you already had proficiency.

THUNDERCLAP

Starting at 6th level, you have learned to harness the power of thunder to deafen your foes. Whenever a target fails its save against your Stunning Strike feature, it is also deafened for a number of rounds equal to your Wisdom modifier and takes one Martial Arts die in thunder damage.

LIGHTNING STRIKE

Additionally at 6th level, your soul begins to crackle with the energy of the storm. You gain resistance to lightning damage, and the first time an opponent strikes you with a melee or touch attack each round, they take your Wisdom modifier in lightning damage.

CRACKLING RETORT

Beginning at 11th level, your movements ripple with blinding power. When an enemy misses you with an attack, you can use your reaction to spend up to 3 ki points and blast them with lightning. The enemy takes a number of Martial Arts dice equal to the ki points spent in lightning damage.

STATE OF THE THUNDER GOD

Beginning at 17th level, you can channel the rage of the thundering storm. As a bonus action, you can enter the State of the Thunder God and assume a fierce and terrifying form. For the next minute, your attacks and unarmed strikes gain the siege ability and deal an additional Martial Arts die in thunder damage. Additionally, you gain advantage on Intimidation checks.

Once you have used this ability, you cannot use it again until you complete a long rest.

PALADIN

OATH OF THE REVENANT

For a paladin, there is no greater drive in life than to fulfill their Oath. It shapes them, molds them, and the divine spark it imparts drastically changes their very soul. For some, however, that Oath is left unfulfilled as the spark of life leaves them. Slain by a great evil or sacrificing their lives for others, the Paladin dies in their journey and Death calls them. Those with strong enough wills find themselves kept alive by their devotion, but not without consequence...

TORN AND TAINTED

For a majority of paladins, the undead are the epitome of evil, of sin and sacrilege. To find themselves now among that number is often shocking and a true test of faith. Do they swear to complete their mission and become what they once fought? Or is this just another step in their journey to eradicate a greater evil? As the chill of the grave envelops them, these are the questions that push an Oath of the Revenant paladin to the brink and test their will.

SACRED OATH SPELLS

When you take this sacred Oath at 3rd Level, you learn the following spells. These spells are always prepared and do not count towards your spells prepared. You learn more spells as you level up.

OATH OF THE REVENANT SPELLS

Paladin Level	Spells
3rd	<i>bane, inflict wounds</i>
5th	<i>darkness, gentle repose</i>
9th	<i>animate dead, spirit guardians</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>hallow, raise dead</i>

CHANNEL DIVINITY

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

CONTROL UNDEAD: As an action, you target one undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect.

GRAVEFORM: As a bonus action, you can surround yourself with the power of the grave. For the next minute, at the beginning of your turn, you gain temporary hit points equal to your Paladin level. You also have advantage on saving throws against exhaustion, fear, and charm effects.

AURA OF THE GRAVE

Your chill spirit has begun to radiate from you. Starting at 7th level, enemies within 10 feet of you have disadvantage on saves against fear, exhaustion, and abilities or spells that deal necrotic damage.

GRIM RESOLVE

At 15th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

PART THE VEIL

At 20th level, you can, as an action, surround yourself with a 30-foot radius aura of death that lasts for 1 minute. The aura reduces any bright light in the area to dim light. Whenever an enemy starts its turn in the aura, it takes 2d10 necrotic damage and its speed is reduced by 10 feet. Additionally, you are swathed in sepulchral mist. The mist gives you incorporeal movement and melee attacks against you are resolved at Disadvantage. After activating the aura, you can't do so again until you finish a long rest.

OATH OF THE HERETIC

This is the oath meant for the paladin that is devout in his faith, when the civilization is against it. Whether it is a strict society in religious practices, or you are condemned for worshiping a darker deity. You serve your faith the best you can despite the prejudice society puts you through.



SACRED OATH SPELLS

When you take this sacred oath at 3rd Level, you learn the following spells. These spells are always prepared and do not count towards your spells prepared. You learn more spells as you level up.

OATH OF THE HERETIC SPELLS

Paladin Level	Spells
3rd	<i>disguise self, hex</i>
5th	<i>invisibility, silence</i>
9th	<i>slow, thunder step</i>
13th	<i>freedom of movement, phantasmal killer</i>
17th	<i>destructive wave, holy weapon</i>

CHANNEL DIVINITY

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

PARALYZING STRIKE: You may use this strike when an opportunity attack presents itself. When you use this Channel Divinity feature as a reaction, creatures damaged by your opportunity attack take radiant damage instead, and their movement is 0 until the end of their next turn.

ESCAPE OF PREJUDICE: As an action you can use this Channel Divinity feature to teleport you and one willing creature you touch to an unoccupied space you know within 120 feet.

AURA OF NEGLIGENCE

At 7th level, whenever you or a creature within 10 feet of you take damage, you can use your reaction to turn the creature invisible. This invisibility lasts until the end of the invisible creature's next turn.

At 18th level this feature extends to 30 feet.

MISSIONARY

At 15th level, you gain the ability to cast the *dimension door* and *sending* spells once per day without expending a spell slot. Additionally, you learn the *friends* cantrip.

ACCEPTED SENTINEL

At 20th level you gain the complete trust of your god as a messenger. This ability last 1 hour and may not be used again until you complete a long rest. While active you gain the following benefits:

- Advantage on Charisma checks
- Additional weapon damage equal to your Charisma modifier
- Ability to see through illusions

OATH OF THE CRUSADER

A Paladin under their Sacred Oath of the Crusader is on a mission for their religion. Your deity/temple places a sacred obligation on you, whether it is a holy war, a mission to teach the faith, or a secret religious expedition.

SACRED OATH SPELLS

When you take this sacred Oath at 3rd level, you learn the following spells. These spells are always prepared and do not count towards your spells prepared. You learn more spells as you level up.

Paladin Level	Spells
3rd	<i>bles, shield of faith</i>
5th	<i>aid, spiritual weapon</i>
9th	<i>crusader's mantle, motivational speech</i>
13th	<i>aura of life, divination</i>
17th	<i>dawn, mass cure wounds</i>

CHANNEL DIVINITY

Starting at 3rd level you gain the following Channel Divinity features. Once you use your channel divinity, you may not use it again until you finish a short or long rest.

CHARISMATIC SAVES: As a reaction, whenever you or someone within 10 feet of you has to make a saving throw against a spell you can see cast, they gain a bonus equal to your Charisma modifier. Any creature you choose within 10 feet of you benefits from this bonus.

HOLY STRIKE: When you see a creature within 60 feet of you fail a weapon attack roll, you can use your reaction to allow them to reroll and change the damage type to radiant.

AURA OF THE VANGUARD

At 7th level you are able lead your allies into battle with the might of your divine power. You and any creature you choose within 5 feet of you have advantage on initiative rolls. Additionally, your speed and the speed of anyone else affected by the aura is doubled on their first turn of combat.

RELENTLESS CRUSADE

At 15th level, when a creature you can see within 30 feet is knocked unconscious, you can use your reaction to cause them to regain hit points equal to your paladin level. You must complete a long rest before using this feature again.

HARBINGER OF RADIANCE

At 20th level, you lead the battlefield with divine radiance. As an action you can become the Harbinger of Radiance and gain the following benefits for 1 minute. You must complete a long rest before using this feature again.

- Your weapon attacks deal radiant damage instead of the normal damage type.
- You gain a bonus to your Armor Class equal to your Charisma modifier.
- You are immune to necrotic and radiant damage.

RANGER

ARCANE WARDEN

Truthful to the nature of a ranger, the arcane warden believes in absolute neutrality. All must remain in balance for the Prime to continue to thrive. Whether that is power, wealth, or arcane energy, the warden must be beyond the front lines in order to keep true elemental chaos in check.

EXTENDED SPELLCASTING LIST

At 3rd level, you are able to use the elements to your advantage when you cast spells. These spells are available for you to learn and count toward your spells known.

Ranger Level	Spell
3rd	<i>color spray</i>
5th	<i>acid arrow</i>
9th	<i>rainBOW</i> (see Spells chapter below)
13th	<i>freedom of movement</i>
17th	<i>dominate person</i>

DISPEL THE ARCANE

At 3rd level, you become a master of undoing arcane restrictions. You may use an action to cast *dispel magic* on magical locks, alerts, wards, glyphs, and other magical enchantments meant to restrict passage.

This feature is usable a number of times equal to your proficiency bonus. You regain all expended uses after a long rest. Additionally, this spell is cast as if using a 4th level spell slot.

OUTWIT THE ARCANE

At 3rd level, you gain the ability to use your intelligence to outwit your foes in combat. You may now additionally add your Intelligence modifier to the outcome of any damage roll made against spellcasters.

RESIST THE ARCANE

By 7th level, you have faced arcane energy more times than you can count. You gain resistance to one damage type (aside from slashing, bludgeoning, or piercing) of your choice. Additionally, you gain advantage on saving throws made against spells utilizing that damage type.

BREAK FOCUS

At 11th level, you may now disrupt enemies concentrating on their own spellcasting process. If you damage an opponent concentrating on a spell, you may forgo the damage you deal to impose disadvantage on your opponent's Concentration check to remain focused on their spell.

MAGESLAYER

Starting at 15th level, slaying magical foes becomes elementary. If your target is a spellcaster or conjured via magic, you may reroll any 1s or 2s rolled on damage dice against said target. Additionally, if you are attacking a spellcaster, you may do so at advantage. You may do this a number of times equal to your Intelligence score per day.

ELEMENTAL RANGER

As an elemental ranger, you study the elementals of the world in order to harness and manipulate their energies. You make fire, earth, water, and air your allies. You are able to use the elements as a tool in your hunting abilities.

EXTENDED SPELLCASTING LIST

At 3rd level, you are able to use the elements to your advantage when you cast spells. These spells are available for you to learn and count toward your spells known.

Ranger Level	Spells*			
Level	Fire	Earth	Frost	Air
3rd	<i>searing smite</i>	<i>earth tremor</i>	<i>ice knife</i>	<i>feather fall</i>
5th	<i>flaming sphere</i>	<i>earthbind</i>	<i>Snilloc's snowball swarm</i>	<i>gust of wind</i>
9th	<i>minute meteors</i>	<i>erupting earth</i>	<i>wall of water</i>	<i>fly</i>
13th	<i>fire shield</i>	<i>stone shape</i>	<i>control water</i>	<i>storm sphere</i>
17th	<i>flame strike</i>	<i>transmute rock</i>	<i>maelstrom</i>	<i>control winds</i>

*Note: This table may look different from many other class specific spell tables. That is due to the fact your learned spells change as you choose your Elemental Hunter focus. As you change your Elemental Hunter focus, so do your learned spells. The table reads left to right: fire, earth, frost, and air magic. These correlate to the Elemental Hunter focuses. If you choose Scorching Slicer, you gain the fire spells. If you choose Earth Guardian, you gain the earth spells...and so forth.



ELEMENTAL HUNTER

At 3rd level, you learn to pull the elements to you. During a short rest, you are able to choose one of the following effects as the elements surround you. You can have only one of the following abilities active at a time:

SCORCHING SLICER

You force the fire around you to draw to your blades. You do an additional 1d4 fire damage on each successful melee weapon attack.

EARTH GUARDIAN

You strengthen the mud and rock around you to help your defenses. You gain a +1 bonus to your Armor Class and to Constitution saving throws. Earth Guardian increases to +2 at 6th level and +3 at 12th level.

FROST SNIPER

You force the water around you to bind to your ammunition. You deal an additional 1d4 cold damage on successful ranged weapon attacks. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

SWIFT SOLDIER

You allow the air around you to help your movement. You gain a bonus 1d4 to Stealth and Acrobatics checks, and your speed increases by 5 feet.

ENERGY ADEPT

At 7th level, your connection to the elements strengthens. When you are hit by an attack that deals fire, cold, or lightning damage, you can use your reaction to redirect some of the elemental energy. When you use your reaction to make an opportunity attack, this attack deals an additional 1d6 damage of the type that hit you. You can use this feature a number of times equal to your Wisdom modifier per long rest.

ADVANCED ELEMENTAL HUNTER

At 11th level, you master the ability to harness and manipulate the elements. You gain resistance to the following damage type while focused on the corresponding elemental hunter ability.

Elemental Hunter	Gained Resistance
Scorching Slicer	Fire
Earth Guardian	Force
Frost Sniper	Cold
Swift Soldier	Lightning

ELEMENTAL MASTER

The elements around you begin to work in harmony. At 15th level, you are able to have two separate elemental hunter abilities active at once.



THE PALE RIDER

There are those that believe something watches the deeds of those on the plains, something with a sense of dread and justice. There are tales of a Pale Rider mysteriously arriving by moonlight, hunting down the wicked and dispensing grim judgment before leaving without a word. Certain Conclaves have taken this idea to heart, striking strange and mysterious deals for a bit of power to become their own Pale Rider, protecting the weak and dispensing justice as they see fit.

EXTENDED SPELLCASTING LIST

At 3rd level, you are able to use the elements to your advantage when you cast spells. These spells are available for you to learn and count toward your spells known.

Ranger Level	Spell
3rd	<i>cause tension</i> (see Spells chapter below)
5th	<i>zone of truth</i>
9th	<i>bestow curse</i>
13th	<i>cloak of fear</i> (see Spells chapter below)
17th	<i>geas</i>

A MOUNT WITH NO NAME

Starting at 3rd level, you can summon your Pale Mount as an action. It appears in the nearest space next to you that will fit it. Your Pale Mount can be any nonmagical, non-flying beast of CR 1 or lower, and it has the normal stats found in its stat block aside from the following: it uses your proficiency bonus instead of its own, and it has a number of hit points equal to two times your ranger level + the mounts original hit points. If you are not mounted on the Pale Mount, its turn is taken immediately after yours, where it can only use the Dodge action unless you use a bonus action to give it a command.

Should your Pale Mount perish, you can summon it again as part of a long rest.

At 11th level, you may now summon a Pale Mount that has a flying speed. Work with your GM to see which flying mounts would be available for you to summon. They may prefer to institute a CR cap and/or narrative-based restrictions.

TRUE GRIT

By 7th level, you and your Pale Mount are supernaturally bonded. Your mount is always considered controlled while you ride it, and in addition you cannot be dismounted from your Pale Mount against your will. Lastly, both your attacks and your mount's attacks count as magical while you are mounted on your Pale Mount.

CALL THEIR BLUFF

At 11th level, your confidence and that of your mount grows rock solid. You and your Pale Mount gain immunity to fear effects. In addition, when a creature makes an Intimidate check against you or attempts to use a fear effect against you, you can, as a free action, roll an opposed Intimidate check. If you succeed, the creature has disadvantage on all of its rolls until the end of its next turn, or for the next minute if you and the creature are not in combat. You may use this ability a number of times equal to your proficiency bonus and regain all expended uses on a long rest.

PALE JUDGEMENT

Starting at 15th level, you may designate a creature to be the target of your Pale Judgement. Once you designate a creature in this manner, you may not designate another creature until you finish a long rest. The designation lasts for 10 minutes. The fel forces that have helped guide you empower your strikes, and you may choose to use an action to deliver a special judgment on the creature. You make a single attack roll with a weapon of your choosing, and the attack ignores the creature's resistances and treats immunities as resistances. Should the creature die while the judgment is active, you gain a Soul Token containing the creature's soul. You may use Soul Tokens to regain spell slots, trading a number of Soul Tokens equal to the level of the slot recovered.

ROGUE

THE LUCKY FOOL

For some, life is an eternal challenge of skill and cunning. For others, the thrill of a perfect heist is the greatest high. For a select few...they're just lucky. The Lucky Fool seems to have an inexplicable knack for things working in their favor, no matter how unlikely the circumstances.

Lucky Fools seem to get along with everyone they meet...at least for a short time. If someone can stand to be around them long enough, they'll notice that a Lucky Fool almost has infectiously good luck.

BOUNTIFUL LUCK

At 3rd level, you gain both *friends* and *guidance* as cantrips, using Charisma as your spellcasting ability. Additionally, you gain a number of luck rerolls equal to your Charisma modifier. These rules function as the Lucky feat but also apply to allies within 60 feet: after you or an ally roll an attack, saving throw, or ability check, but before the result is determined, you may impose advantage or disadvantage on the roll. The rerolls from Bountiful Luck stack with rerolls from the Lucky feat. You regain these rolls when you finish a long rest.

SHIFTER OF FATE

Starting at 9th level, you can bend the luck of others to your will. You can apply your Bountiful Luck rerolls to the roll of any creature within 60 feet of you. Using this ability uses up two of your luck rolls.

LEGENDARILY LUCKY

Starting at 13th level, you can escape from even the most impossible of situations unscathed. You gain the benefits of Legendary Resistance and can use this ability once per long rest.

MORE LUCK THAN SKILL

Your luck has become so ingrained in your actions that you can turn even the most disastrous of failures into a grand success, or twist your foes' greatest triumphs into crushing failures. Starting at 17th level, you may treat a natural 1 or natural 20 on a d20 roll as the opposite. This uses up two luck rolls if it impacts you, or three rolls if it is applied to another creature.

THE SIN HUNTER

Even amongst the most pious and noble of religious orders, there are those that harbor great darkness in their hearts. Priests with more care for authority than doctrine, splinter cults that

have twisted their worship into something vile, and others can seek to corrupt the body of a church, acting as an all-consuming cancer. Should this kind of evil be suspected, an order may call upon special covert operatives, the darkly devout Sin Hunters.

GRIM AND UNWAVERING

The Sin Hunter knows that they do not walk in the good graces of their deity. Theirs is the path of dark mercies, removing the corruption of evil from the shadows before it can spread. More often than not, a religious organization may not even be aware it has Sin Hunters to deploy, their very existence a bloody stain on the altar of their god. The Sin Hunter does not mind these facts, however, realizing that what they do is one of the greatest forms of sacrifice and devotion a worshiper can make.

PARIAH'S GIFT

When you choose this archetype at 3rd level, you gain the cantrips *sacred flame* and *thaumaturgy*. Wisdom is your spellcasting ability for these spells.

SCENT OF SIN

Also at 3rd level, your honed senses can pick up on lies and half-truths. You gain advantage on Insight checks, and in addition whenever you make a Religion check related to your beliefs, treat a roll of 7 or lower on the d20 as an 8.

BLESSED EXCORIATION

Starting at 9th level, you gain the ability to channel cleansing flame into your most vicious strikes. When you deal your Sneak Attack damage, you can choose to deal it as radiant damage.



PIOUS GAZE

Starting at 13th level, you have learned to see through the tricks of the profane. You gain advantage on checks to determine the true nature of a creature or to see through illusions. In addition, you can use Intimidate in place of using Insight and gain a bonus to the roll equal to your Wisdom modifier.

PURGATION

Starting at 17th level, the intensity of your soul can cause even the greatest of fiends to waver. When you deal your Sneak Attack damage to a creature, you learn its resistances and immunities. In addition, you can use your reaction to strip the creature you attacked of a number of resistances or immunities equal to half your Wisdom modifier (rounded down) until the end of your next turn.

SORCERER

REGAL EMINENCE

Power begets power. As bloodlines rise and dynasties are birthed by their hands, those blessed with the right to rule seem to grow more supernatural with every generation. Eventually, the descendants of these bloodlines seem to have powers that defy explanation, as if their wills shape destiny and reality around them.

ROYAL BLOOD

Those blessed with the divine right to rule are inevitably drawn into a grand destiny. Whether descended from a deposed ruler in ages long forgotten or the child of a currently seated ruler, those with the power of Regal Eminence in their veins become sorcerers that few can resist. Their very presence exudes power and command, and their words carry as much weight as a spear or a shield.

MAGNETIC PERSONALITY

Also at 1st level, you gain expertise in two of the following skills: Deception, Insight, Intimidation, Persuasion.

ETHEREAL GRAVITAS

Starting at 1st level, whenever a creature fails a saving throw against an enchantment effect you use, it must wait a number of rounds equal to your proficiency bonus before it can repeat the saving throw against the effect.

IMPOSING PRESENCE

Starting at 6th level, you can wither foes' resolve with a look. When a creature goes to make a melee attack against you, you can use your reaction to subtract your Charisma modifier from the attack roll, potentially causing the attack to miss. You can use this feature a number of times equal to your proficiency bonus, and you regain all uses after a long rest.

SORCEROUS EDICT

Also starting at 6th level, you've learned to weave your sorcerous power into your words. Whenever you make a Charisma-based check, you can spend a number of sorcery points up to your proficiency bonus. You gain a bonus to the check equal to the number of points spent in this manner.

AURA OF AUTHORITY

Starting at 14th level, you radiate sheer authority to those that do not know you. When a creature must save against your enchantment or charm spells, it has disadvantage on its next attack roll or ability check.

JUS DIVINUM

Starting at 18th level, your commands become law. If a creature fails one saving throw against one of your enchantment or charm spells, it is under the effect for double the normal amount of time and has disadvantage on all further saves against the same spell cast by you.

THE HAUNTED

The wisest scholars and adventurers know that death is rarely the end. While the lich is the most famous and terrifying example of life after death, there are other ways to tear the veil between worlds. The Haunted has found this out the hard way, an unlucky victim of a raging spirit anchoring themselves to the poor person's soul.

UNWITTING ANCHOR

Whether the specter that haunts a Sorcerer gives them power or was simply attracted to latent sorcerous power is a topic of fierce and divisive debate. In truth, it matters little for the Haunted. However they came to be haunted, they now must deal with the eerie and very rarely welcome experience of being bound to a spirit of death.

SPECTRAL SPELLCASTING

Starting at 1st level, gain an expanded spell list due to the ethereal energies surrounding you. Each of these spells counts as a sorcerer spell for you but does not count against the number of sorcerer spells you may know.

THE HAUNTED SPELLS

Sorcerer Level	Spell
1st	<i>bane, inflict wounds</i>
3rd	<i>augury, levitate</i>
5th	<i>bestow curse, blink</i>
7th	<i>divination, death ward</i>
9th	<i>antilife shell, legend lore</i>

INURED TO DEATH

Also starting at 1st level, the spirit haunting you has given you the power to resist the energies of death. You gain resistance to necrotic damage and gain advantage on saving throws against fear effects.

SEANCE

Starting at 6th level, you are able to call forth the specter that has latched onto your very soul. As a bonus action, you can force the spirit haunting you to take form and unleash its wrath upon your foes. The spirit is a **specter** and uses the standard statistics, with the following changes:

The specter has a total number of hit points equal to $5 + 5 \times$ your sorcerer level.

The specter adds your Charisma modifier to all of its attack rolls and saving throws.

The spirit lasts for 1 hour, until it is banished, or until its hit points are reduced to 0. You can dismiss the specter as an action. Once you have used this feature, you must finish a short or long rest before you can use it again.

SPECTRAL COALESCENCE

Starting at 14th level in this class, the specter attached to you has grown and twisted in power. It is now a **wraith** when you use the Seance ability and uses the standard statistics with the following changes:

The wraith has a number of hit points equal to $10 + 5 \times$ your sorcerer level.

The wraith adds your Charisma modifier to all of its attack rolls and saving throws. Any specters created by the wraith last for 1 hour. In addition, it can only control a number of specters equal to your proficiency bonus.

PIERCE THE VEIL

Starting at 18th level, the power given to you by the wraith turns you into a being split between worlds. You no longer need to sleep, eat, or breathe, and in addition you can spend 5 sorcery points to summon your wraith as if you had used your Seance ability.



THE NULLBLOOD

On extremely rare occasions, the sorcerous spark within someone may not be what it seems. It does not come from celestial forces or a strange, arcane happening. Sometimes, it comes from a sheer absence of arcane energy at all. Known as Nullbloods or “Spell Eaters” in whispered texts, these sorcerers are living paradoxes, consuming the raw energy of spells and the arcane to power themselves.

SPELL EATER

Starting at 1st level, you can consume the energies of the spells you overcome. Whenever you successfully make an Intelligence, Wisdom, or Charisma saving throw against a spell, you can choose to gain a number of temporary hit points equal to the twice the spell slot used to cast the spell.

NULL AURA

Also at 1st level, your very nature wreaks havoc on spells cast against you. This grants the ability to add your proficiency bonus to Strength, Dexterity, and Constitution saving throws against spell or magical abilities (in addition to any bonus from being proficient in that type of saving throw).

UNRAVELER

Starting at 6th level, you gain the spell *counterspell* if you do not already know it. This counts as a sorcerer spell for you. In addition, whenever you successfully counterspell a spell, that spell's caster takes a number of d6 equal to the level of the spell slot used in magical force damage.

ABOLISHING SOUL

Starting at 14th level, you have learned to bend your sorcerous power to further disrupt spells. When you successfully use your Unraveler ability, you can expend a number of sorcery points equal to the spell's level and force the caster to lose an additional spell slot of that level. You can use this ability a number of times equal to your proficiency bonus, and regain all expended uses after completing a long rest.

ARCANE VOID

Starting at 18th level, you have become a living font of disruption. When you cast *counterspell*, you can spend sorcery points equal to the level of the spell slot used to cast the spell you are countering. In addition, doing so in this manner counts as a free action and not a reaction.

NIGHTMARE SORCERER

Some sorcerers find themselves so overwhelmed by their powers that they cannot truly rest. The Nightmare Sorcerer does not know peaceful slumber. In fact, they go on to more closely hone their powers to wield them as a weapon against those who choose to sleep while others lie awake. Eventually, the Nightmare Sorcerer strives to become a master over what causes them so much strife.

INSOMNIAC

At 1st level, you no longer feel the need to sleep. You do not necessarily have to sleep to gain the benefits of a long rest. There still must be an uninterrupted 8 hour period for a designated long rest.

Additionally, you are immune to any magical effects to put you to sleep.

SONG OF SLEEP

At 1st level you can attempt to put someone to sleep. You utter an incantation for 1 action in an attempt to put a creature to sleep. This ability takes an action to use and can only be used a number of times equal to your Charisma modifier per long rest. The target creature must have an intelligence of 3 or higher. The target must be a creature you can see within 60 feet of you. The target must make a Wisdom saving throw against your sorcerer spell save DC or fall asleep in place. On a successful save the target knows someone tried to put it to sleep.

FEARFUL CASTING

At 6th level you can choose to take a level of exhaustion after a long rest. When you do this, any spell you cast of 1st level or higher deals additional damage equal to your proficiency bonus.

MENTAL HARM

Starting at 6th level, you can use one sorcery point to make a spell deal psychic damage instead of one or more other types of damage it would normally deal.

DREAM CONJURER

At 14th level, you gain the ability to manifest yourself into people's slumbered consciousness. When you sleep, you can visit one other sleeping creature on any plane of existence and cause one of 2 effects:

DREAM: You visit a creature in their sleep in a friendly way. During this dream, you can deliver a message, ask the creature 3 yes/no questions, or learn the creature's location if the creature is willing.

NIGHTMARE: You visit a creature in a nightmare form. You are unable to visit creatures immune to being frightened. During this nightmare, you can cause the target of your nightmare to make a Wisdom saving throw at your sorcerer spell save DC. On a failure, you can cause one of the following effects:

- You learn the creature's location.
- You cause the creature to have a latent fear of you for the next 24 hours or until it completes another long rest. During this time, the creature has disadvantage on Charisma checks, and if it sees or otherwise becomes aware of your presence, it becomes frightened as if by the fear spell for 1 minute.
- You can deliver a message.

DREAM WALKER

At 18th level you have mastered visiting the people in their sleep. When you target a willing creature somewhere on the same plane of existence as you, you and up to eight willing creatures you choose within 60 feet of you can teleport to the dreaming creature. You can use this feature only when both you and the target are asleep. Other creatures teleported do not have to be asleep. The teleportation wakes you up, and you can choose whether or not it wakes up the target. You can use this feature once per long rest.

WARLOCK

PATRON OF THE BROKER

While every warlock strikes a deal with their patron, those that work with The Broker take the art of the deal to heart. Their power grows from making magic-laced contracts and agreements with others, and the Broker rewards warlocks that can bring others into their fold, whether by choice or duplicity.

EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>charm person, unseen servant</i>
2nd	<i>detect thoughts, suggestion</i>
3rd	<i>bestow curse, remove curse</i>
4th	<i>confusion, fabricate</i>
5th	<i>creation, dominate person</i>

STRIKE A DEAL

At 1st level, your patron bestows you the power to make your own lesser pacts to expand your power. As an action, you can offer a Deal, chosen from the list below, to another creature. Should they accept, they accept all parts of the Deal. This Deal lasts for the next 24 hours, until the creature dies, until you die, or until you cancel the Deal as a bonus action. A remove curse or wish spell may also terminate a Deal. The creature must be able to understand you to accept the Deal.

You may have a number of active Deals equal to your proficiency bonus.

ELIXIR OF BEAUTY

You summon forth a magical elixir to drink. The creature who takes this Deal can cast alter self at will for the next 24 hours, but it loses one sense (sight, smell, touch, hearing, taste) for the same period as well. Until this Deal ends, you gain advantage on checks made using the associated sense.

GIFT OF TALENT

The creature who accepts this deal gains expertise in one skill of its choice for the next 24 hours, but it also loses proficiency in one skill or saving throw for the next 24 hours. You gain proficiency in the stolen skill or saving throw until this Deal ends.

AQUATIC GRACE

The recipient of the Deal gains the ability to breathe water and a swim speed equal to their normal walking speed for 24 hours. In return, they lose the ability to breathe air, and their walking speed is halved. You gain a bonus to your speed equal to the amount of speed the target loses.

POWER HUNGRY

The Deal's recipient chooses one object, either a weapon or a spell focus, which becomes enchanted until the Deal ends. If it is a weapon, it grants its user a bonus to attack and damage rolls made with it equal to half your Charisma modifier, rounded down. If the object is a spell focus, it grants its user a bonus to spell attacks and spell save DC equal to half your Charisma modifier, rounded down. In return, the Deal's recipient takes damage for you. While the Deal is active, whenever you take damage, the recipient takes half of the damage dealt.

DEAL OF DESTRUCTION

When a creature accepts this Deal, its attacks and damaging spells deal an additional 2d4 force damage. In return, the creature takes necrotic damage equal to half the damage added by the Deal. You regain a number of hit points equal to the necrotic damage dealt to the creature that made the Deal.

SILVER TONGUE

Starting at 6th level, you've learned how to weave your magic into any agreement you make. When you make a Deal or any formal agreement, such as one signified by a handshake or contract, you may subtly weave a spell into it. You may expend one warlock spell slot and effectively "store" one spell in the agreement itself. The spell slot is then expended as if you had cast the spell. The spell must be a warlock spell you know and have the materials to cast, and it does not fade until the agreement is completed or someone breaks the agreement. Should someone break the agreement, the spell is cast on or centered on them and they must make the save, if any, at disadvantage.

COME 'ROUND, ALL

Starting at 10th level, you've learned to weave your deals with more people. You can now strike a Deal with a number of creatures equal to your proficiency bonus + your Charisma modifier. In addition, you have advantage on Deception and Performance checks to deceive or sway emotions.

THE CROSSROADS DEAL

Starting at 14th level, your patron has taught you how to broker the most lucrative trade of all: the trade for a soul. Whenever you make a Deal or formal agreement for which you could use your Silver Tongue feature, you can try to persuade the creature to sell its soul to you. If you do, you can cast any warlock spell of 7th level or lower without expending a spell slot to meet the conditions of the agreement. In return, you gain a Soul Contract containing the target's soul. So long as you have the Soul Contract, you can cast *dominate person* on the target once per day without expending a spell slot. If a creature gets control of its own Soul Contract, the contract disintegrates, and the creature gets its soul back.

In addition, you can sell these contracts to your Patron as an action. Selling a Soul Contract grants you or an ally the benefits of a short rest. Selling five Soul Contracts gets you or an ally the benefits of a long rest. Selling 50 Soul Contracts lets your patron grant the effects of a *wish* spell for you.

PATRON OF THE GLUTTON

By chance or by curse, you have been warped and tainted with an all-consuming hunger. Perhaps it's a side effect of making a deal with a particularly hungry fiend, or a leftover in your mind from contact with some unknowable horror seeking to consume the stars themselves. Regardless of the cause, you now seek to consume your enemies and see what strange tastes the world has to offer.

BIG EATER

When you choose this patron at 1st level, you gain access to an extended spell list. You also must consume 25% more food and drink each day than you otherwise would. But any potions you imbibe have a more powerful effect on you than on other creatures. Non-instantaneous magical effects from potions last 25% longer for you. Instantaneous effects from potions are more effective for you in some way, at the discretion of the GM.

EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>goodberry, purify food and drink</i>
2nd	<i>enlarge/reduce, magic mouth</i>
3rd	<i>create food and water, vampiric touch</i>
4th	<i>black tentacles, phantasmal killer</i>
5th	<i>arcane hand, dominate person</i>

ELDRITCH MAW

Starting at 1st level, as an action you summon forth a strange and spectral maw to devour your enemies. The maw appears in an unoccupied space within 20 feet of you and persists for 1 minute. Each turn it can make an attack on a creature within 10 feet of it using your spell attack modifier. On a hit, it deals 1d10 force damage. This damage and range increase to 2d10 and 15 feet at 5th level, 3d10 and 20 feet at 11th level, and 4d10 and 25 feet at 17th level. You must complete a short or long rest before using this ability again.

LASHING TONGUE

Starting at 6th level, when you use your Eldritch Maw ability, it possesses a spectral tongue you can use to lash and bind an enemy. You can use a bonus action to force an enemy within 20 feet of your Maw to succeed on a Strength saving throw against your spell save DC or be grappled and pulled 10 feet closer

to the Maw. Until this grapple ends, the target is restrained. A grappled creature can repeat the saving throw at the end of each of its turns, ending the grapple on a success. The Maw can only grapple one creature at a time. You can use a bonus action to cause the Lashing Tongue to release a grappled creature.

DEVOURING HUNGER

Starting at 10th level, whenever you reduce a creature to 0 hit points with your Eldritch Maw feature, roll 1d6. You gain temporary hit points equal to the roll + your warlock level + your Charisma modifier.

VORACIOUS VORTEX

Starting at 14th level, you can use an action to cause your Eldritch Maw to open impossibly wide and draw nearby creatures to it to be consumed. All creatures within 25 feet must succeed on a Strength saving throw (at your spell save DC) or be pulled into the Maw. A creature drawn into the Maw while the Vortex is active takes 10d8 + 30 necrotic damage. If the necrotic damage reduces the creature to 0 hit points, it is disintegrated and absorbed fully into the Maw. A disintegrated creature can only be restored to life by a *true resurrection* or *wish* spell.

PATRON OF THE HIVE MIND

Some are willing members of their hive, whether by birth or by choice. Others may be swayed by promises of community and order. For some, however, the call of power is too great to ignore. They reach out to the great Hive Mind and promise their services in exchange for a fragment of its great power.

CONDUIT OF THE HIVEMIND

When you choose this patron at 1st level, you gain access to an expanded spell list granted by your patron. In addition, you act as a telepathic link to the Hive Mind and can communicate telepathically with creatures within 30 feet of you. When you cast a cantrip that deals damage, you can choose to inflict psychic damage instead of the spell's normal type; you may also add your Intelligence modifier to the psychic damage.

HIVE MIND SPELLS

Spell Level	Spells
1st	<i>detect thoughts, dissonant whispers</i>
2nd	<i>animal messenger, phantasmal force</i>
3rd	<i>enemies abound, sending</i>
4th	<i>giant insect, confusion</i>
5th	<i>dominate person, insect plague</i>

COORDINATION OF THE HIVE

Starting at 6th level, you use your telepathic abilities to subtly coordinate multiple attacks on the same target. When you attack a creature, you gain a +1 bonus to your attack and damage rolls for each of your non-incapacitated allies who have attacked the target creature since the end of your last turn. This bonus cannot exceed +3. Each of your allies also gains a +1 bonus to attack and damage rolls when they attack a creature which you have attacked since the end of their last turn.

SPAWN THE SWARM

Starting at 10th level, you can spawn more of your Hive Mind's swarm from your defeated foes. You may use an action to focus on a corpse that has been dead for no longer than 24 hours to summon a **swarm of wasps** from the body. The swarm may be of any small communal vermin, but it always uses the stats for a type of **swarm of insects**. Only one swarm can be summoned per corpse. You may only control up to four such swarms at a time.

FEED THE HUNGRY

When you reach 14th level in this class, you gain the power to call upon your Hive Mind's minions in great numbers. You can use an action to make a creature make a Constitution saving throw at your spell save DC. If it fails, it takes 8d6 poison damage and is poisoned for 1 minute. A poisoned creature takes 4d6 poison damage at the beginning of each of its turns and can repeat the saving throw at the end of each of its turns. The effect ends on a successful saving throw or when a creature drops to 0 hit points. Any creature reduced to 0 hit points in this manner is completely devoured by the swarm and cannot be brought back to life except by a *wish* or *true resurrection* spell. You cannot use this ability again until you complete a long rest.

PATRON OF THE FROZEN HELL

Your Patron is a dark deity or fiend that comes from a frozen layer of hell.

EXPANDED SPELL LIST

When you choose this patron at 1st level, you gain access to an expanded spell list granted by your patron.

FROZEN HELL SPELLS

Spell Level	Spells
1st	<i>hellish rebuke</i> (cold damage), <i>ice knife</i>
2nd	<i>rime's binding ice</i> , <i>acid arrow</i> (cold damage)
3rd	<i>elemental weapon</i> , <i>sleet storm</i>
4th	<i>elemental bane</i> (cold damage), <i>ice storm</i>
5th	<i>cone of cold</i> , <i>conjure elemental</i> (water or air)

CHILLING BLAST

At 1st level you learn the *eldritch blast* cantrip if you do not already know it. Additionally, you can choose to deal cold damage with *eldritch blast* whenever you cast it.

FROZEN OVER

Starting at 6th level, you become resistant to cold damage. Additionally, you can use an action to cause a thin layer of frost armor to encase your body. For 8 hours, your base Armor Class becomes 12 and you gain 10 temporary hit points. While your frost armor is active, a creature that hits you with a melee attack takes 1d4 cold damage. You cannot use this ability again until you complete a long rest.

ON THIN ICE

Starting at 10th level, when a willing creature within 60 feet of you that you can see takes damage, you can use your reaction to encase them in a ball of ice. The target instead takes no damage, is restrained, and is immune to all damage until the ice is dismissed by you or destroyed. You can dismiss the ice as a bonus action. The block of ice has an Armor Class of 15 and 75 hit points, and is vulnerable to fire damage. Once you use this feature, you cannot use it again until you complete a long or short rest.

TIP OF THE ICEBERG

Starting at 14th level, you can use an action to become a living incarnation of ice for 10 minutes. While in this state, you gain the following benefits:

- You are immune to cold damage.
- You are resistant to fire damage.
- Terrain around you in a 20-foot radius becomes icy and counts as difficult terrain for creatures other than you.
- You can use an action to target a single creature within 50 feet with a beam of ice. Make a spell attack roll. On a hit, you deal 5d10 cold damage.
- Any spell or cantrip you cast that deals damage deals additional cold damage equal to your half your warlock level rounded up.



WIZARD

THE ANCIENT DISCIPLE

You have found an artifact of dread power: a Tome of the Ancients. While the Necronomicon is the most well-known of these tomes, there are myriad others out in the world, sealed away or forgotten in places even the gods sought to erase. These tomes have the power to change the world and create some of the most powerful mages ever known...for a cost. You have agreed to this cost and now seek to unlock the mysteries of your Tome. You focus your studies on the Tome instead of pursuing another arcane tradition.

SPEAKER FOR THE DEAD

Starting at 2nd level, you know any two additional languages from your esoteric studies. In addition, you gain expertise in one of your skills to reflect your dedication.

FORGOTTEN KNOWLEDGE

This Tome has led you down a path previously called “impossible” by masters of the arcane. You now gain access to magic not previously known to past wizards. At 2nd level, you learn a 1st level spell from any class list. At 6th level, a 2nd level spell from any class list. At 10th level, a 3rd level spell from any class list. At 14th level, a 4th level spell from any class list.

EDICT OF OWNERSHIP

Starting at 6th level, you have been able to make the Tome your own. It is a magic item that can only be destroyed by a *wish* spell, and you can now use it as a spellbook. When you transcribe a spell into the Tome, you can choose to pay in health

instead of gold pieces. You can spend twice the spell’s level in hit points to transcribe the spell, and doing so takes half as long as normal. In addition, the book empowers your spells. When you cast a spell, you can choose to expend a number of Hit Dice equal to the spell slot level you use in exchange for a bonus to your spellcasting DC and spell attack roll. This bonus is equal to +1 and increases to +2 at 11th level and +3 at 16th level.

POWER OF THE ANCIENT ONES

Starting at 10th level, when you cast a spell of 1st level or higher, you can spend a bonus action to have your Tome cast a cantrip you know, using your spell attack bonus and spell save DC. The cantrip must have a casting time of one action or bonus action. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses on a long rest.

FORBIDDEN ARTS

Starting at 14th level, you have nearly mastered your Tome. Its power comes at a cost, however. You gain one of the subtypes in the list below, gaining advantages related to it, but also counting as that subtype for any rules purposes.

FIEND: You have immunity to poison damage, resistance to fire damage, and may reroll fire damage you deal.

UNDEAD: You have resistance to necrotic damage, as well as advantage on death saving throws and against charm effects.

ABERRATION: You have resistance to psychic damage, and advantage on saving throws against spells 5th level or lower.

SHIELD MAGE

For some wizards, abjuration magic simply does not cut it. The few who seek protection also seek the path of the Shield Mage. These select wizards learn the balance between defense and even more defense via the wielding of a physical shield. Do not fret, these wizards have worked out a way to retain spellcasting abilities while hiding behind the fighter’s, the paladin’s, and their own shield.

SHIELD PROTECTION

At 2nd level when you choose this arcane tradition, you gain proficiency with shields. Additionally, you can use your shield as your arcane focus.

ARCANE SHIELD

At 6th level, you can add your shield bonus to Strength and Dexterity saving throws against spells.

ARCANE DEFLECTION

At 10th level, you have tuned your shield into a device for redirecting physical and magical energy. When you or a creature within 5 feet of you are the target of a weapon or spell attack, you can use your reaction to try and send the damage back toward the attacking creature. Roll a d20 and add your shield bonus, proficiency bonus, and Intelligence modifier. If your roll is higher than the attack roll, the damage is reflected back at the attacking creature. If your roll is lower, the attack takes place as intended. You can use this feature a number of times equal to your proficiency bonus before completing a long rest. You must be wielding a shield to use this feature.

SHIELD ABSORPTION

At 14th level your shield can protect you from the worst of blows. Once per long rest, when you take any type of damage (except psychic or poison damage), you can use your reaction to have the shield block some or all of the damage. Damage that originates from a single source in less than a 180 degree arc (such as any weapon attack or the cone of a dragon's breath) is completely blocked, and you take no damage. Damage coming from a surrounding area of effect (such as falling damage, a *fireball* spell, or being swallowed by a tarrasque) is partially blocked, and you take half as much damage as you ordinarily would.

RACES



WI'ROG (ARCTIC GOBLIN)

Far into the frozen reaches, there are clans of goblin-like creatures so resilient, so stubborn, and so unbreakable that they almost seem to thrive amongst the icy wastes. Generation after generation has fought back against the cold, their hair growing as thick and coarse as their blue skin.

GENERATIONS OF SURVIVAL

Every clan has its own oral history as to why they ended up in the frozen wastes. Some claim to be exiles, forced out of their homes by various factions and disasters. Others claim to have been called by unknown forces, following destinies yet unknown. Regardless of the reason, they all take great pride in their ability to survive and thrive in such an inhospitable environment.

TUSKED AND TOUGH

Generations of exposure to the cold have led to a drastic physical change in the arctic goblin clans. Their skin has thickened and taken on a blue tint, their bodies are covered in extremely thick and coarse hair, and their windburned faces bear large tusks that jut from their lower jaw.

RUGGED AND INVENTIVE

Unlike their more temperate cousins, the arctic goblin clans do not have abundant resources to work with. They have mastered the mantra of "waste not, want not" and can create impressive things out of mundane materials, including weapons and simple arcane implements. They also have perfected the art of scrimshaw and can carve bones into breathtaking works of art. For an arctic goblin, waste is failure.

WELCOMING TO TRAVELERS

While it is easy for travelers to assume the arctic goblins are insular and unwelcoming, in reality they love travelers. To invite travelers is to extend hospitality, to proudly defy the harshness of the land even further. There is also a practical side to welcoming travelers: they often have strange stories and goods for trade. A new, exciting tale can sustain a clan's entertainers for years to come, and as they spread the stories to other clans, it grows into a grand epic.

ARCTIC GOBLIN TRAITS

The arctic goblins have similar physical builds to their more common kin, but their generations of survival have lent them some wildly different skills. arctic goblins have the following traits:

Ability Score Increase. Arctic goblins gain +2 to Constitution and +1 to another of their choice. Alternatively, you can choose to grant +1 to three different ability scores.

Age. Your life span is the same as your standard goblin cousins. Wi'rog reach adulthood at age 8 and live up to 60 years.

Speed. Your base walking speed is 25 feet.

Size. Arctic goblins are stocky but short. Their average height is 3 to 4 feet. Your size is Small.

Masters of Stealth. Arctic goblins have learned to hide in plain sight out on the frozen plains of their homelands. As long as you are in an arctic or tundra environment and you remain motionless, you gain advantage on Dexterity (Stealth) checks to remain unseen.

Bring It Down. Arctic goblins have mastered hunting things far larger than they are. Whenever you target a creature of size Large or larger, you can choose to apply your specialized hunting tactics. You can double your proficiency bonus for your attack or add your proficiency bonus to the damage roll if you successfully hit the creature. You can use this feature a number of times equal to your proficiency bonus. You regain all uses after a short or long rest.

Tusked. Your tusks allow you to tear through surprisingly tough substances. You gain a bite attack that deals 1d6 damage plus your Strength modifier.

Languages. You can speak, read, and write Common and Goblin; however, your dialect of Goblin may confuse standard Goblin speakers.

ALBERO (TREEFOLK)

The albero are a reclusive type of humanoid found in dense, uninhabited forests far from the poking eyes of mankind. Ashryn, the goddess of all forests and those within, created the treants and treefolk as a defensive measure against loggers and deforesters who would threaten her children's homes.

FRIENDS OF THE FOREST

The albero resembles the elves in many ways as Ashryn herself first took a fair elven form during the creation of Dagmore. They have gorgeous sylvan features such as beautiful full hair, slender builds, and grace in each and every step. The color of the skin of an albero is dependent on one of two known iterations of creation: the Kercia (care-see-uh) and the Nocciola (know-key-oh-lah). No matter the archetype, all albero's hair resembles that of the changing leaves. Depending on the time of year, the hair of an albero will change from forest green, to bright red, then to a flat orange, on to yellow, and eventually the final form being brown until the seasons change back allowing the forest green to return.

Unlike their sturdy cousins the treants, treefolk are rather graceful and dexterous in nature. No matter the lineage, all treefolk find acclimating to modern life quite difficult. They



may be deemed socially awkward by strangers or even strange and outlandish by cityfolk.

ALBERO TRAITS

Your albero character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Similar to their true tree cousins, an albero reaches maturity at age 22 and can live up to 600 years.

Size. Albero are nearly the exact size of elves. Thus, you are Medium size.

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

Camouflage. You find yourself able to blend with your flora surroundings. While in any area of dense vegetation, you gain double your proficiency bonus on Dexterity (Stealth) checks to hide or remain hidden.

Friend of the Forest. You are able to communicate with all life within the forest. This can range from the vines growing upon a tree to birds nesting on their limbs. Communication with plant life is to be as simple as pointing in the correct

direction; however, communication with fauna could result in a true conversation. Once per day you may cast the speak with animals spell.

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

KERCIA

The kercia are a sturdy and formidable archetype of the albero. Legend says, they were formed and created with the strength of an oak tree in mind. While still dexterous, they are more durable than their Nocciola counterparts. Often kercia are seen as the warrior defenders of the forest. They prefer to deter nefarious forces with martial combat, often making skilled fighter-type classes. The patience of a kercia warrior is unmatched. They will observe their enemy for a lengthy period of time before striking to have the best advantage possible.

KERCIA TRAITS

Ability Score Increase. Your Constitution score increases by 1.

Oakenskin. Being cousins of the oaken treants has its advantages. Your natural skin acts as an oakenskin armor. Your base Armor Class is 10 + your Dexterity modifier + your Constitution modifier. This Armor Class does not stack with equipped armor.

Patient Approach. While observing an enemy for 10 minutes before combat, you gain advantage on Wisdom (Perception) checks to identify information about said opponent. Alternatively, you may use that time to gain advantage on a Dexterity (Stealth) check to catch your enemy by surprise. However, both bonuses are not possible as your focus must be on one or the other.

NOCCIOLA

Every reclusive colony needs warriors, or kercia in our case, to defend the denizens that dwell within. However, these people would be lost without a wise guide to lead them through difficult situations. The nocciola are the wise ones of the albero. The flora of these forests hum legends of the nocciola being created with the inspiration of the hazel trees.

NOCCIOLA TRAITS

Ability Score Increase. Your Wisdom score increases by 1.

Fantastic Fruit. Once per day, a nocciola albero may create a fruit with the magic infused with their bloodline. This magical fruit causes the consumer to be wiser than normal for the rest of the day. The consumer gains proficiency in any Wisdom check made that day. Also, the user may choose one Wisdom type skill check to have the proficiency bonus doubled for that day.

Herbal Healer. The Nocciola are gifted with innate healing abilities to restore the lifeforce of living beings. Once per day,

you may cast *cure wounds* as an action. This healing increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



CHIRATA (BATFOLK)

Found in colonies throughout the realms, the chirata are a shy and reclusive race of nocturnal humanoids. Robed in various fur colors of browns and reds, their massive, leathery wings help lift them to the sky as the sun sets, their choirs greeting the dusk with joy and excitement.

NOBLE AND RECLUSIVE

Those that have had the chance to experience time with chirata colonies talk of reserved, noble people that treat visitors as esteemed guests. They see themselves as various nobles and aristocrats, seeking the beauty of ordered yet supportive society.

Each colony is led by some form of royal couple, whether they call themselves Dukes, Lords, or something else. There is a strict hierarchy in their colony, but upward movement is encouraged through bravery and helping others.

APPEARANCE

Chirata often scare those that are unaware of their existence. They resemble humanoid bats, their arms connected to leathery membranes that allow them flight. Often, they have large ears and eyes, and a collar of fur around their necks similar to some nobles' attire. They clothe themselves in dark robes of light materials, and different colonies prize different design choices. Chirata eschew most jewelry, as it can impact their hearing or is uncomfortable against their wing membrane. Chirata stand anywhere from 3 to 6 feet tall, with most colonies varying wildly from one to the next in terms of color, height, and fur patterns.

A VOICE ON THE WIND

Those communities that have learned to see past folk tales and fear have learned that the chirata love songs. They are often heard singing praises to the moon and other nighttime entities as they go about their nocturnal lives, voices dancing like petals on the wind. While there are various mythologies in chirata culture as to why they sing, none of them really know why it's such an ingrained desire. To sing is to breathe for the chirata, and without the chance to express their voice, they are prone to depression and melancholy.

NIMBLE FINGERS

Chirata also adore the art of weaving and sewing. Whether it be winding tapestries of some significant event or small squares for community quilts, the fabrics and goods produced by most chirata colonies is often compared to elven quality. Some people say that hanging upside down allows them to make tighter weaves. Others say they sing strands of moonlight into their work, blessing it to be light and almost ethereal at all times. For the chirata, they know that light clothing is the most preferable for them, so they have learned to master the art of lightweight fabrics over generations.

CHIRATA TRAITS

While they all share a love of singing, chirata personalities largely depend on the colonies they come from. Some are patient and wise, happy to act as consultants. Others are pranksters, molesting those that pass into their territory.

Ability Score. Chirata gain +2 to any one ability score and +1 to another of their choice. Alternatively, you can choose to grant +1 to three different ability scores.

Age. Chirata reach maturity at age 10 and can live up to 60 years.

Flight. Chirata can fly better than they can walk. So long as you are not wearing medium or heavy armor and are not over encumbered, you have a flying speed of 40 feet. Your walking speed is 25 feet.

Darkvision. Chirata use a mix of specialized echolocation and great eyesight to find their way in the dark. You can see in dim light within 120 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.

Operatic. Singing is a major part of chirata life. You gain proficiency in the Performance skill. If your background would already grant proficiency, you gain expertise instead.

Acoustic. Chirata have incredible hearing. You have advantage on Wisdom (Perception) checks related to hearing.

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



DYNANS (BEETLEFOLK)

Ponderous, huge, and friendly, dynans are the gentle giants of the Chitin Flats. Resembling massive, humanoid beetles, these humble folks build their homes underground in large communities, caring for each other as one massive family.

Dynans stand between 7 and 8 feet tall and weigh between 350 and 500 pounds. They're covered by rough chitin that ranges

from glimmering metallics to dull earth tones, and every dynan has a large, curved horn on top of their head. The males have larger horns than the females, and these are often a symbol of status in the community, heavily adorned and cared for. They have four arms and two legs, each hand ending in two fingers and a thumb, with the “main” arms being incredibly thick and strong. The “secondary” arms are more in line with standard humanoid arm proportions and are used for extra grip or small movements. Dynans wear minimal clothing, often of simple woven cloth, and instead paint themselves in dazzling paint patterns and wear studded jewelry and necklaces.

Dynan culture revolves around the family or clan unit, with the oldest member being a part of the clan council, the governing body of a community. While clans may not see eye to eye, having a varied mix of ideas and opinions is essential in the eyes of dynan communities, as they believe wisdom comes from adversity.

LIFECYCLE

Dynans live a longer life than some humanoids, but spend a large part of it as immature “grubs.” They spend roughly 25 years as grubs, growing and learning from community members and performing small tasks around the village. Considered mere children, grubs are watched by all members of the community until they’re ready to transform. At the end of their grub stage, dynans enter a special “maturation chamber,” and their bodies undergo drastic change. Over the course of a year, they wholly change into a new form, that of an adult dynan, and emerge from their old bodies in a laborious process. From there, they can live up to one hundred years, their bodies growing bigger and heavier until they reach old age.

GENTLE GIANTS

Dynans recognize their fierce combat potential, but would much rather dedicate their incredible brawn to agriculture and architecture, building sprawling communities out of earth and stone.

Although they could easily hunt for food, most dynans prefer to grow their own crops or live vegetarian lifestyles in their travels. They see nothing wrong with hunting and respect both hunter and game, of course. They just recognize you rarely have to chase down a squash or fruit.

Dynans also adore a good story and love to trade for trinkets and interesting things, even offering items in exchange for stories to take home. History, both written and oral, is a cornerstone of dynan culture and they pride themselves on their abilities to tell great tales. To dynan communities, a good story will raise the value of an item far more than any fancy or shiny pieces.

Reluctant to fight, they often employ tricks to frustrate or intimidate enemies into leaving. Whether it be a long-winded tale or a humiliating show of superior strength, dynans would

much rather settle their differences in a friendly manner. Should a dynan be forced into combat, however, their gentle nature falls away and reveals a fierce fighting spirit that is legendary across the Chitin Flats.

ADVENTURERS

Prone to bouts of extreme curiosity or wanderlust, younger dynans often embark on adventures to bring new trinkets and tales home to their clans. The adventure is far more important than the reward, and returning home is a major event in a dynan’s life.

DYNAN NAMES

Due to their mandibles, many dynan names involve harsh consonants and clicking sounds accompanied by whistles. Each one is a unique sound for the dynan, followed by their clan name.

Examples of names: K’drik, Gekkit, Nokitet, Creet, Tii, Mi’kk’a

DYNAN TRAITS

Your dynan character has the following traits.

Ability Score Increase. Dynans are hulking, tough creatures that can weather many of the harsh threats of the Chitin Flats, but their clans all prioritize different aspects of life. They gain a +2 to one ability score of their choice and a +1 to another, or they gain a +1 to three ability scores of their choice.

Age. Dynans live roughly 100 years, but spend the first 25 as a child like grub.

Size. Dynans stand roughly 6 to 8 feet tall and weighing 350 to 500 pounds. Your size is Medium.

Speed. Due to how heavy they are, Dynans are a bit on the slow side. Your base walking speed is 25 feet.

Natural Armor. *Dynans’* bodies are covered in thick chitin.. Those dynans that do choose to wear armor often stud it into their chitin as decoration more than anything. You have a base Armor Class of 13 + your Constitution modifier.

Powerful Build. Due to dynans’ immense size and strength, you count as size Large when determining your carrying capacity and the weight you can push, drag, or lift.

Multi-Limbed. While a Dynan’s second set of arms cannot wield weapons or perform fine movements, they can hold items and grant advantage on checks to grapple or maintain a grip.

Languages. Dynans speak Dynan and Chitid.

RACIAL FEATS

The following feats are available for Dynan characters:

AGGRESSIVE BUILD

Dynans with this feat often have tougher, harder chitin growth on their fists and horns. The damage from their unarmed strikes becomes 1d4, and damage from their horn becomes 1d6.

NATURAL EXCAVATOR

Dynans with this feat have learned how to put their bulky forearms to good use by digging and carving the earth. They gain a burrow speed through soft earth equal to half their walking speed, rounded down.

HIDDEN WINGS

Dynans with this feat are lucky enough to have functional wings instead of vestigial ones. They gain a flying speed equal to half their walking speed, and can fly or hover a number of rounds equal to their Constitution Score. Once they have met that limit, dynan characters must finish a short or long rest before they can fly again.

FINFOLK

The finfolk are a race of humanoid fish-like people that are natives to the Starland Bay area in southern Farrador. Their communities are very welcoming and full of wise people who take in anyone who is in need. Originally, they were coastal settlers; however, some hungered for what the rest of the world had to offer, so they set out to explore other settlements. Since then, they have been good neighbors and allies to those residing within Farrador.

HUNTERS AND HEALERS

The finfolk are natural hunters and/or healers. Since their settlements started out outside conventional society, they have had to rely on themselves for survival. They are dexterous and wise, which many cite as their sole reason for surviving. Being naturally amphibious creatures, they excel in water-type scenarios as well.

FINFOLK TRAITS

Your finfolk character has the following traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Finfolk reach maturity at age 12 and can live up to 125 years.

Size. Finfolk are bulkier and about a foot taller than humans. The fins that extend from many points on their body make them seem larger. Your size is Medium.

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

Amphibious. You can breathe air and water.



Natural Scavenger. If you are in the wilderness, you have the innate ability of foraging for food. You are able to locate fresh water and sources of nutrition (berries, plants, wildlife, etc.) if any are in your area. You can locate enough food for five people every hour.

Sly Survivor. As a bonus action, you can add +10 to Dexterity (Stealth) rolls for 1 minute as you blend yourself with your surroundings. You may use this ability once per long rest.

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

FINFOLK HUNTER

The hunters of the community are those who rise to protect and provide for the tribe. Although finfolk are muscular and large, they tend to value dexterity over brute strength. The hunters go out in groups of three to five to search for wildlife for the tribe to eat. If there is a threat to the village, the hunters are the first to stand and fight. The hunters prefer to fight with swords in melee and bows at a distance thanks to a friendly band of elves who aided their mastery. They often methodically strategize before approaching the enemy. While the hunters and sages do join each other if the threat is calamitous, generally the hunters are more than capable of protecting their people.

FINFOLK HUNTER TRAITS

Ability Score Increase. Your Dexterity score increases by 1.

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

Survivalist. You are proficient with the Survival skill. Additionally, if you are attempting to track an enemy you have wounded, you get advantage on doing so.

Masterful Precision. You are able to identify an enemy's weak point and react quickly to your mistakes. When you miss with a weapon attack, you may immediately use your reaction to make another attack with advantage. After you use this ability, you cannot use it again until you finish a short or long rest.

FINFOLK SAGE

The sages of the tribe are the wise leaders who are tasked with showing the way for the others. For the finfolk, sage and elder are synonymous. While there are elders within the tribe that are either hunters or commonfolk, the sages are seen as the spiritual and political guides of the tribe.

These sages often either practice divination magic or are healers; however, they generally study any magics for the betterment of the tribe. A pivotal moment in a sage's life is leaving the tribe for an extended period of time to study and learn new practices to bring back to the tribe. Since finfolk mature around age 12, most set off on this journey anywhere from ages 13 to 15.

FINFOLK SAGE TRAITS

Ability Score Increase. Your Wisdom score increases by 1.

Innate Scholar. You are proficient with either the Arcana or Medicine skill.

Spirit Guide. Once per day you call upon the will of the wild spirits to aid you or your allies. Each friendly creature within 30 feet of you gains a d6 worth of inspiration for the next 10 minutes. This die may be added to an ability check, attack roll, or saving throw. The creature may add the die before or after the d20 is rolled. After you have used this ability, you cannot use it again until you finish a long rest.

Alternatively, you may use this ability on yourself alone. In this case, you gain an additional +2 to the inspiration die roll.

This die becomes a d8 at 5th level and a d10 at 10th level. At 15th level, you may use this die twice per day.



HALLOWED MARTYR

To many, the gods are a mystery. Their goals are often beyond our understanding, and mortal belief alone is not enough to fully grasp the plays being made in the cosmos. Sometimes, a god may even go against their own teachings, a rare moment where they understand what is at stake far more than any follower could. The Hallowed Martyrs are one such instance of this strange behavior.

CALLED TO SERVICE

Hallowed martyrs are rare examples of “holy” undead, called back to service among the living long after their divine death. When a god knows they must send their most devout, they sometimes send the chosen soul back to their body, reanimating and reforming it in a state of functional undeath that fits the mission. Some gods prefer to leave the hallowed martyr as a terrifying reminder of death, while other hallowed martyrs are raised in such a way they can almost pass for living. Others are given far more fantastical forms, such as flaming skeletons or glowing phantoms.

HALLOWED MARTYR NAMES

Hallowed martyrs come from all different races and cultures and retain the names they had in life. Or sometimes their deity bestows a new name on them based on the purpose for which they were reanimated.

Example Names: Eye of Vengeance, Milithar’s Patience, Blue Seeker, Jenzaal’s Justice

HALLOWED MARTYR TRAITS

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Age. As you are an undead being, you do not age. You eternally appear the age you did so at the end of your mortal life.

Subtype Change. You gain the undead subtype. All spells and abilities that react to undead creatures react to you the same way.

Size. You are either Medium or Small.

Speed. Your movement speed is 30 feet.

Languages. You can read and write Common and your choice of Celestial or Infernal.

Called For a Purpose. You have advantage on saving throws against radiant damage and effects that turn undead. Additionally, you have resistance to radiant damage.

Undead. You have advantage on death saving throws. You don’t need to eat, drink, or breathe. You don’t need to sleep, and magic can’t put you to sleep. When you take a long rest, you remain conscious and meditate in prayer to strengthen your tether to your body.

Blessed. You gain two cantrips of your choice from the cleric spell list, and you can choose Intelligence, Wisdom, or Charisma as your casting ability.

Subrace. When you choose this race, you choose which kind of Hallowed Martyr you are: a vengeful bellatus, a peaceful saint, or a haunting morta.

BELLATUS

You have been called for war or to strike down a terrible evil. Righteous anger, determination, and steadfastness are the virtues that dominate your new existence.

BELLATUS TRAITS

Ability Score Increase. Your Strength increases by 1.

Spells. You gain the spell *guiding bolt*, and can cast it at first level a number of times equal to your proficiency bonus. This uses the same spellcasting ability as your Blessed feature. You regain all expended uses after finishing a long rest. Every third level you gain, your *guiding bolt* adds an additional d6 of damage.

SAINT

You have been called to protect and heal. Patience, mercy, and empathy guide your life as a hallowed martyr.

SAINT TRAITS

Ability Score Increase. Your Wisdom increases by 1.

Spells. You gain the spell *shield of faith* and can cast it at first level a number of times equal to your proficiency bonus. This uses the same spellcasting ability as your Blessed feature. You regain all expended uses after finishing a long rest.

MORTA

You have been called as an ill omen to those that would bathe in sin. You are guided by a thirst for justice or perhaps simply cold vengeance.

MORTA TRAITS

Ability Score Increase. Your Strength score increases by 1.

Spells. You gain the spell *Bane*, and can cast it at first level a number of times equal to your proficiency bonus. This uses the same spellcasting Ability as your Blessed feature. You regain all expended uses after finishing a long rest.



LEPI (BUTTERFLY / MOTHFOLK)

FRAIL, BEAUTIFUL, SOCIAL

The lepi people are humanoids with jaw dropping wings and scintillating colors, flitting from topic to topic and person to person all throughout the day or night. These resplendent people are welcoming to all travelers and tellers of tales, throwing parties and reveling in the arts with unmatched passions. Those lepi that are more introverted become scholars and mentors, sharing many wonders with others that ask.

SHORT LIVES, GREAT STORIES

Those “fleshies” lucky enough to meet a lepi from the Chitin Flats are almost always swept away by the revelry and joy that comes from their gatherings. Lepi do not lead long lives, but they do leave behind countless mesmerized travelers. While they don’t have a creation myth of their own, so many scholars have come to believe that the Lepi are somehow intertwined with the Feywild. At the very least, they feel ethereal and seem to flit about on motes of moonlight or dance on sunbeams.

TWO HALVES, ONE WHOLE

Although sundancers and moonsingers are rather different from each other, they both have a deep love for the other and see their differences as strengths. A sundancer may want to decorate their house for a party, so they may ask a moonsinger about any upcoming or quieter artists that create what the sundancer is looking for. Likewise, a moonsinger may want to know what’s making such an incredible smell, and gladly stop by to ask the sundancer for the recipe and the inevitable story that comes with it.

APPEARANCE

Lepi society is physiologically divided into two groups: the sundancers and moonsingers. A Lepi’s experiences and personality play heavily into which form they emerge from their cocoon as, and sometimes moonsinger parents may have a sundancer child. Likewise, a young Lepi may realize their passions tend towards a moonsinger lifestyle even though they emerged as a sundancer. In these instances, they are welcome wherever they are most comfortable, bringing their unique experiences to bear in beautiful ways.

LIFE AS ART

For the Lepi, life is an experience. It is to be enjoyed and filled with passion and joy, both for self and others. Music, art, drama, and exploration of the wonders of the world are all at the center of Lepi society. They live in massive forest or grassland colonies, with sprawling agricultural plots to harvest fruits and nectars, and they are also avid flower gardeners as well.

Lepi live an average of fifty years and spend their first five years in an immature, larval stage before spending a month in a cocoon to emerge as an adult.

LEPI TRAITS

Your lepi character has the following traits.

Ability Score Increase. Lepi gain +2 to any one ability score and +1 to another of their choice. Alternatively, you can choose to grant +1 to three different ability scores.

Age. Lepi reach maturity one year after leaving their cocoon and live up until the age of 12.

Alignment. To the lepi, life is too short to be concerned about restraint. They tend to be chaotic in nature.

Size. Lepi vary between 4 and 6 feet tall, weighing between 100 and 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet and your flying speed is 30 feet.

Subrace. You can choose to be a sundancer or moonsinger lepi.

SUNDANCER

Sundancers are tall, hairless, humanoids covered in dark chitin and almost fluorescent in their colorations, their wings bearing dizzying and brilliant colors that shimmer in the sun. They love to feel the sun on their wings and, due to their being fundamentally extroverted and open, are the lepi individuals that adventurers encounter most of the time. They host parties, cooking events, dances, and friendly competitions to foster the growth of the arts in their communities. Sundancers are most active during the morning and afternoon, waking up early to greet the sun and visitors with warm food and a charming conversation.

SUNDANCER TRAITS

Ability Score Increase. Your Charisma score increases by 1.

Gregarious. Charming and scintillating, you gain the friends cantrip. If you do not already have a spellcasting ability, Charisma is your spellcasting ability for this spell.

MOONSINGERS

Moonsingers are the other lepi, and they are often short, squat, and covered in soft, pastel fur. They bear long, feathery antennae, and their wings are more often covered in dark patterns or gossamer colors. Far more relaxed and introverted than the sundancers, moonsinger lepi prefer social events such as community classes, choirs dedicated to different musical styles, plays, and art galleries. Quiet admiration and friendly curiosity drive moonsingers to new heights, happily sharing their new achievements with any that will listen. Most moonsingers are active in the evening and at night, helping to transition the colony and any visitors into a time of rest and relaxation with gentle suggestions and wise guidance.

MOONSINGER TRAITS

Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. You prefer the night and 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.



MANTISFOLK

As varied in shape and color as humans, mantisfolk are quiet, observant peoples of the Chitin Flats. Some are elegant and blend in amongst the flower gardens they tend, while others are drab and unassuming nomads that travel the vast plains. More often than not, travelers will pass by a mantisfolk and never even know it, watched and evaluated with every movement. Those that do get the rare honor of traveling with a mantisfolk are often shocked at how quickly these masters of stealth and agility can fade into and out of view.

INSPIRED AND RECLUSIVE

Introspective and somewhat aloof, mantisfolk societies often are small, self-sufficient, and reclusive communities formed of like-minded friends and trusted outsiders. They may dedicate themselves to a garden or a specific style of art, while other communities may pride themselves on their vast catalogs of strange creatures they have seen and codified.

For mantisfolk, it is important to dedicate time and energy wisely. Life is the greatest experience of all, and if time is not enjoyable or good for self-improvement, it may be considered a waste. To find like-minded individuals or a group of companions that keep things stimulating is the ultimate goal of mantisfolk.

When a mantisfolk reaches adulthood around 25 years of age, they bid farewell to their community and seek out others that share their interests.

CURIOUS BUT CAUTIOUS

When a mantisfolk leaves their original community, they embark on a new adventure meant to be one of experience and discovery. Perhaps they seek to master a hobby or talent already developed, or they may seek to discover more about themselves and challenge their views in new ways.

Ever observant and quiet, some mantisfolk will follow and study prospective friends or traveling companions for weeks at a time before revealing themselves. There is rarely malice in this, as they want to be sure the prospective companions will be worth the time and effort it takes to get to know them.

DEDICATED AND DETERMINED

Once a mantisfolk has determined their companions are worth their attention, they will work tirelessly to ensure they also improve the lives of their friends. Friendship is very much a choice, and making it a worthwhile choice is extremely important, even if it means telling painful truths. To earn the trust of a mantisfolk is to gain a fierce protector and caring guide.

ADVENTURERS

Adventuring is a natural part of mantisfolk life. They see it as the chance to find themselves and find their focus.

APPEARANCE

Mantisfolk vary wildly in appearance just as real-life mantises do. Some are almost living flowers, while others are unnervingly similar to living branches. Masters of camouflage, they range from short and squat like dwarves to eerily tall and slender.

They have two sets of sharp, spined arms, each analogous to the arms of a human. Beyond that, each mantisfolk is a unique wonder to behold.

MANTISFOLK TRAITS

Ability Score Increase. Mantisfolk gain +2 to any one ability score and +1 to another of their choice. Alternatively, you can choose to grant +1 to three different ability scores.

Size. Mantisfolk range from three to seven feet tall. Some of them are short and squat, similar in build to a dwarf, while others are extremely tall and thin, appearing like a living branch. Your size is either Medium or Small.

Speed. If you are Medium, your base walking speed is 30 feet. If you are Small, your base walking speed is 25 feet. Either way, you have a climbing speed equal to your walking speed.

Spined Arms. A mantisfolk's unarmed attacks deal piercing damage instead of bludgeoning damage. Additionally, their unarmed attacks deal 1d4 damage as opposed to 1.

Perceptive. Mantisfolk are patient and extremely skilled at picking out tiny details. You have proficiency in the Perception skill.

Camouflage Artist. Mantisfolk have an almost supernatural knack for fading from view in an instant. You have proficiency in the Stealth skill.

Multi-Armed. Mantisfolk have four arms, each one capable of full functionality. All the standard rules apply for dual-wielding or using heavy weapons.

Hardened Carapace. Mantisfolk have a naturally tough carapace. Your base Armor Class is 12 + your Dexterity modifier. This does not stack with other forms of armor.

RACIAL FEATS

The following feats are available for mantisfolk characters:

WINGED TRAVELER

You have developed powerful wings that allow you short bursts of speed and flight. You gain a flying speed equal to your walking speed, and you can fly or hover a number of rounds equal to your Constitution modifier plus your proficiency bonus. You regain all expended rounds on a short or long rest.

INVISIBLE ASSASSIN

So long as you remain stationary, you gain advantage on Dexterity (Stealth) checks to remain hidden. In addition, when you make an attack while hidden, you score a critical hit on a roll of 19 or 20.

NOPTERANS (BEE / WASPFOLK)

Nopterans are strange, even among the other insectoid races of the Chitin Flats. Always full of energy, the curious nopterans are known for outpacing their friends in terms of sheer determination, working at a pace that other races would consider “exhausting” most of the time. For the energetic nopterans though, there is simply a time to sleep, a time to work, and a time to have fun. If you aren’t sleeping, then you should be concentrating all of your energy on work or play. If you’re supposed to be sleeping, you should be resting to recharge for tomorrow. Often found living in matriarchal hives, nopterans are known for their bright colors and striped or spotted patterns across their bodies. These winged peoples are often mistaken for giant bees, and they will often deploy in teams or groups to accomplish tasks for their hives, always reporting back before nightfall.

NOPTERAN TRAITS

Your nopteran character has these traits.

Ability Score Increase. Nopterans gain +2 to any one ability score and +1 to another of their choice. Alternatively, you can choose to grant +1 to three different ability scores.

Age. Nopterans reach maturity by age 4 and live up until the age of 35.

Size. Your size is Medium or Small, depending on if you are a vesp or an api respectively.

Speed. If you are an api, your base walking speed is 25 feet. If you are a vesp, your base walking speed is 30 feet.

Flight. You have a flying speed equal to your walking speed.

Scent. Nopterans all have a highly developed sense of smell, and can communicate through scents if necessary.

Energetic. You have advantage on saves against effects that would cause exhaustion, and you treat your exhaustion level as one level less than it would ordinarily be. For example, at exhaustion level 1, you would function as if at exhaustion level 0.

Subrace. Nopterans come in two distinct subraces, each one channeling their energy into vastly different lifestyles: the welcoming and peaceful api (Ah-pee) , and the driven and competitive vesp.

API

Api nopterans are noticeably more squat than vesp, and their bodies are often covered with fuzzy hair in bright colors, such as yellow, orange, or blue. They value teamwork and supporting each other, and believe that everyone has a responsibility to take care of everyone else. Api are fiercely loyal to their friends and family, and the concept of being a loner is a wholly foreign

idea to them. While some may see them as clingy, in reality they are simply trying their best to look after their companions in any situation.

Api also seem to have a knack for organization, patience, and agriculture. They can somehow coax nectar or seeds out of almost any plant, no matter how poor its health, and plants seem to grow much faster and healthier when an api nopteran tends to it. A major misconception is that api are hard and cold workers, only spending energy on what needs done until they run out of things to do. In reality they are jovial and enjoy comfort, making their homes and hives places of coziness as much as they can. They just understand that you can’t play until your job is done, and they deeply enjoy dancing and goofing around when possible.

Api nopterans are often vegetarian, preferring to cultivate different fruits and nectars as a measure of patience and reward. Great respect is given to well-tended gardens, and api believe that learning to grow exotic plants is a valid enough reason to leave the hive, bringing back new things for the hive’s community garden to learn about and tend. Indeed, many visitors to api hives see them as an endless tray of fruity desserts, and careless adventurers could get sick from all of the sweets consumed.

While it’s unusual for an api to leave their hive for extended amounts of time, they do occasionally get overwhelmed by excitement or curiosity and bond with a group of adventurers. In even more special circumstances, an entire party of api nopterans may leave on a grand adventure for the future of the hive.

API TRAITS

Ability Score Increase. Your Constitution score increases by 1.

Fuzzy. Your thick layer of fuzzy hair helps keep you insulated. You are unbothered by extreme temperature, both hot and cold.

Hive-Minded. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn’t incapacitated.

VESP

On the other end of the energetic spectrum are the vesp, tall and slender beings that resemble humanoid wasps. They are sleek, hairless, and their patterns and colorations serve as a warning to any that would try and harm their hive. While the vesp also live in matriarchal hives, things are much less rigid and structured than in the api hives. A vesp will do what they want to do until a more senior member of the hive gives them a task. Completion of a task could lead to a promotion within the hive if done well enough, and several vesp may be called to complete one task. Theirs is a culture of competition and

rivalry, and it shows in their relations with other races.

Most vesp come off as territorial and aggressive to outsiders, when in reality they are sizing up any potential threats before deciding if they're an issue or not. If travelers aren't deemed threats, the hive may send out representatives to trade for goods or to set up challenges to help train newer members of the hive, using the unknown skills of outsiders to create fun new games or ways to train. To befriend a vesp nopteran is to befriend someone that will drag you, kicking and screaming, into the best version of yourself possible, no matter how tired it makes you.

Vesp nopterans are hunters, fermenters, and foragers. While they do employ basic agricultural techniques to ensure everyone is fed, they prefer the challenge of the hunt and the difficulty of making strong but flavorful brews. While food is guaranteed in the hive, social standing is earned by finding new and challenging ingredients to add to your cooking, sort of like a badge of honor. Bringing back meat from a local game animal is respectable and expected, but bringing meat back from a dangerous and seldom-felled animal is another level of achievement in its entirety. The same treatment is given to foragers, for there is great respect to be had for those that can find the hidden gems of the earth and bring them back to eat.

Vesp nopterans are more likely to become adventurers, feeling constricted or trapped without fresh challenges to push them. They may form an entire party from their hive, or if they're impressed enough by a group of outsiders, they may join them to see what new challenges they offer. Either way, they very much want their homecoming to be a glorious affair.

VESP TRAITS

Your vesp nopteran character has the following traits.

Ability Score Increase. Your Dexterity score increases by 1.

Venomous. Vesp are armed with venom glands similar to those found in hornets. Your unarmed strikes deal an additional amount of poison damage equal to your Constitution modifier (minimum 1).

Territorial. Your reach is 10 feet for purposes of triggering opportunity attacks only, and you can move 5 feet towards your target as part of an opportunity attack without provoking other opportunity attacks against you.



VULPE

The vulpe (Vul-pay) are not known to many. The two factions of vulpe that remain in the world are the dunalock (doo-nuh-lock) and the glashar (glah-sh-are). There was a time where the vulpe were a unified and wondrous race of humanoids within the known realms. While they were a reclusive bunch, the common folk appreciated the fleeting moments when a vulpe wandered into town. These times, unfortunately, have passed.

Rumors of the vulpe being overcome by lycanthropy spread like wildfire throughout the hamlets, towns, and cities of men. The vulpe fell under siege by distrustful neighboring races. Those who survived fled to the far reaches of the world, the arctic and desert strands.

There they remain, praying for nothing but survival to their god Vulpana. While times have changed the minds of many, the bias against the vulpe still remains in the hearts of some. Due to this, they remain a reclusive lot. Their appearance has even changed from vibrant shades of red and orange to tan and white, respectively. The dunalock and glashar rarely venture from their hidden settlements. If they do, they do so in disguise. Some other humanoid settlements have sent calls to accept the vulpe once again, but the vulpe have not answered as their distrust of humans, elves, dwarves, and many other humanoids has not wavered with time.

VULPE TRAITS

Your vulpe character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Vulpe reach maturity at age 10 and can live up to 95 years.

Perceptive Hunters. You have advantage on any Wisdom (Perception) check relying on hearing.

Sly as a Fox. You gain proficiency in the Stealth and Survival skills.

Languages. You can speak, read, and write Common and one other language of your choice.

DUNALOCK

The dunalock, a name given to them by desert raiders, are extraordinarily intelligent members of the vulpe family. The dunalock migrated to desert strands in search of vast athenaeums within buried civilizations from tales of yore. They did indeed find these libraries. Their people became fixated on the knowledge inside, some of which is incomprehensible due to their linguistic limitations. They have stayed reclusive, rarely venturing out of these buried ruins to replenish their supplies. Unless in a magical disguise, the dunalock use their tan fur to move covertly throughout the desert wastes.

Dunalock who set out on adventure do it for the good of their people. Whether that is searching for translation tomes or new knowledge to uncover, dunalock are constantly searching for more knowledge to have a mental edge against their foes.

Unfortunately, many who live in the desert strands still hold unprovoked animosity towards the dunalock. These desert-folk believe the dunalock to be a necrotic form of lycanthropes. Due to this bias, dunalock are extraordinarily wary of those who live within desert areas.

DUNALOCK TRAITS

Ability Score Increase. Your Intelligence score increases by 1.

Size. Dunalock are about 3 feet tall and weigh about 40 pounds.

They are small, slender, and quick. Your size is Small.

Speed. Your base walking speed is 25 feet.

Desert Forager. You will always be able to find fresh water and food while within a desert area.

RACIAL FEATS

A dunalock may benefit from one of the following traits:

ARCANIC FOCUS

Centuries of incessant study have caused the dunalock to carefully calm the mind in battle. If you are a spellcaster, you can activate this ability as a free action and gain advantage on a Concentration check. You can use Arcanic Focus a number of times equal to your proficiency bonus each day. Your number of uses replenishes in full after a successful long rest.

STRATEGIC SAFEGUARD

The strengthened minds of dunalock allow them to see potential moves of enemies before they are made. If you are the target of an attack by an enemy you can see or are aware of, you may use this ability to force the attack roll to be made at disadvantage. You can use Strategic Safeguard a number of times equal to your proficiency bonus each day. Your number of uses replenishes in full after a successful long rest.

GLASHAR

When the original vulpe were ostracized from their homeland, some fled to the arctic wastes for refuge. Over the years, this faction became the glashar. Their fur thickened and whitened to blend seamlessly with the frigid terrain.

The monstrosities who dwell in the arctic are brutes. They prioritize strength above all else. The glashar adapted to this mentality as well. They do not shy away from battle when it arises; however, they prefer to use their superior movement and dexterity to overtake larger foes.

GLASHAR TRAITS

Ability Score Increase. Your Constitution score increases by 1.

Size. Glashar range from under 5 to over 6 feet tall. They are just shorter than a human and more slender, on average. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Covert Movement. The glashar have the uncanny ability to navigate snowy terrain with ease. If traveling at a slow or normal pace in such an environment, you have advantage on Dexterity (Stealth) checks and move in patterns such that you leave no tracks or traces of your passage; you can't be tracked, except by magical means.

Sluggish Bane. Adapting to the foes of the arctic, the glashar have grown accustomed to the necessity of quick movements within battle. When you use this ability as a free action, you move in combat so swiftly that you do not provoke opportunity attacks for the duration of that combat. You can use Sluggish Bane a number of times equal to your proficiency bonus. You regain all expended uses after a long rest.



SPELLS



CANTRIPS

BLISTERING PAIN

Necromancy cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause one creature to succeed on a Wisdom saving throw or suffer great pain and take 2d4 necrotic damage.



CHILL

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause one cubic foot worth of non-living liquid or solid material to decrease in temperature by 40°F. This chilling effect is instant; however, the targeted liquid will slowly return back to its original temperature. This spell cannot be used on any living creature. If used on an unalive creature, the spell cannot chill the target's body to exceed its normal bodily temperature.

CLOUDED VISION

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

cause a creature to have difficulty seeing, as if it had dust or water in its eyes. Unless it has blindsight, the creature must succeed on a Constitution saving throw or have disadvantage on attack rolls and a -1 penalty to its AC until the end of its next turn.

HEARKEN

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target gains advantage on a Wisdom (Perception) check made that relies on hearing. Once the targeted creature has hearkened, the spell ends.

LESSER SHIELD

Abjuration cantrip

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: Instantaneous

An ever so slightly visible magical barrier appears before you momentarily bolstering your defenses. For a single attack made against you, you gain +1 bonus to your AC. You still take damage from *magic missile* spells.

TUNE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

-You play a simple yet effective tune for a creature in range that can hear you. The creature must succeed on a Constitution saving throw or take 1d6 psychic damage. Additionally, the creature has disadvantage on any saving throw or ability check made reliant on hearing until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WARM

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause one cubic foot worth of non-living liquid or solid material to increase in temperature by 40°F. This warming effect is instant; however, the targeted liquid will slowly return back to its original temperature. This spell cannot be used on any living creature. If used on an unalive creature, the spell cannot warm the target's body to exceed its normal bodily temperature.

1ST-LEVEL SPELLS

CAUSE TENSION

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause great tension in the muscles, or any similar organ system that allows bodily movement, of your target. One creature you can see within range must succeed on a Constitution saving throw or become tense. While affected, the target moves half its normal speed and cannot perform reactions.

FIREWATER

1st-level alteration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a match in a vial filled with water)

Duration: 10 minutes

You choose a point within range that is inside a body of water (or a liquid that is principally water), and the liquid in a 10-foot radius around that point is transformed into a flammable liquid similar to alcohol or oil, to a depth of 6 inches.

If this flammable liquid is met with flames or a spark, it will ignite causing 2d6 fire damage to any creature within the flammable liquid's area. This fire quells itself one round after its ignition. When the spell ends, the liquid turns back into its original state.

GREYFRIARS BOBBY

1st-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a twig from a graveyard)

Duration: 1 hour

You summon the spirit of the Greyfriars Bobby (see Side Box for details). A spectral terrier dog, with the statistics of a mastiff with a Wisdom of 16 (+3), appears in an unoccupied space within range, eager to obey your commands. If your character once had a pet dog that has passed or knows of a different dog, you may summon that protector in place of Bobby.



If Bobby is slain in combat, he cannot be resummoned for 24 hours.

Bobby has the following command options to obey during his hour on the Prime Material Plane.

Defend

You command Bobby to aid you in combat. Bobby acts on your initiative (including in the round in which he was summoned), generally attacking any creature that attacks you.

Follow

You command Bobby to follow you until another command is given. Bobby can move at a maximum speed of 40 feet.

Keep Watch

Bobby may also keep watch over an up to 80-foot radius area for you, never wavering in his vigilance and barking or otherwise alerting you to any unusual activity.

Play

Aside from aiding in combat, Bobby may also spend his hour on the Prime playing fetch, tug-of-war, play alive, or other cheerful games.

Greyfriars Bobby was once owned by a man named John Gray who resided in the far off city of Imperium within the realm of Alfar. John and his family moved to Imperium fleeing from one of many Hundred Year Wars fought in Thaelon. John was unable to secure a job as a gardener, his true skill and passion, so he took up a role as a night watchman for the city. Soon after, John grew sick and succumbed to his illness. Legend says, his night watch partner, his dog named Bobby, watched over his grave at the Greyfriar Graveyard until the end of his dog days. Bobby now answers distress calls felt on the magical tether that binds the planes of existence together. The good ole boy continues his watch to this very day.

HONEYCOMB

1st-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S, M (a piece of honeycomb)

Duration: 1 round

A honeycomb barrier appears before you, protecting you from danger. Until the start of your next turn, you have a +2 bonus to AC and a +3 bonus to saving throws, including against the triggering attack.

MELT

1st-level alteration

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a pinch of soot)

Duration: Concentration, up to 1 minute

You alter frozen water in an area, melting it and reducing it to liquid. If the area targeted by the spell is ice, it melts at a rate of one cubic yard per round. If the area is snow, the melted volume is doubled.

This spell may also be used as a ranged spell attack against creatures hailing from the arctic (yetis, winter wolves, white dragons, etc). The targeted creature must succeed on a Constitution saving throw or take 4d4 fire damage, or half as much on a successful save.

2ND-LEVEL SPELLS

ASPECT OF THE SHARK

2nd-level alteration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shark tooth)

Duration: 1 hour

When you cast this spell, you imbue one creature with the aspect of the shark. The target gains a swimming speed equal to its walking speed.

SHHHH

2nd-level alteration

Casting Time: 1 bonus action

Range: Self

Components: S, M (a bell without a clapper)

Duration: 10 minutes

Some magic wielders believe silence to be life's greatest form of music. When you cast this spell, you do not need to speak to cast spells that normally require a verbal component. As a result, you could cast such spells even while affected by a silence spell.

TAKE NOTE

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one piece of sheet music)

Duration: Instantaneous

When you cast this spell, you hum and chant, causing the notes resting upon a piece of sheet music to take life and shape and allowing you to bend their melody to your will. You fire these notes at a single target you can see in range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 force damage and is deafened until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

3RD-LEVEL SPELLS

ASPECT OF THE WOLF

3rd-level alteration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You let out a vicious howl, empowering nearby allies for the duration. You choose up to two creatures within range that can hear you. They have advantage on attack rolls against any creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

RAINBOW

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a painted twig and diamonds worth 100 gold pieces)

Duration: 1 hour

A magical rainbow hued bow appears in your palm. This bow has 7 charges. Each charge represents one of the colors of the rainbow. The bow is pulled, nocked, and loosed as if a standard bow but cannot shoot physical arrows. Once pulled, a colored arrow of your choice will appear to be drawn. Once that color is used, it dissipates from the bow's hue and may not be used again. No one but you may use the bow in this fashion. Once all 7 colored arrows have been expended, the bow disappears and the spell ends.

You are proficient with this magical weapon and have a +1 bonus to attack and damage rolls using it. Further, an arrow shot from the bow will deal double damage if used against the monster type associated with its color (see chart below)

Color	Monster Type
Red	Fiends and Undead
Orange	Beasts and Humanoids
Yellow	Celestials and Elementals
Green	Fey and Plants
Blue	Dragons and Giants
Indigo	Constructs and Oozes
Violet	Aberrations and Monstrosities

WANDERER'S MARK

3rd-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (50 gold pieces worth of diamond dust as well as paints of any color)

Duration: Until dispelled, or a new mark is made, or the spellcaster dies

As many wizards know, not all those who wander are lost. With this spell, you magically mark an object to serve as a waypoint for any creatures you choose. Upon inscribing this runic mark on an object, you choose up to five creatures you know of on the Prime Material Plane. As long as said creatures are on the Prime at the time of casting the spell and are alive, they know the location of this mark. Additionally, their minds are enchanted to know the path to this mark. This path will be the safest route possible; however, if a safe route is not available, this will not be known to the wandering creature.

You may have two marks in place at once; however, if a third mark is created, you must choose which of the two existing marks disappears.

These marks are only visible to the spellcaster and the chosen wanderers. However, a *detect magic* or *true seeing* spell or similar magic will reveal the mark.

4TH-LEVEL SPELLS

CLOAK OF BRAVERY

4th-level enchantment

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a single vial full of any alcohol)

Duration: 10 minutes

When you cast this spell, a visage of bravery surrounds the target and emboldens them to heroically charge into combat. For the next 10 minutes, that creature is immune to being frightened or charmed and has advantage on initiative rolls.

CLOAK OF FEAR

4th-level illusion

Casting Time: 1 bonus action

Range: touch

Components: V, S, M (beak of a raven)

Duration: Concentration, up to 10 minutes

When you cast this spell, an aura of fear surrounds the target. Any enemy creature within 10 feet of the target, or that comes within 20 feet of it, must make a Wisdom saving throw. On a failure, the creature drops whatever it is holding and becomes frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from the cloaked creature by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the cloaked creature, the creature can repeat the Wisdom saving throw, ending its frightened condition and making it immune to being frightened by this spell cast by you for 1 hour.

SERPENT SWARM

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (snakeskin)

Duration: Instantaneous

When you cast this spell, you choose a creature you can see within range. A horde of tiny, spectral snakes rise from the ground around the target, biting and enveloping it. The target must make a Dexterity saving throw, taking 5d8 piercing damage on a failure, or half as much damage on a success. The target must also succeed on a Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the Constitution saving throw at the end of each of its turns, ending the paralysis on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

TROUBLE CLEF

4th-level evocation

Casting Time: 1 Round

Range: 60 Feet

Components: V, S, M (one line from a piece of sheet music)

Duration: Instantaneous

You enchant a treble clef line of sheet music to apparate before you. This line grows to 30 feet wide and 3 feet tall and then shoots 30 feet forward in a direction of your choice. All creatures in the area through which the line of musical notes passes that can hear must make a Dexterity saving throw, taking 6d8 force damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

5TH-LEVEL SPELLS

ASPECT OF THE KRAKEN

5th-level enchantment

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (vial of sea water)

Duration: 1 minute

Four kraken tendrils spawn from your body searching for victims to grasp. As a bonus action, you may command one of the four tendrils to grasp a target, your size or smaller, you can see within range. Make a spell attack. On a successful hit, the target is grappled (escape DC equal to your spell save DC), restrained, and if you wish dragged to your location. You may not have more than four targets grappled at one time as you only spawn four tendrils.



FONT OF MAGIC

5th-level divination

Casting Time: 1 action (ritual)

Range: Self

Components: V, S, M (a single vial full of holy water)

Duration: 10 minutes

You create a small font of water to be used as a communication device of sorts. For the duration, you may communicate with other beings peering into other fonts of this sort from anywhere on the Prime Material Plane. You will see the reflection of whatever being is on the other side of the intended font they wish to connect with. When you cast this spell, you must choose a specific font with which to connect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration that the font lasts increases by 10 minutes for each slot level above 5th. However, if cast at a higher level, you must expend a spell slot. It is not possible to ritually cast this spell at a higher level to gain more time.

6TH-LEVEL SPELLS

ENCHANTING MELODY

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of sleep draught)

Duration: 1 minute

Your prowess in the musical arts has reached the pinnacle of ability regarding the soothing of the mind, body, and spirit. You play an entrancing tune in an attempt to put up to four creatures that can hear you into a deep trance. Each creature of your choice within range must succeed on a Wisdom saving throw or be stunned for 1 minute. The target with the fewest hit points makes this save at disadvantage. If a successful saving throw is made, the creature may not come under the effects of the *entrancing melody* spell for 24 hours.

Undead and creatures immune to being charmed aren't affected by this spell.

LIVEOAK

6th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (mistletoe)

Duration: Concentration, up to 1 hour

You place your hand upon a healthy tree and invoke magical life into it. The tree transforms from an unmoving plant to a sentient force of nature. The **treant** (without the Animate Tree ability) is under your command for the duration of the spell, until you break concentration, or the treant is reduced to 0 hit points.

This treant is an ally to you and your companions. In combat, the treant shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the treant awakens with 1d12 + 5 temporary hit points for each slot level above 6th.



7TH-LEVEL SPELLS

ASPECT OF THE ELEMENTALS

7th-level magic of many types

Casting Time: 10 minutes

Range: Self

Components: V, S, M (**fire:** molten rock, **earth:** regular rock, **air:** sky rock [hail], **water:** rock from underwater)

Duration: 24 hours

You channel the aspect of an elemental for an entire day. Depending on the type of elemental chosen to be represented, you will gain different traits. Only one aspect may be assumed each day. This aspect cannot be changed after the spell is cast until dawn of the next day. The aspects are as follows:

AIR

- **Speed** flying equal to your walking speed
- **Damage Resistances** lightning, thunder
- **Languages** Auran
- **Air Form.** You can use an action to take on the form of an air elemental or to revert to your normal form. While in air elemental form, you can enter a hostile creature's space and stop there. You can move through a space as narrow as 1 inch wide without squeezing.

EARTH

- **Armor Class** 17 (natural armor – does not stack with other armor)
- **Speed** burrowing speed equal to your walking speed
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Senses** tremorsense 60 ft.
- **Languages** Terran
- **Earth Glide.** You can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through.

FIRE

- **Damage Resistances** fire, poison
- **Languages** Ignan
- **Illumination.** You may choose to shed bright light in a 30-foot radius and dim light in an additional 30 feet.
- **Lava Glide.** You can burrow through nonmagical, lava and magma. While doing so, you don't disturb the material you move through.
- **Fire Form.** You may use an action to take the form of a fire elemental or to revert to your normal form. While in fire elemental form, you can move through a space as narrow as 1 inch wide without squeezing. A creature that touches you in this form or hits you with a melee attack while within 5 feet of you takes 5 (1d10) fire damage. In addition, you can enter a hostile creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

WATER

- **Speed** swimming speed equal to your walking speed
- **Damage Resistances** acid
- **Languages** Aquan
- **Water Form.** You may use an action to take on the form of water elemental or to revert to your normal form. While in water elemental form, you can enter a hostile creature's space and stop there. You can move through a space as narrow as 1 inch wide without squeezing.

CONVEYANCE

7th-level conjuration

Casting Time: 24 hours

Range: Touch

Components: V, S, M (intended object of *conveyance*)

Duration: Until dispelled or triggered

You spend an entire day, uninterrupted of course, altering and enchanting an object of your choice to come under the effects of this spell. This object will radiate as magical as it contains the ability to teleport the user to a previously designated sanctuary: a study, temple, etc. If you cast this spell without first preparing a sanctuary, the spell has no effect.

At the end of the time spent casting, you must willingly link the object with another creature. You will extend the object to this creature and speak the chosen command word. The creature must then reach out, grasp the object, and mutter the command word back to you. Once this is done, the link between the object and the conveyor is made. The conveyor then may activate this teleportation by using an action to engage this magic while speaking the command word.

When the object is used or the bonded creature dies, the object turns to dust, and the spell ends.

8TH-LEVEL SPELLS

IMMUNITY

8th level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has immunity to one damage type of your choice: acid, bludgeoning, cold, fire, force, lightning, piercing, poison, psychic, radiant, slashing, or thunder.

RIFFT

8th level conjuration

Casting Time: 1 action

Range: 120 Feet

Components: V, S

Duration: Concentration, up to 1 minute

You channel melodic tunes from the ever moving vibration of the earth to create a rift in the Prime Material Plane. This rift emanates an unpredictable hue of coloration based on your mood of the caster (red for rage, blue for amazement, yellow for serenity, etc). This rift is 10 feet wide, 5 feet deep, and 60 feet long.

Any enemy creature within 30 feet of the rift must make a Constitution saving throw. On a failure, the creature takes 8d8 psychic damage and is pulled towards the rift at a rate of 30 feet per round. Once the target is at the precipice of the rift, it falls in, becoming restrained. A creature that begins its turn in the rift takes 2d8 psychic damage. However, each time the target takes damage after the initial damage, they may make another Wisdom** saving throw. On success, they are no longer restrained and are immune to damage from this casting of riff. Lastly, the intense vibrations surrounding the rift create a 10-foot radius of difficult terrain.

VULNERABILITY

8th level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Make a melee spell attack against a creature within your reach. On a hit, the target must succeed on a Constitution saving throw or be vulnerable to one damage type of your choice for the duration: acid, bludgeoning, cold, fire, force, lightning, piercing, poison, psychic, radiant, slashing, or thunder.

9TH-LEVEL SPELLS

ASPECT OF THE PHOENIX

9th-level abjuration

Casting Time: 1 hour

Range: Self

Components: V, S, M (a single phoenix feather)

Duration: 1 year

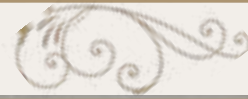
The material component for this spell is a feather from a phoenix, freely given by the magical bird. Each phoenix will have a different way of assessing the worthiness of those who seek a feather. Some may require you to complete elaborate quests or dangerous tasks.

When you cast this spell, you take on the aspect of the phoenix whose feather you use, and you are protected from death itself. This protection can be detected with a detect magic spell but cannot be dispelled. Only a wish spell can remove it. If you die while this spell is in effect, your body erupts into flames and then reforms in the unoccupied space nearest to where you died on the next round; you have full hit points, any missing body parts are regenerated, and any poisons, curses, or diseases are removed. At that point, the spell ends.

You can only perform this ritual once every 365 days. Additionally, you may only cast it seven times within one lifetime.



FEATS

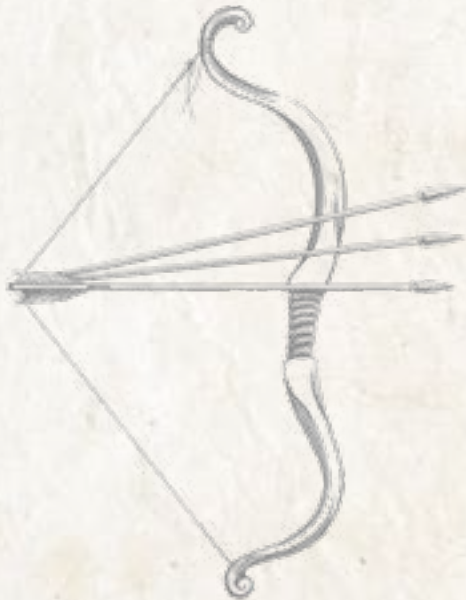


ARCANE SCRIMSHAW

Prerequisite: *Spellcasting ability*

You have learned to turn bone and shell into ossified works of arcane art. You gain the following benefits:

- Increase Your Intelligence score by 1, to a maximum of 20.
- You can use bones as spellcasting focuses.
- You can inscribe large pieces of bone as spellbooks.
- You can inscribe arcane runes on the bones of a skeleton. If that skeleton is animated with an animate dead spell or similar magic, it gains your choice of one of the following enhancement:
- Its attacks count as magical.
- It has resistance to one type of damage other than radiant.
- It has a +2 bonus to its AC.
- It has 2d6 temporary hit points.



BARRAGE

You are able to launch multiple projectiles at the same time, whether it be a swarm of knives or multiple arrows set loose at once. Once per turn, when you make a ranged attack, you can choose to launch a number of additional projectiles equal to 1/2 your proficiency bonus (rounded down). You roll an attack roll for each projectile, and each roll takes a penalty equal to the number of projectiles fired doubled. (If you throw three knives, each attack roll is at a -6 penalty.)

GEMCUTTER

You've spent your life learning all there is to know about the world of fine gemstones and the best ways to cut them. You gain proficiency in Insight and Persuasion, and you have learned how to use your knowledge to gain the upper hand in negotiations about gemstones. You gain advantage on checks to sell your gems for higher prices or buy other gems for lower prices.

Additionally, you may produce any gem or gem dust required as a spell's material component for 1/2 the normal gold piece value.

INVESTOR

You have the uncanny ability to move money to the (hopefully) correct locations. You may invest up to 500 gold pieces with any vendor who will agree to do business with you, provided you are friendly with said business owner. Every month that passes for one year, you may find a large return on your investment or none at all if there is an economic plateau. On the first of every month, roll on the chart below:

D8	Outcome
1	Tough Times - Whether it be an economic downturn or store theft, times are tough. The vendor requires an investment equal to or greater than the original investment to continue paying dividends at the beginning of every month.
2-3	No Return - Times are tough. No extra profits were made this month to pay investors a portion of the profits.
3-5	A Return - Business has been better; however, enough coin was made to pay one fifth of your investment back.
6-7	Fair Return - The vendor was able to pull enough profits together to return an amount equal to one third your original investment.
8	Good Times - With your kind investment, the vendor was able to finally acquire more customers than usual. The vendor has enough profits to return half your initial investment! Congratulations.

MIGHTY SWING

You are able to swing your weapon with enough force to cause collateral damage. Once per turn, when you make a melee attack against a target, you can also target a creature or object within 5 feet of both them and you. You can target a number of

creatures equal to 1/2 your proficiency bonus (rounded down). You must make a separate attack roll against each target, each roll takes a penalty equal to the number of attacks. (If you attack three times, each attack roll is at a -6 penalty.)

RAKE IT IN

You are a beloved entertainer and know how to work a crowd. You gain the following benefits:

- You gain proficiency in the Performance skill.
- Increase your Charisma by 1.
- Any time you perform for a reward, you earn 1.5 times as much as you normally would.



SHIELD-SLINGER

Prerequisite: *Proficiency with shields*

You master the craft of utilizing your defense as a strong offense. Your shield becomes a viable weapon in your arsenal. An aerodynamic shield of your choice now becomes a ranged weapon that does 1d8 bludgeoning damage. You may throw this shield as an action, and additionally use a bonus action to magically teleport the shield back on to your person. Use Strength as your bonus modifier for attack and damage rolls. This ranged shield throw is subject to the Extra Attack ability. At the start of your turn, you must declare the use of your shield as offensive or defensive. If offensive, you may throw the shield as normal. In this case, you may **not** add the defensive bonus of your shield to your AC for that round of combat. If you use your shield defensively, it functions as a shield as normal per the rules.

Work with your game master as to what shields are possible to throw. Any rounded shield is likely the answer; however, a flexible GM may offer you more options.

SPEEDSTER

You are synonymous with quickness. You gain the following benefits:

- Increase your Dexterity score by 1.
- Increase your speed by 5 feet.
- You gain a +2 bonus to initiative rolls.

TRAVELER

Covering great distances in a lesser amount of time becomes trivial. You gain the following benefits:

You may travel at *fast* pace without suffering the -5 penalty to passive Wisdom (Perception) score associated with traveling at that speed.

You may travel at *normal* pace while able to use Stealth. While traveling at a *slow* pace, you and your companions may roll with advantage on any Dexterity (Stealth) checks.

You have advantage on Wisdom (Survival) checks to navigate in the wilderness.

You may now consult the following table for your traveling speed:

Pace	Per Minute	Per Hour	Per Day
Fast	500 feet	5 miles	35 miles
Normal	400 feet	4 miles	30 miles
Slow	300 feet	3 miles	24 miles

WHIP EXPERT

Prerequisite: *Proficiency with whips*

You know how to harass foes with your whip. You gain the following benefits:

- You have a +1 bonus to attack and damage rolls made with a whip.
- When you make an attack roll with a whip, you can choose to forego damage and force the target to make a Strength saving throw against your DC for this feat, which is 10 + Strength or Dexterity modifier + proficiency bonus. If they fail, you can choose to disarm the opponent of one held item, knock them prone, or give them disadvantage on their next attack roll as you snap the whip in their face.

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