Xanathar's

Lost Notes to Everything Else



GUILD

XANATHAR'S LOST NOTES TO EVERYTHING ELSE



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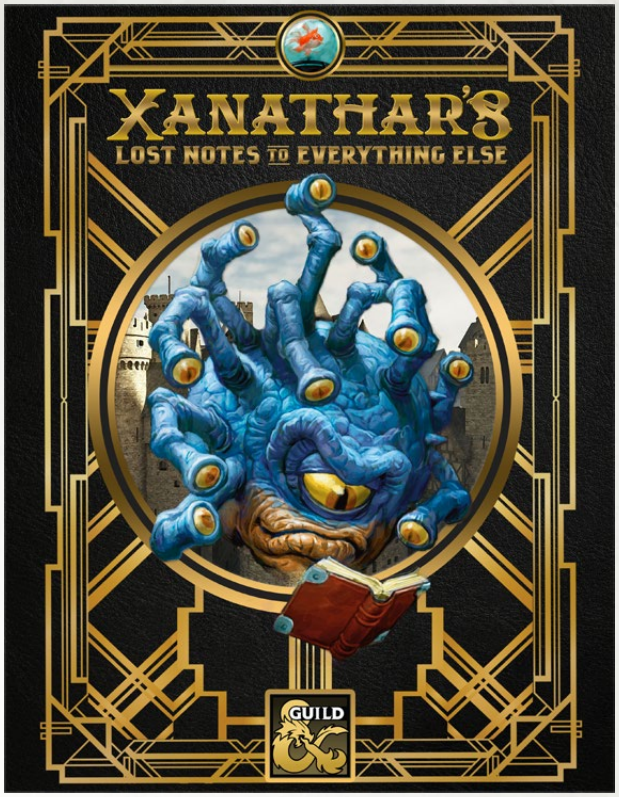
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Sundered Realms Player's Guide (2016)



ON THE COVER

Upon a design inspired by Hydro74's Collector's Edition illustration, Xanathar intently delves into a newly acquired tome, seeking new insights and deep secrets.

Disclaimer: This product work was compiled after these lost notes were recovered by the Xanathar. We had nothing to do with them becoming lost in any way, nor are we affiliated with that crazy Aladair woman, In fact, these notes might not have been lost at all, but are part of an elaborate ruse designed by the eye tyrant. Yeah, that's our story...

A DUNGEON MASTERS GUILD ADEPTS PRODUCT FOR USE WITH XANATHAR'S GUIDE TO EVERYTHING™

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Introduction

Knowledge is the key to achieving power, greatness, and even transcendence. Such is the opinion of the Xanathar, a beholder crime lord who strives to know everything there is to know about anything. Scattered about his lairs are endless troves of books, scrolls, and various treasures.

Thought to be forever lost, an extensive collection of the beholder's tomes and notes has recently been recovered by Aladair, a headstrong aspiring sage under the tutelage of Volothamp Geddarm. Exploring her newfound cache of obscure lore, she adds her own personal notes as part of her collection of *Volo's Guides* and her reference book entitled: *The Impossible Task: Elminster's Guide to Comprehending Volo's Guides*.

Unfortunately for the young sage, the beholder crime lord sees all, and will stop at nothing to retrieve his lost notes. As she flees through the city of Waterdeep, Aladair remains unaware of the forces that pursue her from the shadows.

About This Product

Xanathar's Lost Notes to Everything Else is a companion to *Xanathar's Guide to Everything*. Containing a collection of new options and tools for players and Dungeon Masters, this manual nearly doubles the amount of the new subclasses and features introduced in the hardcover.

Part One introduces new character class features, backgrounds, and a new race option.

Part Two introduces new rules options and magic items, much of which is tied into some of the memorable lore of the D&D multiverse.

Part Three contains a short collection of adventures and new threats.

As you progress through these sections, so too does Aladair's research, adding her own notes and remarks to the Xanathar's while being hunted by the beholder's agents. What does fate hold for the wayward student? We hope you enjoy exploring this cache of lost legends and newfound tales.

Another batch to be categorized. Don't worry, Sylgar. I haven't forgotten about dinner.

Oh, now here's quite a find. Hi there, Mr. Xanathar. I'm just going to borrow this, make a few notes of my own, and maybe liven this thing up a little bit. Don't worry. You'll get it back.



Part One
Character Options

This section provides additional options for creating new and unique characters for players. A set of additional subclasses focusing on each of the classes provided in the *Player's Handbook*, five new backgrounds, and a new race option are provided. At least one subclass is provided for each character class along with a brief description and history to allow for players to truly immerse themselves into their newfound role.

Following the subclasses is a selection of new backgrounds complete with suggested features and characteristics. Similarly to the backgrounds provided in the *Player's Handbook* or any other D&D product, your character isn't bound by any of the suggested characteristics. They can be used either as guidelines or can be interchanged with ones already available for use.

The tables below identifiy each of the subclasses and backgrounds available in this book.

Subclasses

Race	Subclass	Level Available	Description
Barbarian	Path of the Courageous Heart	3rd	Defends the weak with reckless abandon and foolhardy bravery
Barbarian	Path of the Red Reaver	3rd	Seeks life's purpose through blood and violence
Barbarian	Path of the Sacred Kin	3rd	Unleashes a supernatural fury powered by an ancestral spirit
Bard	College of Discord	3rd	Melds a variety of flourishes into a harmonious dissonance
Bard	College of Keys	3rd	Applies charms toward manipulation of creatures and objects
Bard	College of Mourning	3rd	Ushers the souls of the departed by celebrating their lives
Cleric	Entropy Domain	1st	Wields spiritual power from immortal beings of the void
Cleric	Survival Domain	1st	Serves a primal deity to ensure preservation of their land and tribe
Druid	Circle of Seasons	2nd	Follows the cycle of change in the nature in all living things
Druid	Circle of the Spiritlord	2nd	Draws power from spirits residing within the natural environment
Fighter	Dragoon	3rd	Leads cavalry charges and tactically outmaneuvers enemies
Fighter	Runeguard	3rd	Uses rune magic to power weapons, gear, and special attacks
Monk	Way of Atonement	3rd	Performs acts of penance in search of spiritual absolution
Monk	Way of Empathy	3rd	Focuses compassion and insights into healing energies
Paladin	Oath of Predation	3rd	Uses powers of manipulation in pursuit of conquest and control
Paladin	Oath of Providence	3rd	Commands the forces of destiny to defeat those marked for death
Ranger	Burghal Explorer	3rd	Explores the urban wilderness, specializing in sewers, city ruins, and ramshackle slums
Ranger	Wasteland Wanderer	3rd	Explores regions of desolation and ruin
Rogue	Divine Herald	3rd	Combines roguish expertise and divine magic to hunt heretics
Sorcerer	Fey Magic	1st	Wields nature magic, imbued with powers and traits of the fey
Warlock	The Chaos	1st	Channels power through chaos, often with unexpected results
Warlock	The Noble Genie	1st	Harnesses elemental magic and powers via a genie-kin advisor
Wizard	Beguiler	2nd	Deceives the weak-minded with charms and misdirection
Wizard	Mage Hunter	2nd	Hunts down renegade and extraplanar spellcasters and creatures
Wizard	Reconstruction	2nd	Repurposes destructive magical power into restorative energies

Backgrounds

Background	Feature	Description
Dead	Spirit Talk	One whose death and resurrection changed their outlook on the world
Heretic	Heretical Contacts	Practitioner of faith who has been ex-communicated or branded by their order
Legendary Lineage	Good Reputation	Descendant of a line of famed, honored, or historic figures
Polymorphed	Kindred Spirit	Former victim of a long-term unwilling transformation into an animal
Retired Adventurer	C-List Celebrity	Hero who put down the mantle of adventurer, now returned from retirement



Barbarian

The rage that lies within the soul of a barbarian *can take many forms. It can be summoned equally with a sense of purpose, a fire of passion, or a cold vengeance. Regardless of its source, a dreaded fate awaits any who stands in its path.*

— Garin Tristane, general

Primal Paths

In addition to the Primal Paths offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to barbarians at 3rd level: the Path of the Courageous Heart, the Path of the Red Reaver, and the Path of the Sacred Kin.

Path of the Courageous Heart

For some adventurers, their internal reservoir of fearlessness and gallantry might border closer to foolhardiness. An intrepid do-gooder might take the first step down this path by complete accident, meddling in affairs they ought not and finding themselves unable to turn back. Their impromptu effectiveness in battle isn't due to anger but rather matching pluck, tenacity, or stubbornness to shrug off the worst the enemy has to offer.

These brawlers might not be as graceful as trained fighters, but they're guardians of the weak, and what they lack in polish they make up for in valor.

Path of the Courageous Heart Features

Barbarian Level	Features
3rd	Matter at Hand, Favor the Bold
6th	Hearty Blow
10th	Stroke of Inspiration
14th	Tenacious Heart

Matter at Hand

When you choose this path at 3rd level, you gain proficiency with improvised weapons. Additionally, your unarmed strikes deal damage equal to 1d4 + your Strength modifier. If your improvised weapon is similar in shape and function to a simple weapon, you can use that weapon's statistics instead.

Favor the Bold

At 3rd level, when the adrenaline kicks in, primal instinct propels you to awe-inspiring feats, seeming to add just a smidge of luck at the right moment.

While raging, whenever you make a saving throw, or an attack roll with an unarmed strike or improvised weapon, you can roll a d4 and add the number rolled to the total.

Hearty Blow

At 6th level, when you hit with an unarmed or improvised weapon attack while raging, roll 1d4 and add its total to the attack's damage. This damage increases when you reach certain levels in this class, increasing to 2d4 at 10th level, and 3d4 at 14th level.

Stroke of Inspiration

At 10th level, you seem to stumble upon the right clue, connection, or words, even when you have no idea what is going on. When you fail a Charisma, Intelligence, or Wisdom check, you can expend a use of your rage to reroll the check with advantage. You must use the new roll.

Tenacious Heart

At 14th level, whenever you make a Constitution saving throw to remain conscious because of your Relentless Rage feature, you can use one of the following Tenacious Heart options of your choice. You can use only one Tenacious Heart option per round and must decide before you make the roll.

Inspiring. Your inspiring last stand fills your allies with renewed vigor. Allies within 30 feet of you that can see or hear you gain 10 temporary hit points.

Persistent. You won't quit without a fight. The DC of your Relentless Rage feature is reduced by 5 until the end of your turn.

Rallying. Your heroic refusal to die fills your allies with confidence. All allies within 30 feet of you that can see or hear you gain advantage on the next attack roll they make within the next minute.

Path of the Red Reaver

The Path of the Red Reaver is a warrior's hunt for meaning in a life borne of suffering and violence, not some ritualistic process for raiding cannibals as inexperienced adventurers might have you believe. The barbarians that follow this path fuel their rage with this pursuit of purpose. For those that live long enough, their discipline becomes almost monk-like in its meditation, chasing their sense of self through the arteries of those they deem worthy in battle.

As wizards live to slake their thirst for knowledge, barbarians who follow the Path of Red Reaver are usually drawn to the greatest challenge in the field, not for bragging rights, or even to turn the tide of battle, but to further discern their place in the veins of their world.

Path of the Red Reaver Features

Barbarian Level	Features
3rd	Devouring Rage, Sanguine Scent
6th	Blood Hound
10th	Blood of the Pack
14th	Sanguine Clarity

Devouring Rage

Starting when you choose this path at 3rd level, your thirst for blood channels the life force of your foes to sustain you. When you're raging and below half of your hit point maximum, you can enter a devouring rage by expending any number of Hit Dice as a bonus action. For the duration of your rage, your weapons become magical for the purpose of overcoming damage resistances and immunities, and on a hit, you regain a number of hit points equal to 1 + the number of Hit Dice you spent. On a critical hit, you restore twice that amount of hit points.

Your target must have blood in order for you to regain hit points from an attack.

At the beginning of each turn, if you haven't hit a hostile creature since your last turn, you suffer damage equal to the number you would regain on a hit but retain your devouring rage and its features.

Your devouring rage ends once you reach your hit point maximum or you exit your Rage whichever happens first.

Sanguine Scent

Also at 3rd level, your senses become preternaturally attuned to the scent of blood. As an action on your turn, you can draw a deep breath to immediately track the scent of creatures around you. For the next 10 minutes, you're able to smell the approximate number of living creatures within 60 feet of you. You can differentiate the type but not the identity of any specific creature.

If you know the creature you're looking for and have access to one of its possessions, you can focus solely on that target. While focused, you can't use this feature to detect any other creature but your quarry. When you would make a Wisdom (Survival) check to track your quarry, the creature instead makes a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failure, you learn the direction and approximate distance to that creature, and are able to follow its scent even through terrain that would normally cover its scent, like running water.

You can use this feature a number of times equal to 1 + your Constitution modifier. When you finish a long rest, you regain all expended uses. You must be able to breathe in order to use this feature.

Blood Hound

When you reach 6th level, your mystic connection to blood has honed your sense of smell to mythic proportions. The range of your Sanguine Scent is increased to 120 feet and you no longer need access to a creature's possessions to track it if you have spent at least 5 minutes within 30 feet of your target within the last 24 hours.

Additionally, you can spend 1 Hit Die to learn the exact number and general location of creatures in the area or, when focused on a single target, impose disadvantage on your target's saving throw against being tracked by you and the range of your tracking ability becomes 5 miles for that creature.

Blood of the Pack

At 10th level, your wild blood fury is tempered by the bond you share with your allies. As an action, while your current hit point total is at least half of your hit point maximum, you can expend some of your Hit Dice to heal allies within 10 feet of you. When you do, you roll 1 Hit Die for each creature you target with this feature. That creature regains a number of hit points equal to the result + your Constitution modifier (minimum of 1). Repeat the process for each creature you choose. At the end of your turn, you suffer one level of exhaustion.

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



Sanguine Clarity

Starting at 14th level, your rage becomes focused and precise, rather than wild and wrathful. When you enter a rage, you can expend up to 3 Hit Dice to increase the critical range of your attack rolls for the duration of your rage. For example, if you expend 2 Hit Dice, your weapon attacks score a critical hit on a roll of 18–20.

If you already score a critical hit on a roll lower than 20 due to other class features or effects, this feature allows you to expand your critical range even further.

Path of the Sacred Kin

As in all civilizations, stories of life's origin are intertwined with the path of mythical beings consorting among them out of grand purpose or boredom. These stories, told since the first sunrise, act as guiding parables when a tribe or people faces a crucial juncture in their fate. They tell of times of great peril, when a powerful individual emerges from their number, led by a forebear's spirit, to lead them to their destiny—for good or ill. The circumstances surrounding the event could be as simple as the death of a clan's chieftain, as great as the threat of slavery, or even extinction.

The elders of most tribes are aware of a spirit's affinity to their people, but some spirits can surprise even them. Oftentimes these gifts are celebrated, for they usher in a new and heroic age—but some fear that a gifted hero could just as easily become a tyrant.

In battle, your ancestor's spirit courses through you, imbuing your frenzy with the supernatural fury of the spirit, be they celestial, demonic, or even aberrant in nature.



Path of the Sacred Kin Features

Barbarian Level	Features
3rd	Spellcasting, Ancestral Origins, Mythic Manifestation, Supernatural Fury
6th	Metamagic, Transcendent Legacy
10th	Ancestral Guidance
14th	Immortal Birthright

Spellcasting

When you reach 3rd level, you channel your ancient blood to harness the power of your forebearer. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

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

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

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

Spells Known of 1st-Level and Higher. You know three 1st-level sorcerer spells of your choice, two of which you must choose from the divination or transmutation spells on the sorcerer spell list.

The Spells Known column of the Sacred Kin Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be a divination or transmutation spell of your choice, 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 on the sorcerer's spell list.

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 spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Constitution is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to harness the magic in your blood. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a spell you cast or when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus +

Sacred Kin Spellcasting

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

your Constitution modifier

Ancestral Origins

At 3rd level, when you choose this path, you choose the origin of your ancestor, either aberrant, celestial, or demonic. The damage types associated with your origin are used by features you gain later.

You can speak, read, and write the language of your ancestor and can weave their curses and oaths into your battle-cries.

Ancestral Origin

Ancestor	Damage Type	Language
Aberrant	Psychic or Force	Deep Speech
Celestial	Thunder or Radiant	Celestial
Demonic	Necrotic or Poison	Abyssal

Mythic Manifestation

As ancient magic flows through you, physical traits of your lineage emerge. Starting at 3rd level, whenever you cast a spell, you gain temporary hit points equal to three times the spell slot's level.

Supernatural Fury

At 3rd level, you can focus on the magic in your blood, allowing you to concentrate your rage into the ancient magic of your bloodline and enter a Supernatural Fury. You gain the ability to cast and concentrate on spells, even while raging, at the expense of your physical resistances.

When you enter your Supernatural Fury and you aren't wearing heavy armor, the following benefits replace the benefits of the Rage feature:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You have resistance to damage from spells and other magical effects.

Your Supernatural Fury lasts for 1 minute. It ends early if you're knocked unconscious or if your turn ends and you haven't attacked a hostile creature, cast a spell, or taken damage since your last turn. You can end your Supernatural Fury on your turn as a bonus action.

Ancestry Points

At 6th level, you have 4 ancestry points, and you gain more as you reach higher levels, as shown in the Ancestry Points column of the Sacred Kin Spellcasting table. You regain all spent ancestry points when you finish a long rest.

Metamagic

As represented by ancestry points, you're able to create a variety of magical effects. You gain the ability to twist your spells to suit your needs. You gain two of the metamagic options of your choice from the sorcerer's list of available options. You gain another one at 10th and 17th level.

You can use only one metamagic option when you cast a spell, unless otherwise noted.

Transcendent Legacy

At 6th level, when you enter your rage, you can choose to imbue your weapons with one of the damage types associated with your ancestry. Until your rage ends, your melee weapon attacks deal magical damage of that type instead of bludgeoning, piercing, or slashing damage.

At 14th level, weapon attacks with this feature ignore resistance to this damage, but not immunity.

Ancestral Guidance

Beginning at 10th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action. If the cantrip dealt damage to the target of your weapon attack, you make this attack with advantage.

Immortal Birthright

At 14th level, you gain the ability to manifest the wings of your ancestor from your back, gaining a flying speed equal to your current speed. The origin you chose for you Ancestral Origins feature determines the appearance of the wings, either feather, scale, or sinew. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.



Bard

It has long been a theory that music is a universal *language that none of us fully understand. Those with the ability to use it to affect the will of others are one step closer to unlocking secrets of the Multiverse.*

— Shamar Reedwise, researcher

Bard Colleges

In addition to the Bard Colleges offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to bards at 3rd level: the College of Discord, the College of Keys, and the College of Mourning.

College of Discord

Bards of the College of Discord yearn to take their performances to the next level. While some artists feel the need to prepare or learn progressions within a harmonic framework, the extemporaneous nature of the bard's study encourages inventing variations in their musical repertoire mid-performance. This practice usually bleeds into their outlook on life and, whether with accompaniment or solo, these bards are excited to delve into the unknown, no matter the vibe.

College of Discord Features

Bard Level	Features
3rd	Bonus Proficiencies, Melodic Mayhem, Battaglia
6th	Encore
14th	Pandemonium

Bonus Proficiencies

When you join the College of Discord at 3rd level, you gain proficiency with medium armor and one additional musical instrument.

Melodic Mayhem

Beginning at 3rd level, you gain the ability to use your musical instruments effectively in martial combat. When you wield your musical instrument in one or two hands, and no other weapons, it becomes a weapon that deals 1d6 bludgeoning damage and has the *versatile* (1d8) property. When used in one hand, it gains the *finesse* property. Wielded with two hands, your Armor Class increases by 2.

Battaglia

Also at 3rd level, you're able to anticipate the rhythm of battle and adjust to disrupt the flow of your enemies. As a bonus action on your turn, you can choose to teleport to an unoccupied square adjacent to any number of creatures you can see within 30 feet of you. Any Large or smaller creature within 5 feet of your new location must succeed on a Strength saving throw or be knocked prone. At 6th level, the radius of this effect increases to 10 feet, and to 15 feet at 14th level.

You can use this feature a number of times equal to your Charisma modifier and regain all expended uses after you finish a short or long rest.

As part of this bonus action, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the save DC. You can choose to use this feature after the creature makes its roll but before the DM announces if it succeeds or fails.

Encore

At 6th level, every success fuels your performance. When you succeed on a Strength, Dexterity, or Constitution saving throw in combat, you gain advantage on the next ability check, saving throw, or attack roll you make before the end of your next turn.

Additionally, your attacks with your musical instruments count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

It's bards like these that make me glad I'm not a ball of ears!

the difference between a bard and a thief? I wondered the same. So far, bards can really hit those high notes over an open flame. Let the experiments continue!

Pandemonium

At 14th level, your music can stir peace into flailing chaos, goading your allies to hasten their attacks while slowing the minds of your enemies. As an action, you can create a field of discordant noise that reverberates out from you in a 15-foot radius for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The dysphonic chaos of your music is audible within 300 feet of you.

For the duration, friendly creatures within the field gain a +2 bonus to AC, have advantage on Dexterity saving throws, and gain an additional action on each turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. A creature can only benefit from one such effect at a time. While you concentrate on this effect, your speed is 0, and you can only make melee attacks against creatures within 5 feet of you. If you have a fly speed, or are held in place my magical means, you can hover in place.

Additionally, when a hostile creature starts its turn within the field, or moves there for the first time, it must make a Wisdom saving throw or be affected for the duration. An affected creature's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and can't use reactions. On an affected creature's turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. If an affected creature exits the field, the effect ends for it at the start of its next turn.

When you stop concentrating on this effect, you can't move or take actions until after your next turn, as a wave of exhaustion sweeps over you. Once you use this feature, you must finish a long rest before you can use it again.

College of Keys

Bards of the College of Keys believe that performance can manipulate anything, be it person, magic, or machine. Their preternatural charm allows these daring performers to delve into dungeons seething with traps, assured that they can use their words and song to protect themselves and allies. These bards often become spies and infiltrators, since no lock can stand up to their charms.

College of Keys Features

Bard Level	Features
3rd	Bonus Proficiency, Key Change, Timbre Illuminous
6th	Cypheric Ostinato
14th	Master Keynote

Bonus Proficiency

When you join the College of Keys at 3rd level, you gain proficiency with thieves' tools, if you don't already have it.

Key Change

Also at 3rd level, you learn to bend locks and traps with dashing style. If you have Expertise in one of your Charisma skills, you can use that skill instead of making a Dexterity check with your thieves' tools.

Timbre Illuminous

At 3rd level, you can coax a variety of information from a mechanism regarding its composition using merely verse and rhyme. When you spend at least 1 minute speaking or singing to a construct or inanimate mechanism, you can expend one Bardic Inspiration to learn certain information about its capabilities compared to your own. The DM tells you two of the following characteristics of the mechanism, of your choice:

- Purpose (lock, trap, surveillance, etc.)
- Intricacy (singular, compound, or complex)
- Nature (magical, mundane, or otherwise),
- Approximate difficulty class (easy, hard, nearly impossible, etc.)
- Elemental energies present (if any)
- Additional imbed magical qualities (if any)



Cypheric Ostinato

Starting at 6th level, you learn to control vocal range and resonance of your voice to offset the magic or material mechanisms within security and surveillance spells.

When you use your action to disarm or dispel a trap, or when you make a saving throw to avoid the full effects of a trap or magical ward, you can choose to expend one use of your Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the ability check or saving throw. You can choose to use this feature after seeing the roll but before the DM determines whether the ability check or saving throw succeeds or fails.

Master Keynote

At 14th level, you learn how to hone pitch and rhythm to disarm all nearby mechanical impediments. You can expend one use of Bardic Inspiration to temporarily disarm all traps and open all locks within 30 feet for a number of rounds equal to the number you roll on the Bardic Inspiration die.

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

College of Mourning

Bards of the College of Mourning specialize in easing the transition from life to death. While most bards derive their artistic catalogue from celebrating the lives of the valiant, mourning bards create a gateway for dead knights, faithful priests, and wise viziers who dedicated their lives in service, to accomplish any lingering obligations of the Material Plane.



While some see romanticizing death as macabre, the college spent centuries observing religious rites and composing teachings of necromancy in prose to entreat the dead to remain long enough to fulfill their purpose.

Whether woodwind or brass, string or drum, these bards are versed in delicate affairs and often find work in parades krewes, as pallbearers, or on other occasions where tact and taste are tantamount. Mourning bards improvise their melodies to mask the cries and wails of grieving loved ones, and often turn dour occasions into celebrations of remembrance. Whatever their method, their purpose is always to complement the spirits' shuffle to the afterlife in ceremonious display with arrangements of grace and style.

College of Mourning Features

Bard Level	Features
3rd	Mourning Glory, Grief Note
6th	Dirge of the Departed
14th	Dread Parade

Mourning Glory

When you join the College of Mourning at 3rd level, you learn the *spare the dying* cantrip. You also gain proficiency in the Medicine and Religion skills.

Grief Note

Also at 3rd level, when a creature you can see within 60 feet, including you, deals damage to a target other than itself, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number on the die to the damage of the attack. The creature also regains hit points equal to the number on the die.

Dirge of the Departed

At 6th level, you can use your action to sing a yearning song of remembrance. Each undead within 30 feet of you that can hear you must make a successful Wisdom saving throw or become incapacitated for 1 minute or until it takes any damage as it weeps for those it left behind. Creatures that have advantage on saving throws to resist being turned also have advantage on this save.

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

Dread Parade

At 14th level, you can summon a ghostly procession of minstrel spirits of yesteryear. You lead a number of spectral troubadours equal to your Charisma modifier (minimum of 1) that march in a tight formation behind you for 1 minute, whose music gives pause those would do you harm.

At the start of each of your turns, each creature of your choice within 60 feet must succeed on a Wisdom saving throw or take 1d4 psychic damage for each minstrel you summon, and has disadvantage on their next attack roll.

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



Cleric

I have been fortunate enough to have experienced *more in these few years than most have in their entire lifetime. Even so, nothing can ever replace the feeling of warmth, grace, purity, and power, all of which come to me each time I call upon Astrine to guide my hand.*

— Alisa Tristane, priestess

Divine Domains

In addition to the Divine Domains offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to clerics at 1st level: the Entropy Domain and the Survival Domain.

Entropy Domain

Heretics preach of a void at the center of the universe that dying gods created to devour the Weave. The necrotic energy it emits is called *entropy*, a potent force that clerics can harness to shield themselves from magic and annihilate arcane casters. The chained god Tharizdun claims this domain, while in Chessenta, a giant *sphere of annihilation* is worshipped as an aspect of Entropy itself. Cultists who wield the power go by many names: thaumatoclasts, entropomancers, or entropists.

Entropy Domain Features

Cleric Level	Features
1st	Sanctity of Body
2nd	Arcane Disruption
6th	Entropic Retaliation
17th	Emissary of Entropy

Domain Spells

You gain domain spells at the cleric level listed in the Entropy Domain Spells Table. See the Divine Domain class feature for how domain spells work.

Apparently these losers worship a big floating ball of death. I respect that.

Well, that gave me the chills. Can't say I'd ever want to bump into one of these.

Entropy Domain Spells

Cleric Level	Spells
1st	*detect magic, inflict wounds*
3rd	*mind spike*, shadow blade**
5th	*dispel magic, life transference**
7th	*blight, Evard's black tentacles*
9th	*circle of power, synaptic static**

Sanctity of Body

When you choose this domain at 1st level, you perform a ritual to anchor your soul to the Material Plane. You have advantage on death saving throws.

Channel Divinity: Arcane Disruption

Starting at 2nd level, you can use your Channel Divinity to disrupt the flow of magic in your vicinity.

As an action, you conjure an aura of disruptive energy that radiates from you in a 15-foot radius. The aura lasts until the end of your next turn, and moves with you, centered on you. While inside the aura, any creature that attempts to cast a spell must first succeed on a Constitution saving throw. If they fail the save, their spell fails to cast and the spell slot is wasted.

Channel Divinity: Entropic Retaliation

At 6th level, you can use your Channel Divinity to drain a caster's magical power. When you succeed on a saving throw against a spell or successfully disrupt a spell using Arcane Disruption, you can use your reaction to force the caster to make a Constitution saving throw. On a failed save, the caster loses an additional spell slot of the same level. If they possess no more slots of that level, they instead gain a level of exhaustion.

Potent Spell Casting

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

Emissary of Entropy

At 17th level, you have advantage on saving throws against spells. In addition, when you succeed on a saving throw against a spell, you gain 5 temporary hit points for each slot level of the spell.

Survival Domain

Clerics and shamans of primitive tribes living in harsh environments have no greater mission than ensuring the survival of their tribes. The gods of survival often have other domains in similar realms, such as life or nature. The worshippers who work within the Survival domain, however, are much more primal and brutal than their counterparts.

The gods of primitive and uncivilized races are most likely to hold this domain: lizardfolk god Semuanya and orc goddess Luthic are prime examples of deities whose clerics embrace the Survival domain. They are more likely to remain in their territories, nurturing and protecting their flocks, but fighting fiercely when a threat invades their lairs.

Survival Domain Features

Cleric Level	Features
1st	Bonus Proficiency, Stand the Fallen
2nd	Encourage the Troops, Push the Limits
6th	Potent Spellcasting
17th	Protection of the Tribe

Domain Spells

You gain domain spells at the cleric level listed in the Entropy Domain Spells Table. See the Divine Domain class feature for how domain spells work.



Survival Domain Spells

Cleric Level	Spells
1st	*create or destroy water, false life*
3rd	*locate animals or plants, prayer of healing*
5th	*fear, protection from energy*
7th	*death ward, dominate beast*
9th	*antilife shell, greater restoration*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency in the Nature and Survival skills. Your proficiency bonus is doubled for any ability checks you make that use those skills.

Stand the Fallen

Also starting at 1st level, when you cast the *spare the dying* cantrip, you can make the following changes to the spell: change the range from touch to 30 feet, and the creature gains 1 hit point instead of becoming stable.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

Channel Divinity: Encourage the Troops

Starting at 2nd level, you can use your Channel Divinity to bolster the fighting abilities of your allies. As an action, you present your holy symbol and invoke the survival instincts of your deity. Each friendly creature within 30 feet that can see you gains advantage on their next melee or ranged weapon attack before the start of your next turn. If its attack hits, the friendly creature also gains temporary hit points equal to your cleric level.

Channel Divinity: Push the Limits

At 6th level, you can use your Channel Divinity to strengthen the resolve your allies. All allied creatures within 30 feet of you gain temporary hit points equal to your cleric level. While they have these temporary hit points, they ignore the effects of exhaustion.

Potent Spellcasting

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

Protection of the Tribe

Starting at 17th level, you can use a bonus action to make one allied creature who you can see immune to damage for a short time. The chosen creature is immune to all damage until the start of your next turn. You can't use this feature again until you finish a long rest.



Druid

That nature magic is weird stuff. Sure, druids can *turn into bears, but did ye know they can pull spirits out o' the trees and change the seasons themselves?*

— Bella Bristlekeg, noted city dweller

Druid Circles

In addition to the Druid Circles offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to druids at 2nd level: the Circle of Seasons and the Circle of the Spiritlord.

Circle of Seasons

Druids of the Circle of Seasons learn early in their trials that all things are transient. All things that live must die, and those things that don't live are worn away by the wind and rain.

As a druid of the seasons, you embody nature's invisible hand. Whether through famine or pestilence, flood or fire, you revere the world's natural cycle of destruction and rebirth. Your connection to the natural cycles of life and death allows you to burn nature's enemies and renew your allies.

Circle of Seasons Features

Druid Level	Features
2nd	Bonus Cantrip, Shroud of Seasons
6th	Ashes of Life
10th	Child of Change
14th	Natural Duality

Bonus Cantrip

Starting at 2nd level, you learn one additional druid cantrip of your choice.

Shroud of Seasons

Starting at 2nd level, you can expend one use of your Wild Shape to embrace friend or foe under nature's shroud. As an action, choose one creature you can see within 60 feet of you that has at least 1 hit point. That creature must make a Constitution saving throw; a creature can choose to fail this saving throw if it wishes.

If a creature fails its saving throw, choose one of the following options, which takes effect at the start of the creature's next turn and lasts 1 minute, or until you lose your concentration (as if you were concentrating on a spell). For the duration, you can use your bonus action to cause nature to focus directly on the creature to greater effect.

Deep Winter's Freeze. Frost covers the target's skin. Its movement speed is reduced by 10 feet. Using your bonus action, it takes cold damage equal to 1d4 + your Wisdom modifier.

Fade Rot. A creature is afflicted with pestilence and disease, causing it to suffer one level of exhaustion, and regains only half the normal healing from spells and effects. Using your bonus action, it takes necrotic damage equal to your Wisdom modifier (minimum of 1 damage).

Harvestide. The season of harvest reaps the bounty and readies the land for renewal. A creature under the shroud can use its bonus action on its turn to be showered in radiant energy, and regains hit points equal to 1d4 + your Wisdom modifier.

Wildflame. As a bonus action, you cause flames to flash across the target dealing 1d6 fire damage, and causes the target to ignite in flames. At the start of each of its turns, or until the shroud ends, the target takes fire damage equal to your Wisdom modifier (minimum of 1) and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as being submerged in water).

Ashes of Life

At 6th level, when the target creature of your shroud dies, you can use your reaction to reclaim some of its life force and instantly use it heal yourself or another creature within 60 feet of you a number of hit points equal to your druid level.

Child of Change

At 10th level, your Shroud of Seasons feature grows to stalk your target and each creature that you can see within 5 feet of it. Each creature that starts its turn under the shroud, or moves there for the first time, must succeed on a Constitution saving throw or be affected by its current season.

Additionally, while you concentrate on your shroud, you gain resistance to the damage type of the season in effect.

Natural Duality

Starting at 14th level, you can expend two uses of Wild Shape to cause your shroud to affect all creatures within 15 feet of your target. Additionally, the damage and healing caused by your shroud is doubled.

While you concentrate on your shroud, you can cast a concentration spell at the same time. The first time you would fail a saving throw to maintain concentration, the spell fails and the shroud remains.

Circle of The Spiritlords

Ages ago, nature priests with a greater connection to the spirit realm believed the world itself to be formed from a group of elemental and primordial spirits, each specifically charged to harness a major element of creation. This band of tribal druids developed ritual practices that allowed them to summon these spirits, whose essence now resides in every rock, tree, and breath of air, controlling the ebb and flow of nature not only in their homeland, but in all lands beyond. This order of priests were known as spiritlords.

Spiritlords begin their journey with the rites handed down by those before them, specifically, the ritual to create a special mask from an ironwood tree. This mask allows the spiritlord to play host to the spirit-elementals roaming this world.

As the spiritlord grows in power and gains a heightened level of attunement to the spirit world, their mask transforms along with them, being altered with new carvings, ritual paints, and brands that symbolize the bond between the druid and the spirits they carry within.

Circle of the Spiritlord Features

Druid Level	Features
2nd	Spirit Bond
6th	Empowered Conduit
10th	Vigilant Spirits
14th	Honored Host

Spirit Bond

When you choose this circle at 2nd level, you learn a ritual that creates a magical mask that bonds you with one of nature's elemental spirits. When you gain this feature, choose one spirits-types from the Spirit Bond table to host within the mask. While the mask is on your person, you gain the cantrip associated with your spirit in the fledgling conduit column and can cast it at will. It doesn't count against your number of cantrips known. If it doesn't appear on the druid spell list, it is nonetheless a druid spell for you.

You can only have one mask at a time and once this bond is formed, you can't change the spirit-element within your mask. If the mask is lost or destroyed, creating a new mask for your spirit-element takes 8 hours of uninterrupted time, which you can accomplish during a long rest.

I hate nature spirits. They're always so high and mighty, flaunting themselves like we owe our very existence to them. Why are you looking at me like that, Sylgar?

Heh, I can only guess why. Makes me wonder just how often that fish rolls its eyes.

Additionally, you can cast the *find familiar* spell, which bears features similar to your chosen spirit (glowing skin, fiery eyes, a thorny tail, etc.). Once you cast *find familiar* using this feature, you can't cast it again until you finish a long rest

Spirit Bond

Spirit Type	Fledgling Conduit	Empowered Conduit	Damage Type
Earth	*mold earth*	*magic stone*	Poison
Fire	*control flame*	*create bonfire*	Fire
Water	*shape water*	*frostbite*	Cold
Wind	*gust*	*thunderclap*	Lightning
Light	*dancing lights*	*sacred flame*	Radiant
Shadow	*minor illusion*	*chill touch*	Necrotic

Empowered Conduit

At 6th level, your connection with the spirit realm strengths enough to host an additional spirit within the mask. When you do, choose a second spirit-type from the Spirit Bond table, and pick which one is currently active, while the other lay dormant within the mask. You can switch between them by spending 10 minutes to perform a ritual that replaces your active spirit with the other that resides in your mask. At 10th level, you choose a third elemental spirit to host within the mask.

Additionally, the spirits empower you to channel their destructive elements. You gain the cantrip associated with your current spirit in the empowered conduit column of the Spirit Bond table and can cast it at will. If it doesn't appear on the druid spell list, it is none the less a druid spell for you.

Vigilant Spirits

"Starting at 10th level, you gain resistance your current spirit's damage type and you add your Wisdom modifier to the damage you deal with any druid cantrip.".

Honored Host

At 14th level, you have become a beacon for the spirits who wish to affect the world through you. You gain access to all of the spirit-elements listed on the Spirit Bond table, and can perform the ritual to switch between them with an action, instead of 10-minutes.

Additionally, your spells ignore resistance, but not immunity, to your mask's current damage type.



Fighter

We're not all just weapons and armor, you know. *Some of us have other talents. Sure, they all result in someone getting hurt really, really bad, but you've got to have a little variety every now and then.*

—Janus Sironan, knight commander

Martial Archetypes

In addition to the Martial Archetypes offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to fighters at 3rd level: the Dragoon and the Runeguard.

Dragoon

Dragoons are elite combatants, selected from the ranks of standard cavalry soldiers for their prowess in battle and exceptional mounted dexterity. Their specialized training focuses as much on scouting and survival as it does advanced unit tactics, creating warriors who are just as effective on their own as with the main body of an army..

A dragoon's effectiveness comes from seamlessly weaving a variety of weapons into mounted tactics in order to control the ebb and flow of the battlefield and halt any retreat. The refined techniques of the dragoon are typically employed in armies of humans, elves, and dwarves, but regimented goblinoid armies are known to use these cavalry tactics, as well

Dragoon Features

Fighter Level	Features
3rd	Cavalry Weapons, Versatile Combatant
7th	Line Breaker
10th	Flanking Maneuvers
15th	Strategic Stride

Cavalry Weapons: Haft or Hilt

Issued upon the entrance to training, sabers are the typical dragoon's weapon of choice. A cavalry weapon can be any one-handed weapon that deals bludgeoning, piercing, or slashing damage and doesn't have the light or finesse properties. When you choose this archetype at 3rd level, your cavalry weapon deals 1d8 damage, regardless of its damage die.

Elevated Control

While cavalry traditionally refers to a mounted soldier on horseback, many armies cultivate whatever animal is best suited to the purpose in that region. While unusual, it isn't unheard of for camels, elephants, or even giant reptiles to serve such a purpose in wartime. When you choose this archetype at 3rd level, you have advantage on Wisdom (Animal Handling) checks made to influence any beast with the capacity to be used as a mount.

Versatile Combatant

At 3rd level, you exchange the protection of heavy armor for maneuverability and precision. When you aren't wearing heavy armor, you add double your Strength modifier to damage rolls with your cavalry weapon and your speed increases by 5 feet. When you aren't wearing medium or heavy armor, your proficiency bonus is also

What kind of name is dragoon? You think adding an extra "o" to dragon makes you sound scary? Hmm... Xaanathar. No. That doesn't work. But that's probably because I'm already perfect.

How about we put one of these dragoons on top of a dragon? I'm pretty sure that would be scarier than you, Eye-ball.

doubled for attack rolls you make with your cavalry weapons, and your speed increases by an additional 5 feet, to a total of 10. While you are mounted and aren't incapacitated, the speed of your mount also increases in this way.

Additionally, when you use the Attack action to attack with a cavalry weapon, you can use a bonus action to attack with a loaded one-handed ranged weapon you are holding. Being within 5 feet of a hostile creature doesn't impose disadvantage on this ranged attack.

Line Breaker

At 7th level, you have learned to identify the break points in the enemy's line and can clear the way for your allies to follow. If you move least 20 feet in a straight line, you can use your action to shove or trample enemies in your way. When you do so, each creature in your path must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, a creature is pushed 5 feet in a direction of your choice and falls prone.

Creatures have disadvantage on this saving throw if you are mounted.



Flanking Maneuvers

At 10th level, your battlefield awareness allows you to sense a retreat and cut it off as it happens. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack as part of the same reaction. This movement doesn't provoke opportunity attacks.

Starting at 18th level, if you make a melee attack against a creature, that creature can't make an opportunity attack against you for the rest of your turn.

Strategic Stride

Starting at 15th level, moving through difficult terrain costs you, or your mount, no extra movement. You can also pass through nonmagical plants and natural terrain without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

While traveling for an hour or more while mounted, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you're engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, or with up to nine other mounted creatures, you can move stealthily at a normal pace.
- While tracking other creatures, you also learn their exact numbers, their sizes and how long ago they passed through the area.

Runeguard

The runeguard seeks the magical power within ancient languages, and to hasten the speed of their blade and strengthen of their armor by imbuing them with the power of these runes.

Runeguard Features

Fighter Level	Features
3rd	Master Runes, Runecraft, Runescript
7th	Eyes of the Arcanist
10th	Sentinel's Reckoning
18th	Runic Mastery

Master Runes

When you choose this archetype at 3rd level, you learn five master runes; *Ild* (fire), *Kalt* (frost), *Ond* (spirit), *Stein* (Stone), and *Vind* (wind). While these names are known to you as the basis for empowering your equipment, their application continues to require diligent study, constant trial, and repeated error to evoke the unique properties from each variant invocation.



Runecraft

At 3rd level, you learn augmentations that utilize the master runes to enhance your martial prowess. Their effects are based on how you invoke them, generating defensive properties to thwart your foes' advance or deal decisive blows.

Runic Augmentations. You learn three runic augmentations of your choice, which are detailed under "Runic Augmentations" below. Each augmentation is specific to its master rune; for instance, if you learn the Sokn augmentation of the Ild master rune, you don't gain the ability to use the Sokn augmentation with other master runes unless you also learn that specific combination.

Once you activate one of your runic augmentations, you must finish a short or long rest before you can use it again.

You learn two additional augmentations at 7th, 10th, 15th, and 18th level. Each time you learn new augmentations, you can choose to replace one you already know with a different one.

Ritual Crafting. Each runic combination (such as *Sokn-Ild*) must be inscribed and empowered into your equipment over the course of 8 hours, which can be done during a long rest. Each piece of equipment must be within your reach throughout the ritual, at the conclusion of which, you infuse a part of your being into the runes, causing them to glow slightly with your own spiritual essence.

The rune's power fades if it moves more than 100 feet away from you and can't be used by anyone other than you.

Augmentation Activation. During your turn, you can activate a single runic augmentation by focusing on the rune's power. You can activate one of these augmentations on your turn using your bonus action to empower your attacks (*Sokn*), your reaction to entrench your defenses (*Vard*), or your action to enhance your skills (*Hagr*).

Activating a rune requires concentration (as if concentrating on a spell), which lasts a number of rounds equal to your proficiency bonus + your Constitution modifier (minimum of 3) and you can end your concentration at any time (no action required). You gain the ability to concentrate on two runes at once at 10th level.

Saving Throws. Some of your runic augmentations require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

Runic save DC = 8 + proficiency bonus + your Constitution modifier

Runescript

At 3rd level, you gain proficiency in the Arcana and Religion skills. Additionally, you double your proficiency bonus when making Intelligence checks that involve identifying magical writing, such as arcane sigils or divine text.

Eyes of the Arcanist

Starting at 7th level, if you spend at least 1 minute observing the flow of magic in the immediate area, you can detect familiar patterns in the weave. The DM tells you the general location of magic writing used in rite or ritual within 60 feet of you, whether active or dormant, and you know the type (arcane, divine, or otherwise) of any script you sense but not its exact purpose or power. You can use this feature a number of times equal to your Constitution modifier (minimum of once), and recover all uses when you complete a long rest.

Sentinel's Reckoning

Beginning at 10th level, you can unleash the energy of your runes to devastating effect by shouting the command word Tal as an action (see "Tal" under Runic Augmentations). Choose one Tal effect from the master runes you have active. (For instance, if you have *Sokn-Ild*, *Vard-Kalt*, and *Hagr-Ild* runes active, you can choose either the *Tal-Ild* or *Tal-Kalt* effect.) Once you use this feature, you must finish a short or long rest before you can use it again.

Starting at 15th level, you can use this feature twice before a rest, but only once per turn.

Runic Mastery

At 18th level, you can have three augmentations active at once and no longer need to concentrate on them.

Runic Augmentations

Below are the runic augmentations for each of the five master runes. In the ancient tongues, the augmentation can be said before or after the rune.

Sokn

Attack Augmentation

You can activate a rune with the *Sokn* augmentation as a bonus action. A rune's power only affects the weapon it is inscribed on.

Ild. Once per turn, when you hit a creature with a weapon attack, you burn the target. While this rune is active, each creature you've burned takes 1d4 fire damage at the start of its turn for each time you've burned it, and it can then make a Constitution saving throw, ending the effect of all such burns on itself on a success. Alternatively, the burned creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check against your runic save DC, ending the effect of all burns on it on a success.

Kalt. When you hit a creature with a weapon attack, it can't take reactions until the start of its next turn.

Ond. Once per turn, when you hit a creature with a weapon attack, you deal an additional 1d4 necrotic damage and you recover hit points equal to the necrotic damage dealt.

Stein. When you hit a Large or smaller creature with a weapon attack, it must make a Strength saving throw, falling prone on a failed save.

Vind. When a creature hits you with a melee attack, you can use your reaction to make a melee weapon attack against that creature.

Vard

Defense Augmentation

You can activate a rune with the *Vard* augmentation as a reaction. A rune's power can only be used while wearing the armor or holding the shield it is inscribed on.

Ild. When you are hit by a melee attack, the attacker takes fire damage equal to your proficiency bonus.

Kalt. When you are hit by a melee attack, the damage you take from the attack is reduced an amount equal to your proficiency bonus.

Ond. You gain a bonus to saving throws made to resist being frightened equal to your Constitution modifier.

Stein. You have advantage on saving throws made to resist being moved against your will.

Vind. Ranged attacks made against you have disadvantage as wind whips around you.

Hagr

Ability Augmentation

You can activate a rune with the *Hagr* augmentation as an action. This rune must be inscribed on your body to be activated.

Ild. You can add your Constitution modifier to your Strength (Athletics) and Dexterity (Acrobatics) ability checks.

Kalt. You ignore difficult terrain and can walk safely across still or gently moving water.

Ond. When you receive healing from any source, you also gain temporary hit points equal to 5 + your proficiency bonus.

Stein. You have resistance to poison damage and Constitution saving throws made to maintain concentration.

Vind. Your movement speed increases by a number of feet equal to 5 times your Constitution modifier (minimum 5 feet).

Tal

Reckoning

Once you gain the Sentinel's Reckoning feature at 10th level, you can activate a rune with the *Tal* command word as an action. This rune manifests in the air around you when activated.

Ild. Each creature within a 5-foot-radius of you must make a Dexterity saving throw, taking fire damage equal to 2d6 × the number of runes you have active on a failed save, or half as much damage on a successful one.

Kalt. An eruption of magical frost blasts from you in a radius equal to 10 feet × the number of runes you have active. All creatures of your choice within the area must succeed on a Strength saving throw or be restrained for a number of rounds equal to the number of active runes. At the end of each of their turns, they can repeat the saving throw to break free.

Ond. Life spirits swirl about you in a 5-foot-radius. All creatures of your choice within that radius regain hit points equal to 1d6 × the number of runes you have active.

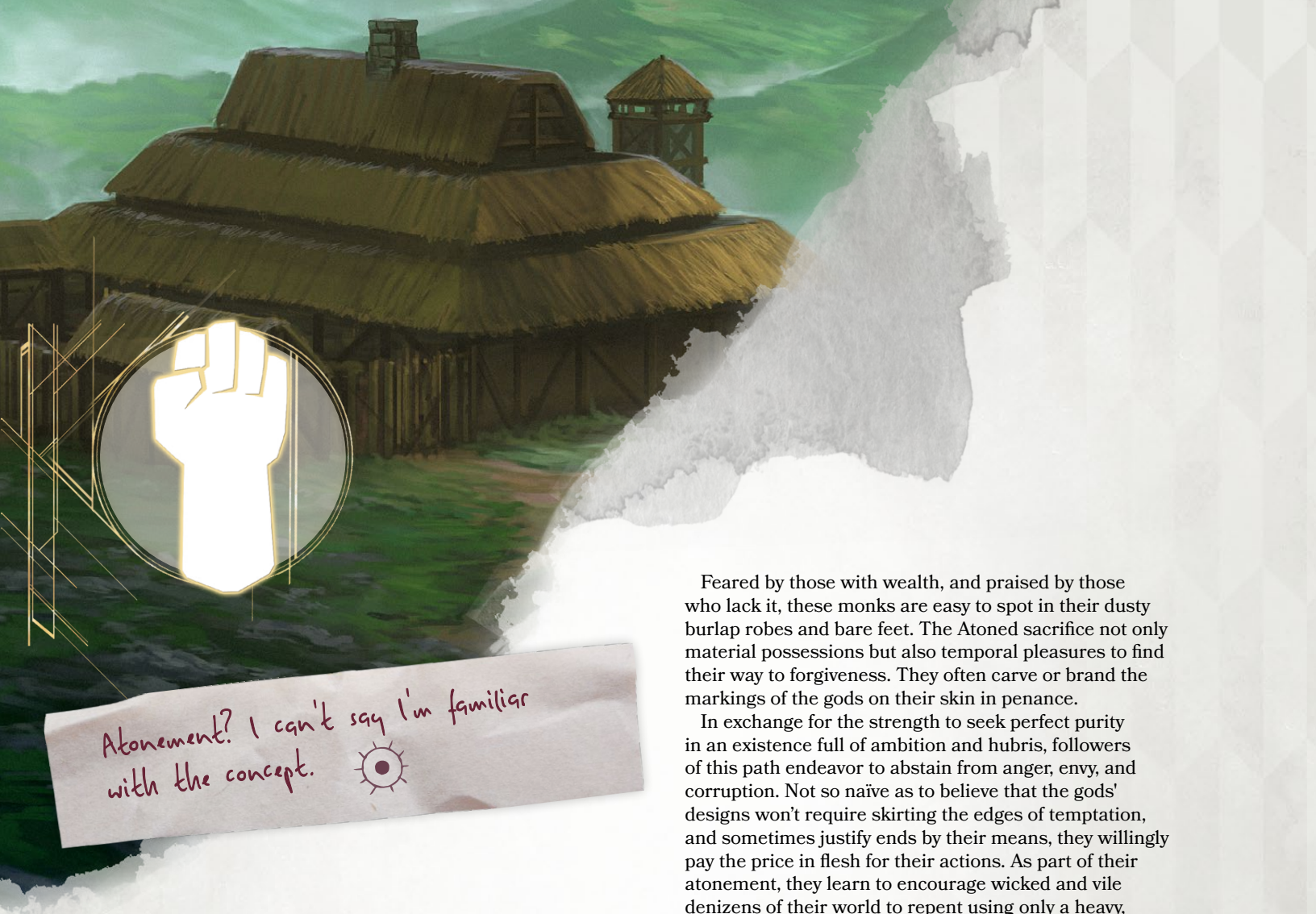
Stein. You release your runic power in an arc before you, creating a cone of difficult terrain as jagged earth erupts equal to 5 feet × the number of runes you have active. When a creature enters this area for the first time on a turn or starts its turn there, it takes 2d4 slashing damage.

Vind. A furious cyclone whips up a strong wind around you. All creatures within a 10-foot-radius must succeed on a Strength saving throw or take 1d10 bludgeoning damage, be pushed a number of feet equal to 5 × the number of runes you have active (minimum of 5 feet), and fall prone. On a success, a creature takes half as much damage and isn't knocked prone.

these runeguards sound like walking metal scrolls over fleshy bits. Seems a bit overcomplicated, but I suppose lesser beings have gone to greater lengths to attain power.

If you'd have seen even one of these runes in action, you'd think different. You really are a pompous fleshy bit.





Monk

Getting your enemies to understand your point of view is a greater victory than leaving them with broken jaws. Though sometimes you need to break a few jaws to get them to see things your way.

— Terran Feldor, brother of the House of the Broken God

Monastic Traditions

In addition to the Monastic Traditions offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to monks at 3rd level: the Way of Atonement and the Way of Empathy.

Way of Atonement

Monks of the Way of Atonement seek to absolve themselves for their past transgressions and current indiscretions by giving up their possessions and atoning through peaceful and selfless service. Seeking not the zealot's path, they believe that through calming and controlling their fervor, they can bolster the universal well-being of all mortal creatures. These monks seek to protect the delicate balance struck by the presence of the pantheons. and strike out in malice only to defend those who can't defend themselves.

Feared by those with wealth, and praised by those who lack it, these monks are easy to spot in their dusty burlap robes and bare feet. The Atoned sacrifice not only material possessions but also temporal pleasures to find their way to forgiveness. They often carve or brand the markings of the gods on their skin in penance.

In exchange for the strength to seek perfect purity in an existence full of ambition and hubris, followers of this path endeavor to abstain from anger, envy, and corruption. Not so naïve as to believe that the gods' designs won't require skirting the edges of temptation, and sometimes justify ends by their means, they willingly pay the price in flesh for their actions. As part of their atonement, they learn to encourage wicked and vile denizens of their world to repent using only a heavy, unadorned club that each refers to as their *penance*.

To take this path, the acolyte must commit to the poorest lifestyle, renouncing all that they were before atonement.

Way of Atonement Features

Monk Level	Features
3rd	Path of Atonement
6th	Armament of Atonement
11th	Labor of the Gods
17th	Enlightened Voice

Path of Atonement

When you choose this tradition at 3rd level, your Hit Dice represent a pool of vitality you can exhaust to fuel your Way of Atonement features.

Atonement requires absolutely commitment, and constant reminder of the pain you inflict on others by inflicting that pain on yourself during deep contemplation or prayer. To atone, roll the Hit Dice you spent and add them together. You deal bludgeoning, piercing, or slashing damage to yourself equal to the total. You deal this damage after you regain hit points from any Hit Dice you spend at the end of a short or long rest, and it can't be reduced in anyway.



Penance Weapon. Also at 3rd level, you learn a ritual prayer that creates a divine bond between you and one nonmagical simple weapon of your choice. You perform these prayers over the course of 1 hour, which can be done during a short rest. This weapon counts as a monk weapon for you, and you can't be disarmed of that weapon unless you are incapacitated.

Strength of Faith. You can deliver your own form of justice to others. When you hit with your penance weapon, or an unarmed attack, you can spend one Hit Die and expend one ki point, to add 2d8 force damage to the attack.

Trials of Temptation. For each magic item you currently own, the cost of Hit Dice and ki points used by your Way of Atonement features increase by 1, and again each time you acquire an additional permanent item. Potions and consumable wonderous items don't count toward this total.

Armament of Atonement

At 6th level, your strict adherence to the tenets of your faith has earned you the gods' favor. While you wield your penance weapon and no other weapons, you gain the following benefits:

Faithful Strike. Your attacks with your penance weapon count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, you gain a +1 bonus to attack and damage rolls with your penance weapons and unarmed strikes. This bonus increases to +2 at 11th level and +3 at 17th level.

Flagellant Hide. You gain a +1 bonus to your AC and saving throws. This bonus increases to +2 at 11th level, and +3 at 17th level.

Labor of the Gods

At 11th level, constant suffering has made you no stranger to pain. When you are reduced to 0 hit points but not killed outright, you can use your reaction to spend a Hit Die, roll it, and recover hit points equal to that number plus your Constitution modifier. You can't use this feature again until you finish a short or long rest.

At 17th level, you gain one additional use of this feature between rests, and can spend a number of Hit Dice equal to half your monk level instead of one.

Enlightened Voice

Starting at 17th level, your time spent in quiet contemplation, prayer and servitude has granted you supreme wisdom. Whenever you make an ability check that you are not proficient with, you can spend 1 ki point to gain proficiency in that check and use your Wisdom modifier in place of the skill's ability modifier.

Additionally, when in counsel with any creature that you are able to speak with, and can understand you, you can spend a number of Hit Dice equal to half your monk level or less to add a bonus to its next Charisma, Intelligence, or Wisdom check or saving throw, equal to the number of Hit Dice you spend.

You can't use this feature again until you complete a short or long rest. If you use any part of this feature to deceive or bribe, you can't use it again until you complete a long rest.

Way of Empathy

Monks of the Way of Empathy follow a tradition instilled with compassion for all living beings. While their training includes martial practice as a form of self-discipline, their teachings also focus on a healing art known as *Empathy*. Using these techniques, they learn to manipulate the ki to transfer malady and pain from another to themselves. Some members of this tradition dedicate themselves to the sick and the poor, while others find their calling side by side with soldiers, rehabilitating the fallen in battle. Their scars might telltale of thousands of warriors, without ever feeling the cold of steel against their own flesh.

Way of Empathy Features

Monk Level	Features
3rd	Healing Chakra, Empathy
6th	Sense Emotion, Empathetic Bond
11th	Adrenal Surge
17th	Improved Empathetic Bond

Empathy? Emotion? Don't know those either. Now you're just making up words!

We also have words like honor and sympathy. Might want to look those up someday, Eye-ball.

Healing Chakra

When you choose this tradition at 3rd level, you learn to extend the bounds of your internal fortitude through focus and deep concentration to recover from injury at an accelerated pace. During a short rest, when you roll a Hit Die to regain hit points, you regain twice the number rolled before adding your Constitution modifier.

Empathy

At 3rd level, your depths of compassion allow you to take the wounds of others at the cost of your own health. As an action, you can expend 1 ki point to touch a creature and heal a number of hit points up to 5 × your monk level. You take damage equal to the amount of hit points healed.

This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way (except the Improved Empathic Bond class feature).

Sense Emotion

At 6th level, you can unlock the chakra pathways within other creatures. You learn the *friends* cantrip, and can spend 2 ki points to cast *calm emotions* or *detect thoughts*.

Empathetic Bond

Also at 6th level, you can create a metaphysical link between you and another creature at the end of a short or long rest. While the creature is within 60 feet of you it has resistance to all damage. Also, each time it takes damage, you take the same amount, and this damage can't be reduced in any way. This feature doesn't transfer any other effects that might accompany the damage.

If the creature you are linked to is reduced to 0 hit points but isn't killed outright, it is stabilized as any excess damage carries over to you, and the bond is severed. You can also end this link on your turn as a bonus action.

Adrenal Surge

At 11th level, as a bonus action, you can expend 5 ki points to push your allies to peak performance. Up to five creatures within 30 feet that can see you gain advantage on their next Constitution, Dexterity, or Strength ability check, attack roll, or saving throw and gain temporary hit points equal to your monk level, provided the creature can see or hear you.

Improved Empathetic Bond

At 17th level, you can use your Empathetic Bond feature to create two bonds instead of one, and you can use your Empathy feature as an action to replace some of their hit points if they are within 30 feet.



Additionally, while both links are active, you gain resistance to all damage, including damage from your Empathy and your Empathic Bond features. If either link is lost, so is this resistance, and you can't use this feature again until you finish a long rest.

You can end one or both links on your turn as a bonus action.



Paladin

In truth, it's my own conviction that keeps me alive. It's also the very reason why I'm in control right now and you're not. Of course, there are those with a bit more grace and lenity in their methods, but we can't all be Isteval.

— Gilly the Black, paladin of predation

Sacred Oaths

In addition to the Sacred Oaths offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to paladins at 3rd level: the Oath of Predation and the Oath of Providence.

Oath of Predation

Paladins who follow the Oath of Predation believe that the world can only be made perfect through utter control. Through careful planning, subterfuge and unwavering patience, these paladins create hierarchies with themselves at the top, and execute their power with impunity. Few paladins can resist the allure of unchecked power, and most succumb to the temptations of tyranny. The clearest example of these illriggers come from the Dragonlance campaign setting, an order known as the Knights of Takhisis.

Planning, patience, minions! Now that's an anti-hero you can cult on!

Wow. Who's making things up now?

Oath of Predation Features

Paladin Level	Features
3rd	Bonus Proficiencies, Channel Divinity
7th	Perfect Domination
15th	Shroud of the Illrigger
20th	Hand of Manipulation

Tenets of Predation

The tenets of the Oath of Predation remind adherents that the whims of their patron supersede all other oaths and laws.

Cultivate the Flock. It is not enough to gather a congregation. You must hone them to a ready point, zealous to do what is necessary with a word.

Maintain Supremacy. You are the order in the midst of chaos. You vow to follow no rules other than the rigid disciplines necessary to maintain the faith. Those who deviate from the plan will die.

Reward Thy Followers. Engage not in needless cruelty and treat well those who submit. Honor thy contracts but do not hesitate to steal, murder, or mislead to complete your orders.

World of Order. You provide authority where it lacks and subjugate yourself to the cause. Just as you do not operate with impunity, you create and maintain a network of followers to precipitate an unquestionable dominion.

Oath of Predation Spells

Paladin Level	Spells
3rd	*command, protection from evil and good*
5th	*enthrall, pass without trace*
9th	*hypnotic pattern, nondetection*
13th	*compulsion, Mordenkainen's private sanctum*
17th	*dominate person, teleportation circle*

Bonus Proficiencies

At 3rd level, you gain proficiency in thieves' tools and your choice of the Sleight of Hand or Stealth skills.

Additionally, if you are proficient in the Deception, Intimidation, or Persuasion skills, your proficiency bonus is doubled for any ability check you make using this skill.

Channel Divinity

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

Predatory Instincts. When you roll initiative, you can immediately use your Channel Divinity to imbue your movements with foul alacrity. You add your Charisma modifier to your initiative roll, you have advantage on attack rolls against any creature that hasn't taken a turn in combat yet, and you deal an additional 1d6 necrotic damage to that creature. This damage increases to 2d6 at 7th level, 3d6 at 11th level, 4d6 at 15th level, and 5d6 at 19th level.

Fell Suggestion. As an action, you can use your Channel Divinity to magically enthrall another creature within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw or become charmed by you for 1 minute.

You can use a bonus action to issue simple commands to the charmed creature if it is within 60 feet of you. You decide what action the creature takes and where it moves during its next turn. When you issue a command, and at the end of each of its turns, the creature must succeed on a Wisdom saving throw or carry out your instructions to the best of its ability on its turn. The DM determines how the target behaves.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Perfect Domination

Starting at 7th level, when you use your Fell Suggestion Channel Divinity option, you can choose to force the creature to fail its saving throw if its challenge rating is equal to or below a certain threshold, as shown below. When the creature makes a saving throw to break the effect, it does so with disadvantage.

A creature subjected to your perfect domination is charmed by you for 1 hour instead of 1 minute.

Starting at 15th level, creatures of CR 1/2 or lower are charmed by you indefinitely until the charm is broken. At 19th level, this indefinite charm extends to creatures of CR 1 or lower.

Perfect Domination

Paladin Level	Creature's CR
7th	1/2 or lower
11th	1 or lower
15th	2 or lower
19th	3 or lower

Shroud of the Illrigger

Beginning at 15th level, you are always under the effects of a *pass without trace* spell.

Hand of Manipulation

At 20th level, you gain the ability to execute your master plans unseen. As an action, you can magically become an avatar of deception and subterfuge, gaining the following benefits for 1 minute:

- You gain the effects of a *greater invisibility* spell.
- Once per turn, when you have advantage on your attack roll, you can choose to deal extra necrotic damage equal to your paladin level.
- Your allies have advantage on melee attack rolls against any creature within 5 feet of you that you choose. Their attacks deal additional damage equal to your Charisma modifier (minimum of 1).
- You and each creature of your choice that you can see within 30 feet of you are immune to being charmed.

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





Oath of Providence

Paladins who take the Oath of Providence believe they are the hand of destiny, striking down enemies beyond redemption. They believe in their hearts that some creatures, often those who commit atrocities, are fated to die in battle. These paladins are the executioners. Their oath gives them the power to bend destiny in their favor and send foes to their final fate.

Tenets of Providence

The tenets of the Oath of Providence are written in stone on the tombs of paladins undertaking this path.

Embrace Destiny. When bad luck comes your way, understand it was meant to be and search for the opportunity fate has given you within your loss.

Deliver Enemies to Fate. Those who become your enemies aren't long for this world. They must die by your hand.

Accept Immutability. Fate is a force more powerful than the gods. Accept that there are situations in which you're powerless and take power over that you can influence.

Strength in Numbers. Together with your allies, you have the power to influence fate. Destiny smiles upon those who embrace it.

Oath of Providence Spells

Paladin Level	Spells
3rd	*bless, divine favor*
5th	*aid, augury*
9th	*bestow curse, clairvoyance*
13th	*death ward, divination*
17th	*commune, legend lore*

Channel Divinity

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

Predestination. You can use your Channel Divinity to invoke the divine to smile upon your allies. When one creature within 60 feet of you that you can see makes a saving throw, you can use your reaction to grant the creature advantage on the save, using your Channel Divinity. If the effect allows the creature to take only half damage on a successful save, the creature instead takes no damage on a successful save, and only half as much damage one a failed one.

Kiss of Calamity. As an action, your Channel Divinity can be used to besiege your enemies with bad luck. While you are conscious, each hostile creature that can see or hear you within 30 feet of you must make a Charisma saving throw, gaining disadvantage on all saving throws for 1 minute on a failure.

Favor the Brave

Beginning at 7th level, you take fortune into your own hands. When you make a weapon attack, you can choose to hit instead of rolling. You must use this feature before you roll.

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

Gift of Foresight

Starting at 15th level, your faith grants you a prophetic glimpse into the future. When you finish a short or long rest, roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with your prophetic roll. You must choose to do so before the roll, and you can use roll in this way only once.

When you finish a short or long rest, you lose any unused prophetic roll.

Hand of Fate

At 20th level, you become an agent of destiny, heavily influencing the outcome of the events around you. For 1 minute, you project an aura of dim, silver light in a 10-foot radius. Whenever an enemy creature starts its turn in your aura, it has disadvantage on attacks and saving throws, while you and friendly creatures have advantage on attack rolls and saving throws. When the aura fades away, you regain all expended uses of your Favor the Bold feature.

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



City rangers! All the benefits with none of the cons like the smell of the sweaty outdoors. Those in my employ in this city are well taken care of. I even let them keep their pets! Apply now!

That guy following me through the alleys a couple hours ago may be one of these hunters.

Ranger

Ranging doesn't just happen in the wilderness. It *happens in ancient ruins, dank caves, and crowded cities. The towers are my mountains, the allies are my forest, and the criminal scum is my quarry.*

— Landon Fleetcloak, burghal explorer

Ranger Archetypes

In addition to the Ranger Archetypes offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to rangers at 3rd level: the Burghal Explorer and the Wasteland Wanderer.

Burghal Explorer

Burghal Explorers are at home in tight places, making their living as urban bounty hunters or guiding magical search crews through dangerous ruins. Dark slums and ruined cities, choked with thirsty weeds and decorated with crumbling remnants of once-thriving communities, become gathering points for desperate innocents—and for sneak-thieves and bandits who prey on the helpless.

Burghal Explorers toe the line between the natural forest and cityscapes, moonlighting as vigilantes, or fending off unnatural horrors that reach covetously toward the darkest, deepest plots of land.

Burghal Explorer Features

Ranger Level	Feature
3rd	Burghal Explorer Magic, Grazing Strike
7th	Above and Below
11th	Streetwise
15th	Close Quarters

Burghal Explorer Magic

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

Burghal Explorer Spells

Ranger Level	Spell
3rd	*find familiar*
5th	*misty step*
9th	*tongues*
13th	*Mordenkainen's faithful hound*
17th	*animate objects*

Grazing Strike

At 3rd level, you gain the ability to hinder your foes with your strikes. Whenever you hit a creature with a weapon attack, you can graze your target's arm, leg, chest, or head (provided it has the body part). When you do, the creature takes an additional 1d4 damage of the weapon's type and you impose one of the follow effects on that target:

Head. It has disadvantage on the next saving throw it makes before the end of its next turn.

Arm. It has disadvantage on the next Strength check or attack roll it makes before the end of its next turn.

Leg. Its movement speed is reduced by 10 feet until the end of its next turn.

Chest. It must succeed on a Strength saving throw. If it fails, you can push it up to 5 feet away from you. If it hits a wall, or other permanent structure as a result of being pushed, it takes an additional 1d6 bludgeoning damage.

Above and Below

At 7th level, you can identify the fastest routes across cityscapes or crumbling ruins, whether the path leads through the sewers below or the roofs above. Climbing and swimming no longer costs you extra movement and you can hold your breath for twice as long as normal.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Streetwise

At 11th level, you disappear into crowds without hesitation. While you are hidden and moving through a crowd that isn't hostile to you, you can don a disguise if you have prepared it in advance and you have at least one hand free. Wisdom (Insight) checks to see through this disguise are made with disadvantage.



Additionally, you can take the Disengage action as a bonus action on your turn. When you do, you can move through the space of any creature that is size Medium or larger and you ignore half cover when you make an attack against another creature.

Close Quarters

At 15th level, you always gain the benefits of half cover whenever two or more creatures are within 5 feet of you. As a bonus action while holding a shield, you can grant this to benefit to one of the creatures adjacent to you until the start of your next turn or it moves 10 feet away from you.

Expanded Natural Explorer Option

Because some rangers, like burghal explorers, are most at home in cities, the favored terrain options for the Natural Explorer feature have been expanded to include urban environments. Any ranger can add urban environments as a type of favored terrain at 1st, 6th, or 10th level instead of choosing from the options in the *Player's Handbook*.

Wasteland Wanderer

Some worlds thrive with large swathes of the land covered with flora and fauna that can be both beautiful and dangerous. Other lands, or other worlds, become desolate wastelands through cataclysmic occurrences either natural or manufactured.

Apocalyptic events turn the land into hazardous voids more dangerous than any monster. Only the hardiest life forms survive, and even they are often mutated into hideous reflections of their natural selves.

The Sea of Silt in Dark Sun's Athas, the Mournland of Eberron, and the spellplagued areas of Faerûn are just some examples in lore.

Forged in harsh kiln of apocalyptic survival are the Wasteland Wanderer. These rangers of ruin rely on the skills and knowledge they have gathered by surviving the terrible conditions of their world—and often helping others survive as well.

Wasteland Wanderer Features

Ranger Level	Feature
3rd	Wasteland Wanderer Magic, Vigilant Guardian
7th	Trail of Trouble
11th	Shared Succor
15th	Safety in Numbers

Wasteland Wanderer Magic

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

Wasteland Wanderer Spells

Ranger Level	Spell
3rd	*purify food and drink*
5th	*aid*
9th	*mass healing word*
13th	*death ward*
17th	*mass cure wounds*

Vigilant Guardian

At 3rd level, you become harder to ambush and can't be surprised while in your favored terrain. If a member of your party is surprised at the start of combat, you have advantage on initiative rolls.

Additionally, you can use your bonus action to make a Wisdom (Perception) or Intelligence (Investigation) check to notice hidden enemies. If you notice a hidden creature, you can immediately move up to half your speed and make one additional weapon attack against that target, as part of that same bonus action. When you do, you have advantage on the attack and you deal an additional 2d8 damage on a hit.

Trail of Trouble

Starting at 7th level, while traveling in your favored terrain at a normal pace, you have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores to detect the presence of secret doors and traps.

Additionally, you can use your Primeval Awareness feature to focus your senses to unnatural disturbances nearby. For 1 minute per level of the spell slot you expend, you can divine the types of traps to a range of 60 feet, learning how they trigger, and the type of damage they deal. During this time, you also gain resistance to damage dealt by traps you identify with this feature until you finish a short or long rest.

Shared Succor

At 11th level, when you cast a ranger spell that restores hit points to a creature other than you, treat any dice rolled to determine the hit points regained as having rolled their maximum value, and you regain hit points equal to your Wisdom modifier.

Safety in Numbers

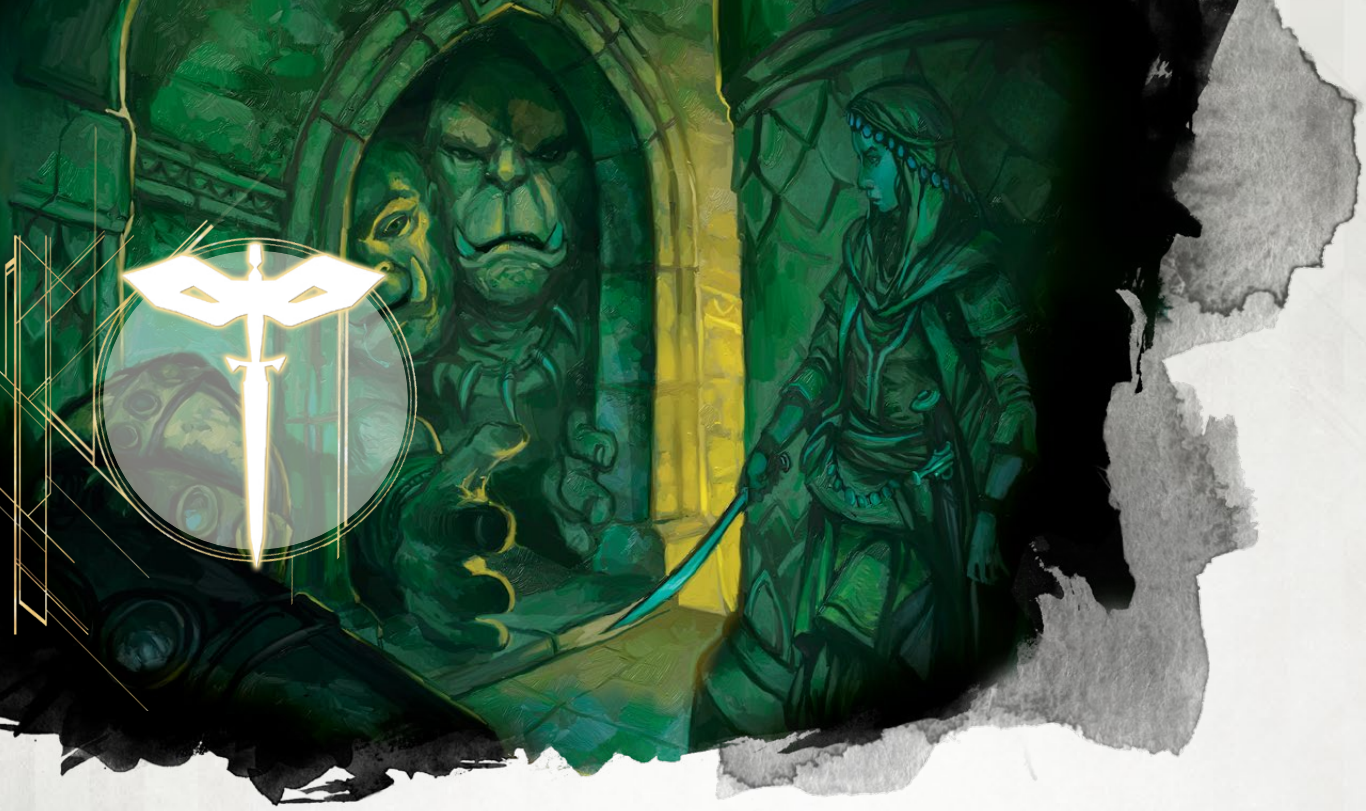
At 15th level, you gain the ability to use an enemy's momentum against it. When a creature within 30 feet of you deals damage to anyone other than you, you can use your reaction to grant its target resistance to the attack's damage and you can make a special weapon attack as part of the same reaction. You have advantage on the attack roll, and if it hits, your target has disadvantage on its next attack roll until the end of its next turn.

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

I'm all for cataclysmic events, but why would you want to stick around and explore afterward? When the Spellplague hit, I just holed up in Skullport and patiently rebuilt my guild. Having so little patience must be such a burden.

Want to see patience? Try reading your own notes. You really know how to put the "rant" in Tyrant..





Rogue

Just because I'm good at picking locks doesn't mean *I don't have religion. There are gods that enjoy a good time, ya know. And they have enemies.*

— Dala Halfpint, divine herald of Tymora

Roguish Archetypes

In addition to the Roguish Archetypes offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following option is available to rogues at 3rd level: the Divine Herald.

Divine Herald

Your strict upbringing made you an unwavering and swift agent of divine retribution. You don't simply exist to serve the priests of your order, you have a higher purpose and calling–to alleviate the world of false prophets and heretics.

Divine Herald Features

Rogue Level	Features
3rd	Spellcasting, Harbinger of Faith, Dogma Votary
9th	Guise of the Believer
13th	Crosier of Penance
17th	Last Rites

Spellcasting

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the cleric spell list.

Cantrips. You learn three cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

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

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

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice.

The Spells Known column of the Divine Herald Spellcasting table shows when you learn more cleric spells of 1st level or higher. The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of known spells.

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

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through dedicated study and memorization. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

Holy rogues? Must be tough keeping anything valuable in those temples.

Divine Herald Spellcasting

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

Harbinger of Faith

Starting at 3rd level, your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon. If you follow an evil god, it deals necrotic damage instead.

Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute. You can use this feature an amount of times equal to your Wisdom modifier (minimum of 1). You regain all uses after a long rest.

Dogma Votary

At 3rd level, your studies have given you a wide knowledge of religion and its impact on life. Whenever you make an Intelligence (History or Religion) check to recall information about the gods or their worshipers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Guise of the Believer

Starting at 9th level, your time spent among the zealous gives you impeccable insight into their mannerisms, speech patterns, and venerable demeanor, even outside of your religious affiliation.

When posing as a member of a religious organization, your identity is unquestioned by the masses. You have advantage on Charisma (Deception) checks you make against a discerning creature to expose your guise.

Additionally, you can instill further doubt in your target, granting them disadvantage in the contest with your posturing. Once you have used this feature, you must finish a short or long rest before you can use it again.



Crosier of Penance

At 13th level, the fire of your faith can't be extinguished. When you are reduced to 0 hit points and don't die outright, you can choose to make a DC 10 Wisdom saving throw. If you succeed, you can immediately expend any number of Hit Die, roll them, and regain hit points equal to the result.

After the saving throw succeeds, you can't cast a spell or use this feature again until you finish a long rest.

Last Rites

At 17th level, when you hit a creature that is below its hit point maximum, you can use your Sneak Attack feature on that creature, even if you are at disadvantage.

This damage increases by 1d6 if the target is an undead, fiend, or celestial.



Sorcerer

If you're unsure what to make of me or my powers, *the answer is simpler than you think. Nature is my nature, of course.*

— Aeracielle Vond, fey sorcerer

Sorcerous Origins

In addition to the Sorcerous Origins offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following option is available to sorcerers at 1st level: Fey Magic.

Fey Magic

Your innate magic comes from fey magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their ancestry back to a lord or lady of the Plane of Faerie. Other fey sorcerers are descendants of warlocks who of made a pact with an archfey. The rarest of these sorcerers are those who travel to the Feywild and manage to absorb some of the plane's natural magic by happenstance.

Fey Magic Features

Sorcerer Level	Features
1st	Wild Knowledge, Fey Magic
6th	Nature's Armor
14th	Sylvan Embrace
18th	Untamed Champion

Wild Knowledge

Starting at 1st level, you can speak, understand, and write Sylvan and gain proficiency in the Nature skill.

Fey Magic

Your link to nature allows you to learn spells from the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Nature's Armor

Starting at 6th level, you can use a bonus action to make thorny vines cover your skin. The vines last for 1 hour.

While this feature is active, your AC can't be less than 16, regardless of what kind of armor you wear, and creatures that hit you with melee attacks take piercing damage equal to half your sorcerer level. This damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You must finish a short or long rest before you can use this feature again.

Sylvan Embrace

When you reach 10th level, you can't be charmed, frightened, or put to sleep by fey and you can speak, understand, and write Druidic.

Additionally, when you cast a sorcerer spell of 1st level or higher, you can expend 1 sorcery point to make yourself and any equipment you possess invisible until the end of your next turn. This invisibility ends early if you attack or cast a spell.

Untamed Champion

At 18th level, whenever you cast a cantrip or spell that deals one of the following damage types, you can change the damage to another type on the same list by spending a number of sorcery points equal to the spell's level: acid, cold, fire, lightning, poison, or thunder. Changing the damage type of a cantrip costs 1 sorcery point.

Additionally, immediately before or after you cast a spell of 1st level or higher on your turn, you can spend all of your movement speed to teleport up to 15 feet to an unoccupied space that you can see.



Warlock

Anyone can make a deal with a devil. It takes real *guts to make a pact with a creature of chaos or go looking for a genie. Real guts or real crazy. Maybe a bit of both.*

— Cantwell Bungle, warlock

Otherworldly Patrons

In addition to the Otherworldly Patrons offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, the following options are available to warlocks at 1st level: the Chaos and the Noble Genie.

The Chaos

You have made a pact with a creature that revels in the madness and infinite possibility of the chaotic planes. Your patron could be a powerful slaad lord of Limbo, an ever-changing and roiling soup of impermanent matter and energy. Your patron could be a god of madness, such as Cyric, or a demon lord-in-exile in the depths of Pandemonium, a dark plane of tunnels carved by howling winds. Your patron could be a fearsome giant or celestial valkyrie of Ysgard, a heroic plane of soaring mountains, endless battles, and boundless creativity.

Unlike devils with their carefully crafted words and contracts, your patron is beholden to nothing but its twisted whims. Many chaos warlocks find their powers to be a cruel curse, but those who embrace the chaos learn that unpredictability is their greatest source of strength.

The Chaos Features

Warlock Level	Features
1st	Pact Spells, Strings Attached
6th	Tumble Through Chaos
10th	Chaos Walker
14th	Planar Vertigo

Chaos Expanded Spells

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

Chaos Expanded Spells

Spell Level	Spells
1st	*chaos bolt, color spray*
2nd	*alter self, blindness/deafness*
3rd	*bestow curse, blink*
4th	*confusion, phantasmal killer*
5th	*destructive wave, mislead*

Strings Attached

When you take this pact at 1st level, you learn the strings your patron attached are greater than they seem. Each night, denizens from the chaotic planes visit you in your sleep to play cruel tricks but reward you with the sweetest of treats. When you finish a long rest, roll a d6 to determine the "gifts" bestowed on you. When you roll for a new gift, it replaces the old one.

Your patron sometimes makes you punch yourself? What a coincidence. I do the same with my minions.

Chaos Patron Gifts

1d6	Trick	Treat
1	You wake to eyes fogged over. You are blind beyond 5 feet.	You can see invisible creatures and objects out to a range of 120 feet.
2	You speak only in screams audible out to 300 feet. You have disadvantage on Dexterity (Stealth) checks whether your mouth is open or closed.	Once per short or long rest, you can channel your booming voice to cast *thunderwave* at the level of your warlock spell slots.
3	You can't tell a lie. You have disadvantage on Charisma (Deception) checks.	People find you trustworthy. You gain advantage on Charisma (Persuasion) checks.
4	You are filled with a bloodlust and act with abandon. Attacks against you are rolled with advantage.	Your seemingly random and aggressive lash-outs mark your instability. You have advantage on attack rolls.
5	You've shrunk! You are Tiny, and your base walking speed is 20 feet.	You have advantage on Dexterity (Stealth) checks and can take the Hide action as a bonus action.
6	You have a masochistic urge to inflict ridicule and pain on yourself. When you make an attack roll, you always miss your target on a 1 or a 2, and hit yourself instead.	Your attacks score a critical hit on a roll of 19 or 20.



Tumble Through Chaos

Starting at 6th level, you can conjure a portal to travel through the planes of chaos. You can cast *dimension door* with this feature without expending a spell slot or material components. However, denizens of that plane try to hamper your progress. When you use your action to use this feature in this way, you declare your intended destination and then roll a d4 to determine how the denizens intervene.

Whenever you would bring a willing creature with you, that creature always arrives at the intended destination unharmed.

Once you use this feature, you can't use it again until you finish a short or long rest. At 14th level, at the end of the turn you use this feature, you can roll a d6 and, on a 6, you regain the use of this feature immediately.

Chaotic Intervention

1d6	Effect
1	Ysgard's war horns call you to battle, and you are compelled to answer. When you reappear on your original plane, at the end of your next turn, you have aged 7 days and bear a fresh scar as a souvenir of your conquests.
2	Tiny, disorienting slaad tadpoles whirl around you as you float through gravity-less limbo. You reappear by yourself 1d6 x 5 feet short of your intended destination.
3	Howling headwinds rake your senses as you dash through the twisted tunnels of Pandemonium. You take 2d4 psychic damage and arrive at your destination deafened for a number of rounds equal to the damage you received.
4	You arrive at your destination unscathed.
5	Denizens in cahoots with your patron aid your travel your through the planes. You gain temporary hit points equal to 1d6 + your warlock level.
6	Your patron blesses your travel through its plane, and you are under the effects of the bless spell for the next hour.

Chaos Walker

Your dreams are so nonsensical they would drive most creatures insane, but your senses have been dulled to the madness. Starting at 10th level, you gain advantage on saving throws against being frightened and madness checks, and your physical form begins to reflect the chaos in your mind.

Bits of energy, planar residue from your travels through the chaotic planes, cling to your body in constantly shifting forms and color. Whenever you finish a short or long rest, roll a d6 to determine your current chaotic features.

Chaos Walker's Features

1d6	Feature
1	Horns made of magenta planar energy grow from your head. If you already have horns, magenta energy wraps around them and writhe like tendrils behind you.
2	Massive, muscled, and clawed arms made of jet black planar energy overlap your own arms and stutter behind your movements.
3	Your eyes bulge to twice their size, and your pupils narrow like those of a slaad.
4	Shimmering wings made of indigo planar energy sprout from your back but don't give you a fly speed.
5	You are seemingly unchanged. However, whenever your shadow is cast, it reflects a different demon shape from a tiny quasit to a hulking barlgura, watching your every move
6	Whenever someone looks at you, your nose seems to drift slowly to the side of your face but returns to its normal position when they blink.

Planar Vertigo

At 14th level, you can draw the chaotic essence of your patron's plane to launch yourself and all creatures within 30 feet of you into the air. Each affected creature must make an Intelligence saving throw. On a failure, it is launched into the air 10 feet in a random direction (use the Planar Vertigo table) and suspended in midair for 1 minute. While suspended, the creature is incapacitated by supernatural vertigo. You can grant advantage on this saving throw to a number of creatures of your choice, up to your Charisma modifier (minimum of 1), including yourself.

On a success, a creature gains a fly speed equal to its walking speed for the duration.

Planar Vertigo Direction

1d6	Direction
1	North
2	South
3	West
4	East
5	Skyward
6	Earthward

At the end of each of its turns, a creature incapacitated in this way repeats this saving throw. On a failure, the creature is launched another 10 feet in a random direction and remains incapacitated. On a success, it gains a fly speed equal to its walking speed for the duration and is no longer incapacitated.

An incapacitated creature that impacts a solid surface takes 2d6 bludgeoning damage, and the effect immediately ends, causing it to fall to the ground.

The effect ends for all creatures after 1 minute, when each creature loses the fly speed gained from this feature and fall to the ground, unless they already have a fly speed.

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

The Noble Genie

Your pact is one that has been made by legendary advisors, philosophers, and tale-spinners of the desert lands, known throughout the land of Zakhara as sha'irs. Your patron is a noble genie, a creature whose spirit is infused with the primordial essence of the Elemental Planes. These creatures are the rarest and most powerful of their kind. They aim to achieve ultimate greatness, splendor, and the reverence of all beings.

Though noble genies aren't gods, they feel deserving of such veneration from their servants. They're accustomed to wealth and opulence and treat their insatiable indulgence as an entitlement to their own power and grandeur.

Noble Genie Features

Warlock Level	Features
1st	Expanded Spell List, Noble Patronage, Gen Vizier
6th	Bargain of Power
10th	Elemental Attunement
14th	Genie Form

Expanded Spell List

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

Noble Genie Expanded Spells

Spell Level	Spells
1st	*chromatic orb, shield*
2nd	*flaming sphere, Maximillian's earthen grasp*
3rd	*lightning bolt, sleet storm*
4th	*conjure minor elementals, elemental bane*
5th	*far step, planar binding*

Noble Patronage

At 1st level, your patron grants you the ability to speak Primordial. You also gain advantage on Intelligence (Arcana) checks made to identify portals to elemental planes and magical inscriptions or items created by other sha'irs, their patrons, or other genie-kind.

Additionally, you choose the one of the four types of noble genie to be your patron as shown on the Noble Genie Patrons table below. Your choice determines several of your class features as you gain level.

Noble Genie Patron

Genie Type	Damage Type
Dao (Earth)	Poison
Djinni (Air)	Lightning
Efreeti (Fire)	Fire
Marid (Water)	Cold

Oooh, real tough when your patron can be defeated by a lamp...

Gen Vizier

At 1st level, your patron assigns a lesser genie, a gen, to accompany you during your travels. The type of gen is dependent upon your patron's genie type as defined on the Noble Genie Patron table. Your gen vizier isn't required to obey your commands, although it usually tries to the best of its ability, and doesn't participate in combat.

You gain the following benefit from your gen vizier:

Spell Fetching. You can send your gen to find and retrieve the knowledge of an additional spell you don't know. The spell can be from any class spell list but must be of a level you can cast with one of your warlock spell slots. As a bonus action, you can request a spell for your gen to retrieve and it returns in a number of rounds equal to 1d12 minus your Charisma modifier (minimum of 1).



Well, scratch two eye minions. You must really want these notes back. I'm just borrowing them, you know.

Not quite sure he sees it that way...
– El

How did this note get in here?

When the gen returns, it immediately imparts the spell knowledge to you at the beginning of your turn, which you can then cast normally by expending a warlock spell slot. If you don't cast the spell within two rounds of receiving it, the spell knowledge disappears, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests at 6th level and three times between long rests at 14th level.

Gen Familiar

Any warlock who attains the Pact of the Chain at 3rd level can choose their gen as their familiar. See appendix A for the stat blocks of each gen type.

Bargain of Power

At 6th level, your gen vizier's familiarity with other beings, the magic they possess, and their desires speed its retrieval of the magic you desire. The dice for your Spell Fetching feature turns into a d10. At 14th level, it turns into a d8.

Elemental Attunement

At 10th level, you become more attuned to the primordial realm of your patron. You have resistance to the damage type associated with your gen vizier. Also, whenever you cast a warlock spell of 1st level or higher that deals damage, you can change that damage to the type associated with your gen.

Genie Form

At 14th level, you can merge with your gen vizier to assume the form of an aspect of your genie patron.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits.

- You gain a flying and swimming speed equal to your walking speed and difficult terrain doesn't slow your movement.
- You gain resistance to slashing, bludgeoning, and piercing damage from nonmagical attacks.
- You gain advantage to saving throws versus magical spells and effects.
- The damage dealt by your eldritch blast changes to the type associated with your gen. This damage ignores resistance and immunity.

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



Wizard

Sure, you can specialize in one school of magic... if *you're an old fart. Or you can learn to blend disciplines to create something entirely new. We're not just old men with beards. We're spies, we're hunters, and we're building the future.*

— Violet the Brash, aspiring archmage

Arcane Traditions

In addition to the Arcane Traditions offered in the *Player's Handbook* and *Xanathar's Guide to Everything*, "the following options are available to wizards at 2nd level: the Beguiler, the Mage Hunter, and the School of Reconstruction.

Beguiler

Those who think charm and misdirection are the trades of the bard and warlock never heard of the arcane colleges specializing in Beguiling magic. The tradition blends enchantment and illusion magic, rather than specializing in either of those schools.

Followers of this tradition are known as beguilers and believe a brilliant mind beats a charming personality. They see magic as a way to persuade, deceive, entertain, and hide and believe fooling the mind is magic's most potent use. Beguilers are suave and adept spies, equipped to infiltrate any organization or compound without detection or with minimal casualties.

these rubes who think magic's most potent use is "fooling the mind" haven't met my death ray.

Beguiler Features

Wizard Level	Features
2nd	Bonus Proficiencies, Erudite Elucidation
6th	Sneak Spell
10th	Mind Ambush
11th	Sneak Spell Improvement
14th	Master Deceiver
17th	Sneak Spell Improvement

Bonus Proficiencies

Beginning when you select this school at 2nd level, you gain proficiency with light armor and your choice of one of the Deception, Persuasion, or Stealth skills. You also learn one language of your choice.

Erudite Elucidation

Beginning when you select this school at 2nd level, influencing and resisting others is just like solving any other puzzle to you. When you make a Charisma check or saving throw, you can add your Intelligence modifier to the result.

Sneak Spell

Starting at 6th level, you know how to strike subtly with a spell and exploit a foe's distraction. Once per turn, you can deal extra damage equal to your Intelligence modifier (minimum of 1) to one creature you hit with a spell attack from a wizard cantrip if you have advantage on the attack roll.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll or your target has made a saving throw against one of your enchantment or illusion spells since the beginning of your last turn.



No evil magic? Boring! These "regulators" should just stick to hunting their own until only the strongest are left. That would be the simplest solution.

You mean instead of hunting you? You afraid of some competition, Eye-ball?

The amount of the extra damage increases when you reach certain levels in this class: to double your Intelligence modifier at 11th level, and triple your Intelligence modifier at 17th level.

Mind Ambush

Starting at 10th level, if you are hidden from a creature when you cast an enchantment or illusion spell that affects it, the creature has disadvantage on any saving throw it makes against the spell for its duration.

Master Deceiver

Beginning at 14th level, you are immune to the charmed condition.

In addition, when you are concentrating on an enchantment or illusion spell that affects one creature and that creature dies or falls unconscious, you can use your reaction to target a new creature with the spell for the remainder of its duration, until you lose concentration, or become incapacitated by any means. If the spell requires the target to make saving throw, the new target attempts the saving throw before the spell's conditions take effect.

Mage Hunter

Some societies deem the practice of magical arts as sacred and too dangerous to be taught to any but a worthy few. In order to prevent the weave from being defiled by renegades some institutions regulated the use of magic in their region. Those who tracked and dealt with offending spellcasters were known as mage hunters.

With the influx of many new creatures and magics from beyond the Material Plane, mage hunters of today have shifted their focus from regulators to preservers. They strive to hunt down and eliminate magical threats and extraplanar entities, vowing to never allow corrupt and twisted magics from ravaging their homeland.

Mage hunters can be found in any setting. They're part of many tribal clans in Chult. They can make up some members of the Sen Sithrian in Anchôromé, the Order of High Sorcery in the Dragonlance campaign setting, or amongst the Veiled Alliance in the Dark Sun campaign setting.

Mage Hunter Customs

Mage hunters' concerns switch between eliminating otherworldly threats from their homeland and their original purpose of hunting evil wizards. Any spellcaster looking to abuse or defile the magical weave or practice dark arts such as blood magic and necromancy, are sure to draw the wrath of the order's members.

Mage Hunter Features

Wizard Level	Features
2nd	Arcanist Investigator, Counter-Weave
6th	Hunter's Armament
10th	Arcane Sanctum
11th	Eyes of the Master

Arcanist Investigator

When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one simple melee weapon of your choice.

You also gain proficiency in the Perception skill if you don't already have it.

Counter-Weave

Starting at 2nd level, you can hinder the effectiveness of a creature's magical prowess when you identify them as a magical threat. You can use a bonus action to place the counter-weave on a creature you can see within 30 feet of you, which lasts for 1 minute. It ends early if the creature dies, you die, or you are incapacitated.

Until the counter-weave ends, the following conditions apply:

- You gain a bonus to saving throws against spells cast by a creature affected by counter-weave equal to your Intelligence modifier (minimum of 1).
- You double your ability score modifier to Wisdom (Survival) skill checks to track your quarry, as well as Intelligence checks to identify or recall information about your target.
- The range of your target's cantrips and spells is reduced by 10 feet or to the range of touch, whichever is greater.
- Your target's Constitution saving throws to maintain concentration on a spell is reduced by your Intelligence modifier (minimum of 1).

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

Hunter's Armament

At 6th level, you can forge a magical bond with a weapon you have chosen to combat renegade spellcasters and otherworldly beasts. Choose a melee weapon with which you are proficient. Performing the bonding ritual takes 1 hour, which may be done during a short rest. The weapon must be within your reach throughout the ritual.

You can't be disarmed of your bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. If you attempt to bond to another weapon, you must break the bond with the first.

While your bond exists, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. The weapon also becomes magical, if it isn't already. At 10th level, your effectiveness with the weapon improves as it gains a bonus of +1 to attack and damage rolls, and then again to a +2 bonus at 14th level.

Arcane Sanctum

At 10th level, you learn the *magic circle* spell. You always have it prepared and it doesn't count toward your total number of prepared spells for the day.

You can use an action to cast *magic circle* instantly and at a range of self without expending a spell slot.

Additionally, when you hit a creature affected by counter-weave, you can instead use your bonus action to cast the spell in the same manner, centered on your target.

Once you cast *magic circle* using this feature, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

Eyes of the Master

At 14th level, you are constantly on the lookout to distinguish the magical from the mundane. You double your proficiency bonus when making an Intelligence (Arcana) check to identify persistent magic, magical items, or the presence of magical and otherworldly creatures.





What? There's a portrait of me in here! Hmm... Academy Class of '87. Look at that hair!

School of Reconstruction

You focus your study on manipulating magic in a way that turns the destructive power of arcane evocation into rejuvenating magic. For others, this gift manifests from faith, a pledge to a patron, or a deity's behest. Many arcane colleges have unlocked these regenerative powers from tireless hours poring over holy texts and alchemical manuals. While most wizards find outlets as talented enchanters, military artillery, or ward-makers, the students of this school could apply their versatility to any employment in nearly every setting, even that of an adventurer.

School of Reconstruction Features

Wizard Level	Features
2nd	Creation Savant, Applied Reconstruction
6th	Prolonged Regeneration
10th	Blossom of Life
11th	Overheal

Creation Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Additionally, you learn two cantrips and add one 1st-level spell to your spellbook from the cleric spell list. These spells are wizard spells for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

Applied Reconstruction

Starting at 2nd level, you can reverse the destructive force of your evocation spells, transforming their power into healing energy. When you cast an evocation spell of 1st level or higher that targets only one creature with an instantaneous duration that doesn't require concentration, the target creature takes no damage and instead regains a number of hit points equal to half of the total.

If the spell requires you to make an attack roll or requires a creature to make a saving throw, the creature can choose to be hit or fail the saving throw. The spell doesn't impose any status conditions.

Undead and constructs can't regain hit points in this way.

Prolonged Regeneration

Beginning at 6th level, when you cast a wizard spell that restore hit points, a living creature affected by the spell continues to regenerate over the next 1d4 rounds. The creature regains hit points equal to your Intelligence modifier at the start of its turn, provided it has at least 1 hit point remaining.

Additionally, while a creature is regenerates in this way, it's immune to disease and poison. If the creature is currently diseased or poisoned, any effects are suspended for the duration of its regeneration.

Blossom of Life

Starting at 10th level, you can focus the healing energies around certain pockets within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures take no damage from the spell and suffer no other adverse effects, and instead regain hit points equal to half the damage the spell would have dealt. Undead and constructs can't regain hit points in this way.

Overheal

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that restores hit points, you can maximize the healing power of that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 1d12 necrotic damage for each level of the spell, immediately after the healing affect occurs. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

Additionally, you choose four spells from the cleric spell list to add to your spellbook, one from each of the following levels: 2nd, 3rd, 4th, 5th. These spells are wizard spells for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.



New Backgrounds

The *Player's Handbook* offers a variety of backgrounds that can universally be found in many heroic fantasy tales and almost any D&D campaign. But strange folk pass through Skullport every day. The Xanathar knows of many adventurers with unusual origins, and has taken careful notes on their unique traits and mannerisms. This chapter offers additional backgrounds which can also be applied to any character and adapted to either an existing setting or a setting of your own.

The backgrounds presented here provide additional proficiencies, languages, and features particular to each entry, as well as suggested personality traits. These can be easily adapted to the character creation options provided in *Xanathar's Guide to Everything*.

Dead

You died and came back. This experience changed you and defines who you are today. The specifics of your death are up to you, but the following questions and suggestions will help you determine your odd personal history.

How did you die? It probably wasn't of old age. Spells like *raise dead* can bring back those who die before old age takes them, but after dying of old age there is almost no magic which can bring a person back to life. Was it combat? An accident? A disease?

How long were you dead? Spells like *true resurrection* allow a character to return from death after as many as 200 years. How has the world changed politically, technologically, and culturally since your death? What remains of your family, friends, and personal life?

What was your life after death like? Did you spend time in the glory of eternal battle is Ysgard? Did you enjoy the paradise of Elysium? Were you tortured in the Nine Hells or Abyss? Do you remember nothing from that time?

Maybe you didn't completely pass on, but lived life as an undead, such as a ghost or vampire. Why did you become such a being? What acts did you commit that you now regret? Who still thinks of you as a monster?

Finally someone brought you back. Who was it, and why? Maybe it was to face an old enemy. Maybe it was a loved one who searched for a long time and sacrificed much to revive you. Maybe you were brought back for a secret only you knew. How did this person bring you back? Was it straightforward magic? What about a spell like *reincarnate*, which could bring your spirit back in the body of a different humanoid race? Or maybe it was some other magic that has a more sinister secret.

Skill Proficiencies: History, Intimidation
Languages: Two of your choice
Equipment: 50 feet of rope, a bit of dirt from your grave in a sacred vial, a set of common clothes, two rare coins with which you were buried, and a belt pouch with 5 gp

Feature: Spirit Talk

You can connect with the souls of the dead thanks to the long time you spent dead. You may spend a day of downtime communicating with the souls to learn a piece of information by asking a question. The quality and specifics of the information you get are up to the DM.

Suggested Characteristics

You have experienced something few living people have yet to go through. You might be the type who embraces the second chance and loves life, relishing every opportunity and letting nothing stand in your way. Or you might be quiet and brooding, thinking of the revenge you seek for your death or missing the planar heaven you left behind. People who have died often live in one of these extremes, experiencing life to the fullest or becoming fixated on a single goal that gives their new life meaning.

d8	Personality Traits
1	When faced with a new experience the word "no" isn't in my vocabulary.
2	I always have the loudest laugh in the room.
3	When I want something, I'm direct and simple in my request.
4	The story of my demise, like all my stories, is greatly exaggerated.
5	Those who ask me about my death quickly learn to never ask again.
6	I treat most people like they're idiots. They don't know what I know.
7	If I don't want to do something, I simply don't do it.
8	I don't excite easily.



d6	Ideals
1	**Freedom.** Life is short so live how you want. (Chaotic)
2	**Despair.** Nothing in life is worth celebrating and death is the destination we all deserve. (Evil)
3	**Vengeance.** I will find and punish what killed me. (Neutral)
4	**Charity.** I want to prevent others from dying before their time. (Good)
5	**Mercy.** I was given a second chance and others should get the same opportunity. (Good)
6	**Labor.** Life is short, and so I must keep working to make my mark. (Lawful)

d6	Bonds
1	I have a great fear of that which killed me.
2	The scars of my death wound are still on my body.
3	My vengeance is more important than any other task.
4	I never wish to return to my gravesite.
5	I wish to bring back another who died by my side.
6	Any mention of my hometown reminds me of my first life.

d6	Flaws
1	Death isn't a big deal to me. I've died and come back. People should stop whining.
2	I don't listen to protests before I do something reckless.
3	I'd rather be mad than solve a problem making me angry.
4	I would rather cheat, lie, and steal than be honest because none of this matters.
5	Everything was better when I was dead.
6	I'm believe that I am better than everyone who hasn't died and come back from the dead.

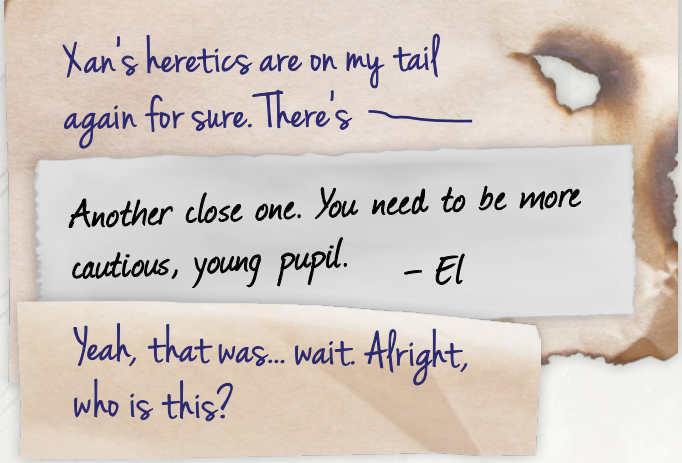
Heretic

You believe in a doctrine outlawed by your faith, taught to you in secret by other heretics. Perhaps your superiors excommunicated you from your temple, or forbidden dogma provided answers to questions you never sought. Whatever your origin, you're now shunned by the faithful, or worse, hunted.

Skill Proficiencies: Deception, Religion
Languages: Two of your choice
Equipment: A holy symbol (subtly modified to represent your own heretical belief), a prayer book or prayer wheel, vestments, a bottle of invisible ink, a quill, a set of common clothes, and a pouch containing 10 gp.

Heretical Belief

Hundreds of outlawed sects exist throughout the Forgotten Realms and other settings. Choose a belief that defines you as a heretic, or roll on the table below.



d8	Belief
1	**Dark Moon.** A doctrine that ascribes Selûne and Shar as two aspects of the same deity.
2	**Fatemakers.** Tymorans who believe mortals can influence and control luck.
3	**Threefold God.** A belief that Tyr, Helm, and Torm are all the same god.
4	**Forsaken One.** A conspiracy that Savras and Leira conceived and abandoned a god child.
5	**Three-Faced Sun.** The sun is a tripartite deity, with divine aspects of dawn, noon, and dusk.
6	**Shared Suffering.** Flagellant Ilmatari who say all mortals must share their god's suffering.
7	**Entropy.** Belief that dying gods sent a divine sphere of annihilation to Toril to kill wizards.
8	**Harlot's Coin.** Belief that Waukeen sold her divinity to Graz'zt and he receives her prayers.

Feature: Heretical Contacts

You know where to find heretics in settlements where your faith is represented. If no heretics are present, you can indoctrinate weak-willed souls if you spend a day preaching. Where heretics are present, you can always find a place to hide, rest, and recuperate. If needed, they can help you escape the settlement on a cart or through a secret tunnel.

Suggested Characteristics

Heretics survive by living on the run, or by blending into the ranks of greater faiths. They tend to be suspicious folk with zealous ideals and unshakable convictions. This sometimes manifests as a sense of superiority over the "unenlightened".

d8	Personality Traits
1	I think I'm right even when I'm wrong.
2	I pity those who deny the heresy.
3	I always scope out the closest exits and position myself near them.
4	Those who refute my beliefs are damned and aren't worth saving.
5	I'm sure my god has chosen me for a greater destiny.
6	I'm a natural orator, but once I start talking it's difficult for me to stop.
7	I'm always looking over my shoulder and the slightest things startle me.
8	I believe the end of the world is nigh.

d6	Ideals
1	**Guidance.** I must teach others my forbidden doctrine. (Neutral)
2	**Caution.** It's always better to be safe than sorry. (Any)
3	**Knowledge.** If this conspiracy is true, what else are we being lied to about? (Neutral)
4	**Insurrection.** My old faith is corrupt and must be brought down by the new order. (Chaotic)
5	**Honesty.** I've been lied to enough, so now I'm sworn to always tell the truth. (Lawful)
6	**Self-Knowledge.** Those who seek the truth become wise beyond their years. (Good)

d6	Bonds
1	The heretics who educated me were burned at the stake. I won't let that happen to me.
2	Belief in my old faith still nags at me. Have I chosen the right path?
3	I used to be friends with the cleric who's now hunting me.
4	I carry a heretical treatise on my person. It mustn't be found!
5	I protect the faithless so they can know enlightenment.
6	One of my underworld contacts reports my movements to the superiors of my old temple.

d6	Flaws
1	I'm suspicious of strangers, as they may be bounty hunters sent to arrest me.
2	I sneer at those whom I deem unworthy of my time.
3	I'm deeply superstitious, and have many rituals to avoid bad luck.
4	I tend to misjudge the devotion of others.
5	I'm obsessed with my studies, often to the detriment of other concerns.
6	I'm deeply mistrustful of temple hierarchies.

Legendary Lineage

You have heroes in your family background and the story of your ancestors is known far and wide. Perhaps your parents were a famous adventuring duo, or a grandparent hunted and killed great evils. Maybe your heroic bloodline has many heroes within it going back as far as any can remember. Whatever the case, the deeds of those who came before you are great and the public's expectation of your accomplishments is even greater. The weight of your family name affects all you do.

Skill Proficiencies: Athletics, History
Tool Proficiencies: Vehicles (land)
Languages: One of your choice
Equipment: A set of traveler's clothes, a wood figure made in the likeness of an ancestor, a signet ring, a gaming set in which you are proficient, and a belt pouch containing 15 gp

Feature: Good Reputation

Since your family name is known, you can reap many benefits by flying the flag of your heritage. People in positions of power and privilege are willing to take a meeting with you and grant you favors. The DM decides the extent and effect of these favors, but they shouldn't involve lavish gifts or great personal risk to the granter.

Suggested Characteristics

You've lived a different life than those less famous than you, and probably don't know yourself as well as you should. Since birth you've been told you are special and destined for greatness, which is an idea you may be eager to prove or disprove. You're used to being under pressure and to folks talking about you both to your face and behind your back. As you start your adventuring career you have a choice to make. Most people of a heroic lineage who adventure either embrace the family name or try to get out there and make their own way. The result, however, is the same–a determined hero trying to show the world they're something more just a lucky kid with the right parents.

d8	Personality Traits
1	I am polite and humble to all who fawn over me.
2	I'm sure you've heard of the great heroes of my family, but let me tell you anyway.
3	I am quiet in public and don't enjoy being noticed.
4	I boast about how I will put my ancestors' deeds to shame.
5	I am attracted to people who don't fawn over me right away.
6	I often find reasons to excuse myself from large groups of people who love me for my name.
7	I am able to fake smile for anyone, even if I hate that person.
8	I always ask for people to give me free stuff because I can.

d6	Ideals
1	**Family.** I intend to uphold my family name. (Lawful)
2	**Superiority.** I was born better than everyone and so I deserve better than everyone. (Evil)
3	**Individuality.** I am *not* my family's name and will make my own legend. (Chaotic)
4	**Leadership.** I feel a call beyond my heritage to protect the people who look to me. (Good)
5	**Aspiration.** I want to make the people who believe in me proud. (Neutral)
6	**Generosity.** I was lucky to be born into this family and I will give back to those less fortunate. (Good)

d6	Bonds
1	I wield the same weapon my ancestor used.
2	No one knows the real me like my childhood best friend.
3	A parent won't respect me until I make good on the family name.
4	I would do anything to protect the town where I grew up.
5	I have my eye on a quiet cottage to which I plan to retire.
6	I feel like the only person who really gets me is my dog.

d6	Flaws
1	I can only handle so much fawning before I explode in anger.
2	If not praised constantly, I doubt myself.
3	If you speak ill of my ancestors, I will punch you in the face.
4	I prefer to have someone else fix my personal problems.
5	I put down others to boost my own confidence.
6	If something is fashionable, I avoid it at all costs.

Polymorphed

You were transformed into an animal or monster and lived that way for years. You most likely entered this form unwillingly but how you came down with this affliction is up to you. A caster with an axe to grind may have cast *true polymorph* for some petty offense committed by you or a loved one. Maybe you unwittingly donned a cursed magic item. Perhaps you activated some arcane trap when you accidentally stumbled into an ancient ruin. You could have made the choice willingly to infiltrate some group of monsters or hide as a beast from someone hunting you. You also should decide who or what changed you back to your true form.

You were in your alternate form for years. How was living in that form different from the way you lived your life before? In what ways were you more powerful? Less powerful? Do you miss the strength of your old form or are you glad to be back in your own flesh?

Skill Proficiencies: Survival and choose one additional from either Animal Handling or Deception.
Languages: Two of your choice
Equipment: A bag of caltrops, a realistic ink drawing of your polymorphed form, a set of common clothes, and a belt pouch with 5 gp

Feature: Kindred Spirit

Nonhostile creatures of the same type as your polymorphed form are inclined to like you. These creatures might help guide you to a place if they know its location, provide you with shelter, or shield you from danger, provided they aren't put directly into harm's way.

Suggested Characteristics

You have spent so much time in the skin of another form that you're not comfortable with your true body. This discomfort may manifest in a physical form like fidgeting, wearing baggy or eccentric clothing, or the need to change your appearance through tattoos or piercings. You may have more of a subconscious mental tick like targeting the appearance of others to make yourself feel better or nightmares of once again living in your polymorphed form. Your old form was a prison that hid your true self, but it was also a way to keep yourself shielded from harm.

d8	Personality Traits
1	I am always fidgeting because I am uncomfortable.
2	I retained a rude physical behavior of my polymorphed form.
3	I obsess over my appearance and wear eccentric outfits.
4	I always judge the way others look.
5	I am unsure of what to say when people ask about me.
6	I often speak in my head by accident instead of aloud.
7	I find it's easier to lie than give real personal details.
8	I must keep touching my body to reassure myself I'm in it.

d6	Ideals
1	**Freedom.** People should be free to express who they are. (Chaotic)
2	**Power.** If it gets me what I want, I'll manipulate anyone. (Evil)
3	**Security.** All people deserve a place where they feel at peace. (Good)
4	**Beauty.** All people should appreciate who they are. (Neutral)
5	**Authority.** If you respect authority, you will be protected. (Lawful)
6	**Dog Eat Dog.** To survive you must be the smartest or strongest. (Neutral)

d6	Bonds
1	I have altered my appearance to look like my polymorphed form.
2	Some friends I made in my polymorphed form don't know I've been turned back.
3	I carry a piece of my old body.
4	The place where I spent most of my time while polymorphed is home to me.
5	I still haven't seen my family since before I was polymorphed.
6	I still enjoy eating what I ate in my polymorphed form.

d6	Flaws
1	I want to be back in my polymorphed form.
2	I sometimes believe I still possess abilities of my polymorphed form that I no longer have.
3	All transmutation magic is terrible and must be stopped.
4	I physically hurt myself for assurance I am in my true form.
5	It's easier to back down from an argument than try to convince someone I'm right.
6	The opinions of my friends are more important than my own.

Variant Feature: Body Horror

This feature is meant for games using the variant madness rules in chapter 8 of the *Dungeon Master's Guide*. Before choosing this feature you must ask your DM. You have spent so much time in the form of another creature that you aren't easily shocked by bodily manipulation and mutilation. Whenever such a sight would cause you to save against a madness effect you automatically succeed.

Retired Adventurer

You lived a life of adventure already and retired to something quieter. You thought you were done and to that end may have given away all your old gear and spent all your treasure. Little did you know something would pull you back into your old life. If you choose this background, you have some exciting questions to answer.

You determine what your past looked like. What adventures have you already had? How much time did you spend adventuring before retirement? Who was your most-hated enemy? Who did you adventure with? Why did you hang it up?

Something happened that made you lose your edge and finely honed adventuring skills. Has age or luxurious retirement made you soft? Did a physical or magical accident take some abilities from you? Did a supernatural force steal your mojo?

You have decided to walk the road of adventure once again. Why? Was it because you ran out of gold and want to earn some more the only way you know how? Did you become restless in retirement and are now seeking the thrill of battle? Are you out to prove you can still live up to your legend? Are you out for vengeance? A noble quest? To tie up one final lose end you didn't realize until now was undone? Whatever the reason, you're back on the road and ready to dive into another dungeon.

Skill Proficiencies: History, Insight
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: An old map to a secret dungeon you never got around to visiting, a set of common clothes, a set of bone dice or a deck of cards, and a purse containing 25 gp

Feature: C-List Celebrity

Whenever you are in a civilized area that knows of your past adventures, you can live an aristocratic lifestyle for free as people wish to honor your past deeds. You can also use your influence to gain audiences with important political figures and get random gifts from admiring fans. However if you choose to use your influence in this way, it also alerts anyone in the area looking for you of your location and draws attention to your party.

Suggested Characteristics

As a voice of experience in your party, you know the danger of the road you walk. You understand when to be cautious and when it is time to take a risk. You have the right advice, warnings, and stories for all situations. Even if you don't know what you're doing, your past makes others look to you for leadership.

d8	Personality Traits
1	I have no idea how to tell a short story.
2	I'm sure of my first instincts and always act on them.
3	Anyone younger than I am needs my advice.
4	I don't enjoy physical contact with others unless it is my fist in their faces.
5	I show my numerous scars to help drive points home.
6	When I laugh, the volume of my voice fills up the entire room.
7	Nothing pleases me more than a good meal, good company, and job well done.
8	I often correct others when their lack of manners offends me.

I've retired a few adventurers in my time. Do they count? I highly doubt any of them will be back.

d6	Ideals
1	**Generosity.** Everything I have I share with those around me and in need. (Good)
2	**Good Times.** I take advantage of every opportunity to have fun. (Chaotic)
3	**Power.** Those who don't tremble at my name will have reason enough to do so soon. (Evil)
4	**Logic.** Emotions shouldn't make decisions for us. (Lawful)
5	**Greater Good.** I would gladly give my life to defend those who can't defend themselves. (Good)
6	**Live and Let Live.** Just because we disagree doesn't mean we have to kill each other. (Neutral)

d6	Bonds
1	I never found that magic item I wanted in my early career.
2	There's more than a few broken hearts in my past.
3	There is an inn I frequent where no one knows about my past life and I'd like to keep it that way.
4	I can't go back to the town I accidentally partially leveled.
5	My old adventuring companions get together now and then to relive the good old days.
6	A famous song is actually about one of my greatest battles.

d6	Flaws
1	I don't take the advice of others because I know best always.
2	Violence solves most problems.
3	Ale is my very, very best friend.
4	I really don't know when to shut up.
5	I tend to fall asleep at times when I should be alert.
6	I am sarcastic at all times, especially when least appropriate.





Feyblood

The elves of Silfast deem themselves fortunate *to have those known as the Feyblood as their neighbors. It is even rumored that they can resist the effects of the blighted lands within the Empyrean. However, it is not so for these people beyond the borders of Anchorome. Most denizens of Faerun see little difference between them and other beasts, while those within the Feywild count them amongst the Unseelie. With hope, these faerie-kin shall one day be recognized as allies instead of adversaries.*

— Keritrina, sage of Dari Sinora

There are those that exist between two worlds, whose very existence walks a fine line between the Material Plane and the Feywild. The feyblood are a product of the extraordinary union between a powerful fey spirit such as a dryad, sylph, or nereid, and a mortal. While most often mingled with elves or humans, it isn't unheard of for other types of fey and mortals to unite in similar fashion, and from this union, a child may be born with both a mortal coil and a fey spirit.

Regardless, such unions are extremely rare, and often carry severe punishment for the fey parent. Amongst other races, the feyblood are viewed with suspicion and sometimes fear for the capricious nature of the fey, told throughout the Material Plane.

Spirit of the Wild

Similar to their fey parents, the feyblood share a special connection to their homeland. They too have tendency toward insatiable curiosity and wanderlust, rarely staying in any one place for a lengthy period of time.

Feyblood aren't vain creatures, but can be mistaken as such. They are drawn to beauty, and often dress themselves in colorful silks and fabrics that lean toward the primordial nature of their parentage. They also delight in wearing unique trinkets that reflect the light of the sun or moon.

Physically, Feyblood have slim, pointed ears and sharp features. They're slim-framed, often with slender hands and fingers. Their most prominent feature is their semi-translucent gossamer wings, which can vary in shape from butterfly-like to sharp, foliage-like features. They're almost always older than they appear. Even the starkest, most serious stare from a feyblood has a hint of childish playfulness hidden beneath.

Their hair varies in color, usually anywhere from dusty blonde to deep browns and greens for the earthborn *dryashi*, or white, gray, silver, and shades of blues and browns for the skyborn *sylphi*. Their eyes are usually wider than normal, with colors varying between browns, greens, and reds. Their skin tones are similar to humans, but there are instances of some with greenish or bluish hues mixed within.

I don't understand the fascination these beings have with each other. They seem to have very little in common. They don't even taste the same...

I'm sure some of them wonder the same about you.

Good Heart and Brave Soul

While often viewed by others with great suspicion, feyblood still hold a love of life and strive to see the good in others whenever possible. They are far from being foolish in this aspect, however. Though they usually share a dislike for violence, they're staunch protectors of others, particularly those that also share an affinity for nature. They tend to keep only a few trusted friends and allies, though their loyalty to those chosen few is indisputable.

Opposing Natures

Because of their spiritual duality, the feyblood are caught between two worlds, neither of which accept them as true kin. Most fey view them as abominations, only rarely providing aid or guidance to those deemed to be a lesser species. They are only slightly more accepted amongst their other non-fey kin, though never entirely able to fit or be fully accepted into their world. Certain races are more accepting than others. Elves treat feyblood very much like other half-elves, for example, while gnomes are far more curious as to their shared connection with their fey kin. This is one of the main reasons why feyblood aren't often found in crowded places or areas of large public display.

Feyblood Backgrounds

Depending on their heritage, feyblood may tend toward certain backgrounds over others.

Sylphi feyblood dislike being in confined spaces. They prefer living and traveling in the wilderness, particularly open areas such as plains, grasslands, and mountain peaks. Those that stay near large cities usually live on the outskirts or make their homes on the tops of the tallest structures. Common backgrounds include hermit, noble, or outlander.

Dryashi feyblood prefer natural surroundings filled with as much life as possible. They feel most at home within forests, jungles, and brush-filled caverns, though they adapt just as well within populated areas, especially those with a variety of peoples and cultures. They avoid areas devoid of life, such as deserts and badlands, unless bent on rejuvenating these areas, such regions cause them incredible levels of distress and even nausea. Common backgrounds include entertainer, folk hero, or sage.

Feyblood Names

Feyblood use the naming conventions of the people among whom they were raised. They might later assume distinctive names to captures their heritage, and often begin and end with a vowel.

Sample Female Names: Azema, Dedreve, Ephissa, Hathuni, Iaseli, Nesia, Othesni, Sheaya, Ulosani, Zesne

Sample Male Names: Asezur, Cuyel, Eanoo, Fephil, Hivelo, Ilnavi, Kyves, Lissio, Omyth, Salire, Zeyul

Feyblood Traits

Feyblood have a variety of traits, inherited from their fey bloodline.

Ability Score Increase. Your Charisma score increases by 2.

Age. Most feyblood reach physical maturity only slightly slower than humans, reaching adulthood after 30 but retain a childlike wonder and youthful appearance. They live very long lives, reaching revered status as elders between 250 to 300 years old when they hope to return to the Feywild.

Alignment. Feyblood tend to gravitate toward being good-aligned, but there are quite a few that are neutral as well. It is extremely rare that one would become either lawful or evil, barring extraordinary circumstances.

Size. Somewhat shorter than humans, feyblood can reach about 4 to 5 feet in height. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fey Charm. You can target one humanoid or beast that you can see within 30 feet. It must make a Wisdom saving throw, with a DC equal to 8 + your Charisma modifier + your proficiency bonus. On a failure, it is charmed by you for 1 minute. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can. You can't use this feature again until you complete a long rest.

Fey Resistance. You have advantage on saving throws against being charmed and against illusion magic.

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

Sylphi (Skyborn)

As a skyborn feyblood, you inherited the powers of the faeries who dwell in the eternal skies. You take great pride in your heritage, and have a keen sense when it comes to dealing with others. You tend to be reclusive and aloof, often studying others from afar before opening yourself to them. You have a dislike of dark, confined spaces.

Ability Score Increase. Your Wisdom score increases by 1.

Faerie Wings. At 3rd level, you can use your wings to glide at a rate of 60 feet per round as if under the effects of a *feather fall* spell. At 6th level, once per long rest, you can fly as if under the effect of the *fly* spell for up to 10 minutes.

Dryashi (Earthborn)

You have a spiritual connection with the land and sea. With such a strong bond, you feel a sense of kinship with all living creatures. You tend to be friendly toward others, sometimes in excess. You are tough, energetic, and lively, often holding contempt for things akin to decay and corruption.

Ability Score Increase. Your Constitution score increases by 1.

Earthen Upbringing. While perfectly still, you are invisible when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. At 6th level, when you are hidden in this way, you can use your action to cast *invisibility* with no material components, and you can't use this feature again until you finish a long rest.

Part Two
Dungeon Master's Options

This chapter provides additional rules modules and magic items for DMs to use in their campaigns. These can be used alongside those found in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*. Much the same as the optional rules provided in those books, feel free to use, modify, and adapt these to your own campaign needs.

Critical Hit Effects

You can use the critical hit effects table in two ways. You can roll on the table below in addition to the normal effects of a critical hit or you can roll on the table below and use the effect you roll instead of the normal effects of the critical hit. If you are doing the former, consider only having players and legendary creatures roll for critical hit effects to speed up play and not to have a single lucky attack from a random goblin mean the end of a characters (though some DMs might like that random chance).

Critical Hit Effects

d100	Effect
1–4	The target is pushed back 5 feet.
5–8	The target is pushed back 10 feet.
9–11	The target is pushed back 15 feet.
12–15	The target falls prone.
16–19	The target is pushed back 5 feet and falls prone.
20–22	The target is pushed back 10 feet and falls prone.
23–25	The target is pushed back 15 feet and falls prone.
26–28	The target drops whatever it is holding.
29–31	The target's drops whatever it is holding and any nonmagical objects it drops break.
32–34	A random item carried by the target (determined by the DM) drops out of the target's belt pouch, backpack, or other carrying equipment.
34–35	A random nonmagical item carried by the target (determined by the DM) drops out of the target's belt pouch, backpack, or other carrying equipment and breaks.
36–37	The target's armor or natural armor is damaged and it takes a –1 penalty to AC. This penalty lasts until the target's armor is repaired (for worn armor) or it is magically healed (for natural armor).
38–40	Your staggering blow causes the target to be blinded until the end of your next turn.
41–44	Your staggering blow causes the target to be deafened until the end of your next turn.
45–47	You hit the target so hard it is frightened of you until the end of your next turn.
48–50	Your staggering blow causes the target to be incapacitated until the end of your next turn.
51–53	Your staggering blow makes the target nauseous and it is poisoned until the end of your next turn.
54–55	Your staggering blow causes the target to be stunned until the end of your next turn.
56–59	Your inspiring attack allows you to grant one ally who can see you an attack against any target as a reaction.
60–62	Your inspiring attack allows you to grant an ally who can see you and the target an attack against the target as a reaction.
63–65	Your inspiring attack allows any allies within reach of the target to make a melee attack against the target as a reaction.
66–69	The target has disadvantage on saving throws until the end of your next turn.
70–73	The target has disadvantage on attack rolls until the end of your next turn.
74–77	Roll all of the attack's damage dice three times and add them together.
78–80	Use the maximum damage amount of all dice instead of rolling for this attack's damage.
81–84	The target can't make opportunity attacks until the end of its next turn.
85–87	The target can't take an action on its next turn.
88–91	You can make a follow-up attack against the target as a bonus action.
92–93	If your attack was made with a spell or magic weapon, a shock wave is released from your attack. Creatures within 10 feet of the target (including the target and you) must succeed on a DC 15 Strength saving throw or fall prone.
94–95	If your attack was made with a spell or magic weapon, a massive shock wave is released from your attack. Creatures within 20 feet of the target (including the target and you) must succeed on a DC 15 Strength saving throw or fall prone.
96–97	If your attack was made with a spell or magic weapon, some of the magic goes awry in your favor. The target is charmed by you until the end of your next turn.
98–99	If your attack was made with a spell or magic weapon, some of the magic goes awry in your favor. The magic holds the target in place and it is restrained until the end of your next turn.
100	If your attack was made with a spell or magic weapon, some of the magic goes awry in your favor. You become invisible until the end of your next turn. This effect ends early if you make an attack or cast a spell.



Critical Failures

The following optional rules can be added to your game for critical failures (rolling a natural 1 on a d20 roll). If you use these rules, 5 percent of the time your players will be suffering extra for simply being unlucky.

On Ability Checks

In general if a creature rolls a natural 1 on an ability check, they just fail. However if failure of that ability check means it takes damage (like falling while climbing) the creature takes double the damage dice, just like when an attack roll is a critical hit. If the creature is using tools to complete the task (such as picking a lock) the tools break.

On Saving Throws

If a creature rolls a natural 1 on a saving throw and as a result takes damage, the creature suffers double the damage dice, just like when an attack roll is a critical hit.

On Attack Rolls

When a creature rolls a natural 1 on an attack roll, the attack misses as normal and you can choose to roll for an extra miss effect on the Critical Miss Effects table. Not all results on the table resolve by taking damage and the harshest and most bizarre results only have a 1 percent chance of occurring. Read over the chart and if there are any results you feel are unfair or need to be changed, you can just reroll and ignore any results you don't like or add some of your own.

Critical Miss Effects

d100	Effect
1–3	You drop your weapon or spellcasting focus and it sticks in the ground or a wall. You must use a bonus action to retrieve it.
4–6	You drop your weapon or spellcasting focus and it gets stuck deep into the ground or a wall. You must use an action to retrieve it.
7	You drop your weapon or spellcasting focus and it gets stuck very deep in the ground or a wall. You must make a successful DC 15 Strength check as an action to retrieve it.
8	You drop your weapons or spellcasting focus. If it is nonmagical, the item breaks.
9–12	A random nonmagical item (determined by the DM) falls from your backpack or belt pouch.
13–14	A random magical item (determined by the DM) falls from your backpack or belt pouch.
15–16	A random nonmagical item (determined by the DM) falls from your backpack or belt pouch and breaks.
17	A random consumable magical item (determined by the DM) falls from your back or belt pouch and breaks.
18–20	You hurl your weapon or spellcasting focus in a random direction and it lands 5 feet away.
21–22	You hurl your weapon or spellcasting focus in a random direction and it lands 10 feet away.
23–24	You hurl your weapon or spellcasting focus in a random direction and it lands 15 feet away.
25–26	You hurl your weapon or spellcasting focus in a random direction, it lands 15 feet away, and it sticks in the ground or a wall. You must use a bonus action to retrieve it.
27–28	You hurl your weapon or spellcasting focus in a random direction, it lands 15 feet away, and it gets stuck deep into the ground or a wall. You must use an action to retrieve it.
29	You hurl your weapon or spellcasting focus in a random direction, it lands 15 feet away, and it gets stuck very deep in the ground or a wall. You must make a successful DC 15 Strength check as an action to retrieve it.
30-31	If it is able to do so, your attack hits your closest ally to the intended target.
32–34	If it is able to do so, your attack hits your ally closest to you.
35–37	Your attack hits you.
38	If it is able to do so, your attack hits your closest ally to the intended target. This attack counts as a critical hit against the new target.
39	If it is able to do so, your attack hits your ally closest to you. This attack counts as a critical hit against the new target.
40	Your attack hits you. This attack against you is a critical hit.

41–42	The miss creates an atmospheric disturbance (such as dust or smoke clouds) right in front of your face and you get this in your eyes. You are blinded until the end on your next turn.
43–44	The missed attack connects solidly with an object in front of you and makes a very loud noise. You are deafened until the end of your next turn
45–46	You marvel at how poorly you missed. You are incapacitated until the end of your next turn.
47–48	In the process of executing your attack you hit yourself in the stomach rather hard. You are poisoned until the end of your next turn.
49–51	In the process of executing your attack you trip and fall prone.
52–53	In the process of executing your attack you trip and move forward 5 feet and fall prone.
54–55	In the process of executing your attack you trip and move forward 10 feet and fall prone.
56–57	In the process of executing your attack you trip and move forward 15 feet and fall prone.
58–59	In the process of executing your attack you trip and move back 5 feet and fall prone.
60–61	In the process of executing your attack you trip and move back 10 feet and fall prone.
62–63	In the process of executing your attack you trip and move back 15 feet and fall prone.
64–65	In the process of executing your attack you trip and move back 15 feet and fall prone.
66–67	In the process of executing your attack you trip and move forward 5 feet and fall prone and drop your weapon in the space where you made the attack.
68–69	In the process of executing your attack you trip and move forward 10 feet and fall prone and drop your weapon in the space where you made the attack.
70–71	In the process of executing your attack you trip and move forward 15 feet and fall prone and drop your weapon in the space where you made the attack.
72–73	In the process of executing your attack you trip and move back 5 feet and fall prone and drop your weapon in the space where you made the attack.
74–75	In the process of executing your attack you trip and move back 10 feet and fall prone and drop your weapon in the space where you made the attack.
76–77	In the process of executing your attack you trip and move back 15 feet and fall prone and drop your weapon in the space where you made the attack.
78–79	In the process of executing your attack you launch yourself hard into the ground. You take 1d4 bludgeoning damage and are prone.
80–81	In the process of executing your attack you launch yourself very hard into the ground. You take 1d8 bludgeoning damage and are prone.
82-83	In the process of executing your attack you launch yourself as hard as you can into the ground. You take 1d12 bludgeoning damage and are prone.
84–85	In the process of executing your attack you become restrained in your clothes and armor and must use an action to untangle yourself.
86–88	Your attack is so wild it takes a moment for you to recover. You have disadvantage on your next attack made before the end of your next turn.
89–90	Your attack is very wild and you need more than a moment to recover. You have disadvantage on all attacks you make before the end of your next turn.
91–92	You chip your weapon or arcane focus. You take a -1 penalty to attack rolls until you get it repaired.
93–95	Your attack is wild and allows any enemy in melee range an opening. As a reaction enemies may make an opportunity attack against you.
96–97	Your attack is very wild and allows any enemy in melee range an opening. As a reaction enemies may make an opportunity attack against you with advantage.
98	If your attack is made with magic weapon or spell, your miss rends a spot where the barrier between planes is weak and accidentally summons an angry minor elemental (CR 1 or lower). This demon's turn takes place immediately after yours and it is hostile toward you.
99	If your attack is made with magic weapon or spell, your miss rends a spot where the barrier between planes is weak and accidentally summons an angry minor devil (CR 1 or lower). This demon's turn takes place immediately after yours and it is hostile toward you.
100	If your attack is made with magic weapon or spell, your miss rends a spot where the barrier between planes is weak and accidentally summons an angry minor demon (CR 1 or lower). This demon's turn takes place immediately after yours and it is hostile toward you.





Death and Returning

For some groups the regular rules for returning from the dead via spells like *revivify*, *raise dead*, *resurrection*, and *true resurrection* doesn't impose enough of a penalty. If you want death to be more risky or have lasting consequences, consider these rules modules.

Three Strikes and You're Out

Each time creatures are brought back to life via magic, a piece of their soul remains in the afterlife. They may only return from death twice, before their souls are permanently anchored in the afterlife. A third death is the absolute final for any creature. After that a creature can't be brought back to life by any means short of a *wish* spell.

Add-On: Permanent Death Failures

In this add-on for the Three Strikes and You're Out module, once a creature dies and returns to life it becomes easier for it to die again because its soul has been weakened. Each time a creature dies and returns to life it comes back with a permanent death saving throw failure active. This means a creature who has died once and returned dies again after only two death saving throw failures and a creature who has died twice and returned dies again after only one death saving throw failure.

Variant Module: Escalation Strikes

In this variant of the Three Strikes and You're Out module, creatures may be brought back to life three times and a fourth death is the absolute final for any creature. In this module the *raise dead* and *revivify* spells can no longer bring dead creatures who have died more than once back to life, and after their third death only a *true resurrection* spell may return a character to life.

The Soul is Fragile

Outside of the body, a soul is fragile and can easily be destroyed. The process of bringing a person back to life is hard on the soul and there's a chance a returning soul could be destroyed in the process. A caster must make a DC 15 ability check using their spellcasting ability modifier. If the check fails, the DM should roll on the appropriate Fragile Soul table for the result, based on the spell cast.

Combining Modules

You can combine the Three Strikes and You're Out module and The Soul is Fragile module, by limiting creatures to only three lives and asking for a spellcasting ability check and rolling on the appropriate table anytime *revivify*, *raise dead*, *resurrection*, or *true resurrection* is cast.

One of the few things better than obliterating someone who dares take my stuff is doing it three times! Don't even ask what happens when someone takes Sylgar's stuff.

Well, at least these notes don't belong to Sylgar. I suppose that's a plus, right?



Fragile Soul *Revivify/Raise Dead*

d100	Effect
01–40	The spell works as normal.
41–60	The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed.
61–99	The deceased's soul is destroyed and the spell slot and components are consumed.
100	The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. In addition, a celestial or fiend of the DM's choice instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life.

Fragile Soul *Resurrection*

d100	Effect
01–50	The spell works as normal.
51–70	The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed.
71–99	The deceased's soul is destroyed and the spell slot and components are consumed.
100	The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. In addition, a celestial or fiend of the DM's choice instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life.

Fragile Soul *True Resurrection*

d100	Effect
01–60	The spell works as normal.
61–80	The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed.
81–99	The deceased's soul is destroyed and the spell slot and components are consumed.
100	The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. In addition, a celestial or fiend of the DM's choice instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life.

Expanded Injuries

Here are some variant rules you can add to the Injuries module presented in chapter 9, "Dungeon Master's Workshop," of the *Dungeon Master's Guide*.

Confirm a Lingering Injury

When you suffer an effect that would cause you to roll for a lingering injury, first roll a d20. On a roll of 1–9, roll on the Lingering Injuries table as normal. On a roll of 10–20, the effect doesn't cause you to suffer a lingering injury. This variant rule is meant to reduce the number of lingering injuries which occur at the table.

Lose an Eye, I Choose You

When you score a critical hit by attacking a paralyzed or unconscious creature within 5 feet of you, you can choose the lingering injury which effects the creature as a result of the critical hit instead of rolling on the Lingering Injuries table.

You Fireballed My Leg Off!

In addition to the options already presented in the *Dungeon Master's Guide*, a creature may sustain a lingering injury after rolling a natural 1 on a saving throw against a spell, magical, or trap effect that deals damage to the creature.

The Expanded Lingering Injuries table is meant to expand the injury options from the ones presented in the *Dungeon Master's Guide*. Whenever you would roll on the Lingering Injuries table, you can choose to roll on the Expanded Lingering Injuries table instead.

Expanded Lingering Injuries

d100	Injury
1–2	**Lose an Eye.** You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
3–4	**Lose an Arm or a Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the *regenerate* spell can restore the lost appendage.
5–6	**Lose a Foot or Leg.** Your walking speed is halved and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell can restore the lost appendage.
7–8	**Lose an Ear.** You have disadvantage on Charisma (Persuasion) checks and Wisdom (Perception) checks that rely on hearing. You have advantage on Charisma (Intimidation) checks. Magic such as the *regenerate* spell can restore the lost ear.
9–10	**Lose Nose.** You have disadvantage on Charisma (Persuasion) checks and Wisdom (Perception) checks that rely on smell. You have advantage on Charisma (Intimidation) checks. Magic such as the *regenerate* spell can restore the lost nose.
11–15	**Blurred Vision.** You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.
16–20	**Broken Arm or Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. The injury heals if you receive magical healing. Alternatively, the injury heals after someone sets the bone with a DC 15 Wisdom (Medicine) check and you spend thirty days doing nothing but resting.
21–25	**Broken Foot or Leg.** Your walking speed is halved and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. The injury heals if you receive magical healing. Alternatively, the injury heals after someone sets the bone with a DC 15 Wisdom (Medicine) check and you spend thirty days doing nothing but resting.
26–30	**Ringing Ears.** You have disadvantage on Wisdom (Perception) checks that rely on hearing. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.
31–35	**Limp.** Your walking speed is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magical healing removes the limp.
36–40	**Lose a Finger.** You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with which you lost the finger. Magic such as the *regenerate* spell can restore the lost finger. If you lose all the fingers from one hand, then it functions as if you had lost a hand.
41–45	**Break a Finger.** You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with the broken finger. The injury heals if you receive magical healing. Alternatively, the injury heals after someone sets the finger with a DC 10 Wisdom (Medicine) check and you spend ten days doing nothing but resting.
46–50	**Break an Item.** A randomly determined nonmagical item you hold, wear, or carry on your person is broken or ruined. Roll a d10. On a roll of 1, the item broken is a weapon, on a roll of 2 the item is armor or a shield, and on a roll of 3-10 the item is any weapon that isn't a shield or weapon.
51–55	**Teeth Knocked Out.** You have disadvantage on Charisma (Persuasion) checks. When you cast a spell with a verbal component a verbal component, roll a d20, on a 1, the spell fails and the casting is lost. The injury heals if you receive magical healing.
56–60	**Festering Wound.** Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The injury heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten success, the injury heals.
61–65	**Open Wound.** You lose 1 hit point every hour the wound persists. The injury heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every hour. After ten success, the injury heals.



66–70	**Skull Fracture.** Whenever you attempt an action in combat, you must make a DC 20 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing or if you spend thirty days doing nothing but resting.
71–75	**Punctured Lung.** You can take either an action or a bonus action or your turn, but not both. The injury heals if you receive magical healing. If you puncture both lungs your hit points drop to 0 and you immediately begin dying.
76–80	**Internal Injury.** Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing or if you spend ten days doing nothing but resting.
81–85	**Broken Ribs.** This has the same effect as Internal Injury above, except that the save DC is 10.
86–90	**Horrible Scar.** You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the injury.
91–95	**Painful Scar.** You have a scar which gets painful whenever it rains, sleets, hails, or snows. Whenever you attempt an action in combat and your scar is giving you pain, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing.
96–100	**Minor Scar.** The scar doesn't have any adverse effect, but chicks dig it. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar.



I see and hear visions of death and destruction all the time. Doesn't make me crazy. I AM a source of corruption and death, though. Come on. Everyone knows that.

Sanity and Corruption

Encounters with areas and beings that have been intensely corrupted by the Abyss can cause lasting effects on the mind and spirit. Dark energies invade the mind, whispering deranged thoughts and pulling the soul ever closer to oblivion. The whispers, the fear, and the feeling of utter helplessness can affect the minds of even the most steadfast of heroes.

Corruption Level

Though invisible in the mortal realm, the mark of corruption it carries bleeds through the fabric of reality. Over many years, mystics and scholars have attempted to measure the spread of abyssal or entropic corruption. They have been able to pinpoint the areas where it is the strongest, but the far-reaching effects over the land are still as of yet indeterminable.

In the many areas where corruption bleeds through, the energies will affect anything it comes into contact with in various ways. In game terms, each area affected by abyssal or entropic corruption has a Corruption Level from 1 to 8. The highest levels usually tend to be located near planar portals and dimensional rifts. Common areas don't surpass a Corruption Level of 3, with levels of 4 and 5 as outliers. On rare occasion, reports describe areas tainted to Corruption Levels between 6 and 8. While inconsistent, descriptions of these anomalies depict a radial area no more than a couple of miles wide, usually devoid of life, and those who venture within claim to endure dangerous side effects.

Sanity Checks

In a campaign focusing on demon lords, elder gods, and other maddening supernatural forces, each character has a seventh ability score called Sanity, described in chapter 9 of the *Dungeon Master's Guide*. A character's maximum Sanity score is determined at character creation, like other ability scores, and can only be improved through Ability Score Increases.

Keep track of your character's original Sanity score, as their Sanity score may decrease throughout the course of a campaign. There will be situations during the adventure where characters must make a Sanity saving throw to avoid going mad.

Sanity save DC = 10 + Corruption Level

On a failed save, a creature loses a point of Sanity and incurs one of the side effects listed on the Sanity Loss table. They last until the creature takes a short rest.

If the creature reaches half its Sanity (rounded down), it must instead roll on the Long-Term Madness table in chapter 8 of the *Dungeon Master's Guide*. Whenever a creature's Sanity score is reduced to 0, it gains a type of Indefinite Madness, which is permanent even if the creature's Sanity score rises above 0.

Recovering Sanity

Sanity can only be recovered by taking a long rest. A creature's Sanity score recovers points equal to 1 + its Wisdom modifier after completing a long rest, up to its maximum Sanity score.

Testing Sanity

Sanity checks are required when:

- First entering a corrupted area
- Whenever an ally is reduced to 0 hit points in a corrupted area
- Initial physical contact with a corrupted item
- Casting any detection spell within a corrupted area
- On first sight of a corrupted creature (or group).
- Upon first taking damage from a corrupted creature in each encounter
- Special attacks and spells that prompt sanity checks.

Sanity Loss

d20	Effect
1–5	You hear constant whispers distracting your attention. You suffer a –5 penalty to initiative.
6–10	Your inner fears cause you to take every step cautiously. Your speed is reduced by half.
11–13	You see constant, random visions of death and decay. You have disadvantage on Wisdom and Intelligence checks.
14–16	You feel as if you aren't fully in control of your body or mind. You have disadvantage on all saving throws except death saving throws.
17–19	Everyone looks corrupted. Whenever you make an attack, you must succeed on a DC 10 Sanity saving throw or attack the nearest ally instead of your original target.
20	The corruption drains you to the point of weariness. You suffer one point of exhaustion.

Sanity and Corruption in Other Settings

Corruption and its effects can be presented in a variety of ways depending on where it's encountered. Deep in the Underdark, magical radiation known to the drow as **faerzress** slowly twists and reshapes all that it touches. In Anchoromé, a decades-long war left a scar of corruption between Revonar and Dari Sinora known as **the Lash**. In Eberron, dual-planar junctions known as **manifest zones** sometimes bear aspects of corruption originating from Mabar, the plane of Endless Night, or Xoriat, the Realm of Madness. However, within the Mournlands, the Glowing Chasm makes up the setting's largest continuous region.

Within these realms, certain magical spells, cursed items or artifacts, and innate spellcasting abilities can also require targets to make Sanity checks, especially in but not exclusive to any areas that have an assigned Corruption Level.

On to the last few pages. This has been fun, Eye-ball. Would have been more fun if your goons didn't bother me so much. Lucky for me, I had a little bit of help. Thanks, old man.

Your mannerisms need work, but at least you can give credit for doing things the right way. Perhaps your mentor could use a lesson or two from you, instead. Oh, and you're welcome.

– El





Story Items

When the characters search an area and there isn't anything of value, you can still reward them with an item that gives them clues about the world in which they adventure. The Story Item Search table provides items meant to help build your campaign world and advance the game's story. They may not be of any physical value to PCs, but they tell a story. The description of the items is meant to inspire. Their stories are yours to extrapolate.

Story Item Search

d100	Item
1	Prayer book to a resident's deity
2	Vial of herbs used to soothe joint pain
3	Map of an inhabitant's hometown
4	Notes on an inhabitant's current scheme
5	Notes on an inhabitant's old scheme
6	Notes on an inhabitant's future scheme
7	Bag of local candy
8	Bottle of local alcohol
9	Map of an inhabitant's dream retirement location
10	Letter to an inhabitant from a loved one
11	Book of the local government's laws
12	Book of fairy tales for children
13	Book of scary stories
14	Local herbs used in tea
15	Pipeweed from an exotic location
16	Bag of bones used to predict the future
17	Spell component pouch full of sulfur and guano
18	Letter opener with an inhabitant's family crest
19	Fancy undergarments from a nearby city shop
20	Board game favored by the locals
21	Card game favored by the locals
22	Dice game favored by the locals
23	Drawing of a local legendary monster done by a child
24	Poem written to an inhabitant by a lover
25	Small musical instrument wrapped in sheet music of a classic song
26	Copper coins from a fallen empire
27	Blanket knit with the symbol of a local government or organization
28	Darkened glasses used by an inhabitant with a light sensitivity
29	Ear trumpet used by an inhabitant with hearing impairment
30	Invitation to a party thrown by a local noble
31	Signet ring of a local authority
32	Coffee grounds from an exotic location

33	Sack made out of a local monstrosity's hide
34	Mask made in the likeness of a legendary monster
35	Pen and stationary set from an institution of learning
36	Text book about the specific ecology of a monster by a well-known sage
37	Brass holy symbol of an inhabitant's deity
38	Stuffed doll made in the likeness of local dog breed or pack animal
39	Stuffed doll made in the likeness of local monster
40	Recipe for an inhabitant's grandmother's famous pie
41	Recipe for an exotic dish
42	Recipe for a local dish
43	Tankard from a local tavern or inn
44	Preserved corpse of an inhabitant's pet
45	Beast's preserved head as a hunting trophy
46	Floor plan of the closest blacksmith's shop
47	Flask emblazoned with a mercenary group's symbol
48	Pen knife with initials carved in Undercommon
49	Stone arrowheads from a nearby primitive civilization
50	Hidden engraving of an evil god or cult
51	Hidden closet or trapdoor meant for hiding runaway slaves
52	Petrified pet rat
53	Sword sheath with the crest of a noble family on the other side of the world
54	Iron manacles with the preserved hands of a humanoid locked in them
55	Dagger with the crest of a city guard on the other side of the world
56	Wood box displaying the corpse of extinct insects
57	Hit list left behind by an international assassin
58	Dull straight razor made for a Huge creature
59	White gloves made for a Tiny creature
60	Monster training manual written by a now dead eccentric explorer
61	Journal of an inhabitant
62	Music box which plays an off-beat tune
63	Waterskin filled with blood for a ritual
64	Calendar with every holy day of a religion circled
65	Sundial bearing the name or symbol of a long-forgotten sun god
66	Saddle for a flying beast of burden
67	Notches in the wall noting the passage of time
68	Small booties meant for a baby
69	Broken miner's pick bearing the sigil of an Underdark king
70	Tiny set of antlers, too small for a deer or moose
71	Directions to an inhabitant's best friend's house
72	Cipher for a secret code which is no longer used
73	Bowl made from the wood of an extinct plant
74	Belt buckle bearing the symbol of a knightly order
75	Set of brass knuckles with a criminal's initials raised on the points of contact
76	Magnifying glass carved with the initials of a dead police inspector
77	Work gloves covered in the blood of an aberrant creature
78	Iron pot full of humanoid bones
79	Small flask full of an inhabitant's favorite condiment
80	Voodoo doll of an inhabitant's employer
81	Paper target with a perfect hole through the bullseye
82	Stone statuette of a beast found on the other side of the world
83	Wax candle carved into the image of a god
84	Map of the world
85	Map of a mysterious island
86	Notes from an inhabitant's trip to another plane
87	I.O.U. written to an inhabitant
88	Notice of debt written to an inhabitant
89	Collar and tag made to fit a Large animal
90	Sock for a Huge creature
91	Scarf bearing the crest of a local artisan guild
92	Small wooden box with a secret compartment
93	Yo-yo bearing a child's name
94	Wooden halfling skeleton
95	Common to [insert language of your choice here] dictionary
96	Set of finger puppets resembling a legendary band of heroes
97	Steel box containing the leaves of plants from an exotic location
98	Homemade political cartoon commenting on local affairs
99	Copy of the local news publication
100	Warrant for the arrest of a person on the other side of the world

Suspicion

In certain stories, a character's anonymity can be essential to a group's goals. During such activities, a suspicion meter can be used in places where characters' presence or visibility is unavoidable but they desire to remain incognito. In certain situations of indiscretion, like using thieves' tools in a crowded market, a DM might be encouraged to call for NPCs to be suspicious even if the task succeeds.

Suspicion in Play

The suspicion meter threshold for a typical encounter is equal to the number of characters multiplied by 100. For example, if your table consists of four characters, the threshold is set to 400.



When a character fails an ability check that might leave them exposed, whether Dexterity (Stealth) or Charisma (Persuasion), instead a DM can treat the failed check as a Suspicion check. Now, you can determine the level of suspicion surrounding the party as a result of the failure in place of the encounter devolving directly into combat.

To establish the suspicion gained an NPC or group of NPCs on a failure, the character rolls percentile dice and adds the result to the party's suspicion meter starting at 0. For group checks, each individual failure increases the meter.

If the party exceeds the suspicion meter threshold, all the characters in the party become suspicious to the appropriate NPCs and any number of effects may be imposed upon them depending on the adventure (see "Adjusting the Suspicion Meter"). If the party gains a level of suspicion as their presence becomes known, the DM can continue to ask for suspicion checks. Additional failed checks increase the suspicion level by 1.

Suspicion at Work

Suspicion is measured in three levels which can, affect any suspicion-based check or saving throw, are cumulative, and don't reset between encounters:

I'm pretty much an open book. Want to see me eliminate any suspicion? I'm probably going to kill you later. See? Nothing to read into there.

Suspicion Level

Level	Effect
1	Suspicion check DCs increase by the party's number
2	NPCs gain advantage on Wisdom ability checks
3	NPCs gain advantage on rolling initiative rolls

Adjusting the Suspicion Meter

If the party has been discovered but completes the encounter, the suspicion level reduces by 1. However, in some cases the adventure might dictate, this meter might reset as the characters move from encounter to encounter or at the DM's discretion.

If a player rolls a 100 on the percentile dice, the suspicion meter reduces by 100 or suspicion level reduces by 1, if the suspicion meter has already been exceeded. DMs could use their discretion to reduce the suspicion level in other situations. For instance, if a character rolls a natural 20 on an ability check that would otherwise add to the suspicion meter, a DM could reduce the suspicion meter or suspicion level.

A DM can increase the suspense of this mechanic by rolling the percentile dice and tracking the suspicion meter in secret.

Thoughtful use of the **suspicion meter** can prevent the fear of instant failure that causes "choice paralysis" and hinders roleplay. If a PC jumps directly into roleplay, the percentile dice roll can be modified or negated all together.

New Magic Items

The following new magic items can be given as treasure or rewards during your adventures.

Arranavel

Weapon (longsword), uncommon (requires attunement)

This mithral longsword is of elven design, bearing runes along the blade that read "Arelind", an ancient elven word that means "Champion of the People". These blades were often gifts given by elven wizards to non-elven allies of great esteem.

You have a +1 bonus to attack and damage rolls made with this weapon. It sheds dim light in a 5-foot radius when unsheathed. You can speak, read, and write Elvish so long as the sword is on your person.

Armor of Ease

Armor (any medium), uncommon

While the magic of this armor doesn't provide any additional protection, armor of ease can be slept in with no detrimental effects.

Belt of Hidden Knives

Wondrous item, very rare

This appears to be a simple, unassuming black leather belt when wrapped around the user's waist. When removed, a small diamond can be seen stitched into the belt's underside. Each time this belt is buckled, it sounds like a sword being drawn from a sheath. As part of an attack, you can draw a hidden *+2 dagger* from the belt. If the dagger leaves your hands, it ceases to exist at the end of your turn. The belt doesn't run out of daggers. You must be wearing the belt to use this property.

Belt of the Monkey

Wondrous item, uncommon (requires attunement)

This metal belt is made of silver monkeys locked arm in arm with tiny pieces of jade for each primate's eyes. While wearing it, you feel the tickling urge to treat the world as a playground by swinging on objects, climbing trees, and scaling buildings. While wearing this belt, you add double your proficiency bonus to Strength (Athletics) checks related to climbing.

As an action, any tail you have becomes prehensile for an hour. If you don't have a tail, you grow a 3-foot prehensile tail out of your posterior for an hour. You can hang from your tail, provided it has something to hold onto. Your tail also acts as a third arm and hand, allowing you to manipulate and wield objects that weigh 5 lbs. or less. You can use a weapon in this tail to make an attack as a bonus action, but only if you meet the other requirements of Two-Weapon Fighting. You can't use this ability again until you have completed a long rest.

Bow of Grounding

Weapon (longbow), rare (requires attunement)

A stiff but bendable chain makes up the curvature of this longbow. Each link of chain has a small pink pearl in the center. You gain a +1 bonus to attack and damage roll made with this longbow. When you shoot a creature with a flying speed with this bow, it must succeed on a DC 15 Constitution saving throw or have its flying speed reduced by 10 feet. The target must complete a short rest before it can regain any speed lost in this way.

the illithid around here tell me they prefer their meals with a crunchy coating.



Arranavel



Armor of Ease



Box of Shrinking



Chaos Armor

Box of Shrinking

Wondrous item, rarity varies

These plain boxes are carved with Dwarvish runes, surprisingly light, and roughly the size of a loaf of bread. Inside, the box is much more extravagant, lined with crushed velvet and studded with gems. An old dwarf nursery rhyme plays when the box is open. "The Legend of Calibra Daliq" is about a dwarf wizard thief who shrunk herself to sneak past guards and locked doors in order to get her riches.

The DM either rolls to determine the box's type or chooses one from the options available.

Box of Shrinking Type

d100	Metal	Original object space	Rarity
01-50	Iron	5-ft cube or smaller	Uncommon
51-80	Steel	10-ft cube or smaller	Rare
81-95	Mithral	15-ft cube or smaller	Very Rare
96-100	Adamantine	20-ft cube or smaller	Legendary

You can use the *box of shrinking*'s Grow and Shrink abilities once per day each. You must be holding the box to use either ability.

Grow. As an action, any item previously shrunken by a *box of shrinking* of equal or lesser rarity and power may be grown. The item must be placed in the *box of shrinking* and its original size must be within the parameters on the table above. Once the command word is spoken the object appears in an unoccupied space adjacent to the *box of shrinking*. You must be holding the *box of shrinking* to use this ability.

Shrink. As an action you may speak a command word and one non-living object within 50 feet of the *box of shrinking* has its size reduced to a 1-inch cube, weighs half a pound, and is teleported into the box. The item stays this size until it is grown by a *box of shrinking*. The shrunken item may be no larger than specified on the table above.

Bramblebriar

Weapon (scimitar), legendary (requires attunement)

While holding this scimitar, you can use a bonus action to activate its brambles. When you do, several barbed vines coil around its crossguard, over your wrist, and dig into your flesh. At the start of each of your turns, it drains 2 hit points from you to empower its poison. While attached to you in this way, you can't be disarmed by normal means, and you are resistant to poison damage and immune to the poisoned condition. Each time the weapon drains your hit points, it gains one charge, to a maximum of 5 charges. The weapon continues to drain your hit points while fully charged.

On a hit, its vicious barbs lash out from the scimitar and rake your target with venomous brambles, expending all charges within its vines. The creature must make a Constitution saving throw with a DC equal to 10 + your proficiency bonus. On a failure, the creature takes 1d4 poison damage for each charge spent.

If you stow the weapon without expending all of its charges, the poison courses through your veins as you release the hilt and you must make a successful Constitution saving throw or take the damage from its thorns for each remaining charge.

Chaos Armor

Armor (any), legendary (requires attunement)

This armor swirls with a multiverse of intoxicating colors. While wearing it, any critical hit against you awakens the armor, you roll a d20 to create a random effect. Each time you roll, the new effect replaces any previous effect. Unless otherwise stated, the armor returns to its normal state when you finish a short or long rest.

Chaos Armor Effects

d20	Effect
1	Roll on this table at the start of each of your turns for the next minute ignoring this result on subsequent rolls.
2	You have vulnerability to all damage, including damage from the activating attack, until the start of your next turn.
3	You gain resistance to magical damage, and vulnerability to bludgeoning, piercing, and slashing damage for the next minute.
4	For the next minute, you regain 5 hit points at the start of each of your turns.
5	If you die from this attack, you immediately come back to life as if by the *reincarnate* spell.
6	For the next minute, you can teleport up to 20 feet to a point you can see as a bonus action on each of your turns.
7	Creatures have advantage on attack rolls against you for the next minute.
8	You gain a +3 bonus to AC while wearing this armor.
9	You have a –2 penalty to AC while wearing this armor.
10	You gain a +1 bonus to AC while wearing this armor.
11	You have a –1 penalty to AC while wearing this armor.
12	You gain a +2 bonus to AC while wearing this armor.
13	You have a –3 penalty to AC while wearing this armor.
14	Creatures have disadvantage on attack rolls against you for the next minute.
15	The armor casts *mirror image* on you.
16	The armor sprouts wings and casts fly on you, requiring no concentration. When the spell ends, the wings disappear.
17	You gain resistance to bludgeoning, piercing, and slashing damage, and vulnerability to magical damage for the next minute.
18	You gain immunity to all damage, including damage from the activating attack, until the end of your next turn.
19	A spectral aura coats you for the next minute, granting you a +1 bonus to AC and immunity to magic missile.
20	Roll twice on this table, gaining both effects.

Chaos Weapon

Weapon (any), legendary

When you roll a 1 or a 20 on a d20, roll another d20 to create a random effect. Each time you roll, the new effect replaces any previous effect. Unless otherwise stated, the weapon returns to its normal state when you finish a short or long rest.

Chaos Weapon Effects

d20	Effect
1	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
2	A spectral aura coats your weapon. Until the end of your next turn, whenever you hit with this weapon, it casts *magic missile* as a 1st-level spell.
3	Until the end of your next turn, you have advantage on attack rolls with this weapon.
4	You and all creatures within 30 feet of you gain vulnerability to slashing damage for the next minute.
5	Your attacks with this weapon deal an additional 1d8 radiant damage.
6	Your weapon casts entangle on the next creature you hit with it before the end of your next turn.
7	Instead of rolling, treat the result of this weapon's damage dice as 1 until the end of your next turn.
8	You gain a +3 bonus to attack and damage rolls made with this weapon.
9	You gain a –2 penalty to attack and damage rolls made with this weapon.
10	You gain a +1 bonus to attack and damage rolls made with this weapon.
11	You gain a –1 penalty to attack and damage rolls made with this weapon.
12	You gain a +2 bonus to attack and damage rolls made with this weapon.
13	You gain a –3 penalty to attack and damage rolls made with this weapon.
14	Instead of rolling, treat the result of this weapon's damage dice as the maximum result until the end of your next turn.
15	You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.
16	Your attacks with this weapon deal an additional 1d8 necrotic damage.
17	You and all creatures within 30 feet of you gain vulnerability to bludgeoning damage for the next minute.
18	You are surrounded by a faint, ethereal music for the next minute.
19	A glorious blaze flashes across your weapon, then vanishes. Immediately after, your weapon casts *fireball* as a 3rd-level spell, centered on yourself.
20	Roll twice on this table, gaining both effects.



Chaos Weapon

Dagger of Long Shadow

Fountain Pen

Dagger of Long Shadow

Weapon (dagger), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When wielding this weapon, you can spend a bonus action to activate the weapon's special feature, extending the range of existing shadows surrounding you. You and any creature within 5 feet of you gains advantage to Dexterity (Stealth) checks made in dim light. This effect lasts for 1 minute and doesn't work in complete darkness. Once this effect is used, a long rest must be completed before it can be used again.

Flail of Force

Weapon (flail), legendary (requires attunement)

This flail has a clear glassteel head with a large sapphire in the center. When touched the flail can be felt subtly vibrating, as if it can barely contain its power. You gain a +2 bonus to attack and damage rolls with the flail. Each time you deal damage to a Large or smaller creature it must succeed on a DC 15 Strength check or be pushed 5 feet back. While holding the flail of force you can use your action to spin the flail very quickly, creating a small *wall of force* per the spell adjacent to you. This wall is only 5 feet tall, 5 feet wide, and lasts 1 minute. You can only create one wall this way at a time.

Fountain Pen

Wondrous item, uncommon

This pen writes in black ink with no need to dip the pen. As an action, the pen wielder can spray a jet of ink into the eyes of a creature within 10 feet. The creature must succeed on a DC 10 Dexterity saving throw or be blinded until the start of its next turn. Once this feature is used, the pen doesn't function at all until the next dawn.

Healer's Crossbow

Weapon (any crossbow), very rare (requires attunement)

Made from the wood of yew trees charred by lighting, this heavy crossbow is studded with hearts carved of rose zircon. You gain a +1 bonus to attack and damage rolls made with the crossbow. Before shooting the crossbow you may turn a nonmagical bolt loaded in the weapon into a healing bolt (no action required). If you don't use the bolt by the end of your turn, it reverts back into a normal bolt. When struck with a healing bolt, the target takes damage as normal and then heals a number of hit points equal to 4d10 + 4. You can't shoot another healing bolt from the crossbow until you complete a short or long rest.

Hornet Ring

Ring, common (requires attunement)

This gaudy brass ring allows its wearer to use an action to deliver a startling—but non-damaging—shock to a target creature. If the target fails a DC 10 Constitution saving throw, the creature yelps loudly. There is also a 10% chance that a creature startled by hornet ring by failing the saving throw drops anything they are holding.

Spraying ink into someone's eyes? They'll need a bigger pen.

Iron Net

Weapon (net), uncommon

This black net is adorned with skulls carved of ruby and shrieks when thrown. When you hit a target with the net you speak a command word that turns the net into a twisting iron cage for 1 hour. While transformed this way the DC for the Strength check to break free of the net rises to 18, the iron net has AC 15, 50 hit points, and immunity to poison and psychic damage. Once you have used this ability you can't use it again until dawn the next day. If the net is destroyed, it reforms in 24 hours.

Lashing Grip

Weapon (whip), rare

When cracked this whip lets loose a series of giggles from the twisted mouths carved along the bottom of its obsidian handle. Most impressive is the incredibly strong whip itself, which is fleshy and similar to the long suction-cupped tentacle of an octopus. As an action you can use the whip can to grab an object weighing 50 pounds or less within reach and then drag it to you. If the item is held by another creature, roll a Dexterity check contested by the creature's opposing Strength check. If your Dexterity check is greater, you remove the object and drag it to you.

Longbow of Lost Souls

Weapon (longbow), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this magic weapon.

When a wielder attuned to this longbow slays a creature with an arrow shot from it, the soul of the creature it killed is trapped within the mahogany, rune-scored bow. The creature killed in this manner can't be resurrected. As a bonus action, the wielder can transfer the soul trapped into the bow into an arrow is it is fired. Such an arrow attacks with advantage and does an extra 3d6 necrotic damage on a hit. Once a soul leaves the bow, another can't enter the bow for a full 24 hours.

If the wielder attuned to the longbow of lost souls dies while within 10 feet of the bow, the wielder's soul enters the bow instead. The wielder can't be returned to life until the bow is attuned to a new wielder, and then an arrow can be fired to release the soul.

Parchment of Remembrance

Wondrous item, uncommon

This rolled-up piece of parchment has the capacity to pull details out of an intelligent creature's mind and display it on its surface. When a creature with an Intelligence of 4 or higher holds the parchment and concentrates on a specific scene or individual, after 10 minutes of concentrating the parchment displays a black-and-while sketch of that scene or individual. It can only create a representation that the creature actually sees and remembers. The sketch is as accurate and detailed as the memory of the creature.



Healer's Crossbow

Longbow of Lost Souls



Potion of Resuscitation

Potion, rare

This potion appears to be an empty vial, but it actually contains a foul-smelling gas. When it is held under the nose of a creature and unsealed, the gas escapes. If the creature is unconscious, stunned, or incapacitated, those conditions end immediately, assuming the creature has at least 1 hit point remaining.

If a creature that isn't suffering any of those conditions smells the potion, it must make a DC 10 Constitution saving throw or be stunned until the start of its next turn.

Pouch of Sounds

Wondrous item, common

This magical pouch appears as a normal belt pouch. As an action, a creature holding the pouch can speak or make a sound into the pouch, and then seal it.

When the pouch is unsealed, squeezed, sat on, or otherwise opened, the sound that it was holding emerges at exactly the volume that it was originally made into the pouch. The sound can be no longer than 6 seconds. Once the sound escapes, it must be refilled.

Ring of Fear

Ring, very rare (requires attunement)

This iron band is flecked with onyx pieces and always cold to the touch. While you wear the ring, creatures you score a critical hit against must succeed on a DC 15 Charisma saving throw or be frightened of you for 1 minute. Creatures who fail this saving throw can repeat it at the end of their turns, ending the frightened condition on a success.

Shoes of the Party Lord

Wondrous item, very rare (requires attunement)

These fine green, silver, and blue silk slippers are crafted with emeralds on the heel and made by mages for the more clumsy members of the royal court. The pleasant jingling of tiny bells can be heard when you dance in these shoes in front of an audience. While wearing these shoes, you add double your proficiency to Dexterity (Acrobatics) checks to dance or tumble and opportunity attacks made against you are made with disadvantage.

Spy Fly

Wondrous item, uncommon (requires attunement)

This small fly is carved of black pearl and no bigger than the real thing. The small fly is hard to spot and requires a DC 17 Wisdom (Perception) check to detect. You can use an action to speak the item's command word to make the fly come alive. While it is activated and within 300 feet of you, you can use your action to move the fly 30 feet and you see and hear through the item for up to one hour. During this time you are deaf and blind with regard to your own senses. If the fly moves more than 300 feet away from you, it is deactivated. You can deactivate the fly by speaking the command word again as an action. Once the fly has been activated it can't be reactivated for another 24 hours.

Staff of Lordly Might

Staff, legendary (requires attunement)

This staff has a head carved of onyx and a shaft of gold and functions as a quarterstaff that grants +3 bonus to attack and damage rolls made with it. The staff has properties associated with six different buttons that are set in a row along its length.

Six Buttons. You can press one of the staff's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

If you press **button 1**, the staff becomes a *frost brand* greatsword as the top half of the staff transforms into an enormous blade.

If you press **button 2**, the staff's onyx head transforms into an enormous hammer, turning the staff into a magic maul that grants a +3 bonus to attack and damage rolls.

If you press **button 3**, the staff's onyx head lengthens and transforms into an pointed tip, transforming the staff into a magic pike that grants a +3 bonus to attack and damage rolls.

If you press **button 4**, the staff floats on top of liquid like a piece of driftwood. The staff can float with up to 4,000 pounds of weight attached to it.

If you press **button 5**, the onyx head of the staff sheds bright light in a 60-foot-radius sphere and dim light for an additional 60 feet.

If you press **button 6**, the staff will suck up 50 gallons of any liquid its head is placed in. Pressing this button again causes the staff to release all the liquid at once out of its head.

Detect Magic. While holding the staff you can use your action to cast the *detect magic* spell from it. This property can't be used again until next dawn.

Detect Secret Doors and Traps. While holding the staff you can use your action to search for secret doors and traps. If a secret door or trap is within 30 feet of you, the staff's onyx head pulses with light and points at the one nearest to you. This property can't be used again until next dawn.

Thunder Strike. When you hit a creature with a melee attack using the staff, you can force the target to make a DC 17 Constitution saving throw. On a failure the target takes an extra 4d6 thunder damage and is knocked 20 feet away from you and lands prone. This property can't be used again until next dawn.

Traitor's Tabard

Wondrous item, common (requires attunement)

When the fog of war is at its thickest, soldiers know to attack anyone wearing the enemy's colors or emblems. The traitor's tabard is a finely tailored piece of clothing that can be worn over armor. As an action, the creature wearing the tabard can change the color and crest on the tabard to anything they want.

I wonder what tastes worse, dwarven cooking or dwarven cooks?

Tromberd's Ladle

Wondrous item, rare

This silver ladle was created by a dwarven cook named Tromberd, who acted as a cook for a successful adventuring party. As an acolyte of Moradin, Tromberd combined his divine, metalworking, and culinary skills to take his profession to new heights. He created a magical ladle that imbued the meals it made with magical healing properties. While the name and exploits of the adventuring company was lost to the ages, Tromberd's magical ladle has survived and continues to serve astounding and magical meals.

When the ladle is used to cook a pot of soup or stew for at least 2 hours of constant stirring, the meal becomes magical food that can feed up to 8 creatures. The meal must contain at least 20 gp worth of ingredients, including rare herbs and spices. If the meal is eaten as part of a long rest, the number of hit dice recovered by the creatures eating the meal at the end of the long rest increases by 2 (to the creature's normal maximum). The creatures also gain 10 temporary hit points at the end of that long rest. Once used, the ladle's magic can't be used again until a week passes. The creature who cooks the meal can't gain the magical benefits of the food.

Looks like I've reached the end of my informational venture. No worries, Mr. Xanathar, I made sure I left this little pile right where I found it. Hope you didn't mind. Not that I would care if you did. You shouldn't leave your stuff lying around like that. Besides, the old man takes better notes.

Aladair Sunshadow was here.



Part Three
Adventure: All Eyes on Chult

Introduction

All Eyes on Chult is a 2–3 session adventure for player characters of 1st level. These characters will rise to 3rd level by the end of the adventure. It takes place in Port Nyanzaru, Chult just after two ships flying black flags enter the port under cover of dark.

Though this takes place in locales familiar to players of the *Tomb of Annihilation* storyline and can be played as a side quest in Port Nyanzaru, it has no relation to the Death Curse nor any other major plot elements of *Tomb of Annihilation*. Instead, it focuses on two nefarious Faerûnian factions—the Zhentarim and the Xanathar Guild—working together to plunder Chult for their own gain.

All stat blocks used in this adventure that aren't from the *Monster Manual* are provided at the end of this adventure.

Adventure Background

For centuries, Port Nyanzaru languished under the colonial control of the wealthy Faerûnian nation of Amn. Just nine years ago, a consortium of merchants within the port forced Amn to relinquish control of the city. Since then, the merchants that wrested Nyanzaru from Amn become the nine merchant princes that rule the city, and they have vowed to never let their home or their people be dominated by the powers of Faerûn again.

Across the sea, in a subterranean haven of scoundrels known as Skullport, the infamous Xanathar Guild has learned of Nyanzaru's wealth and intends to bleed it dry. The beholder crime lord known as the Xanathar has dispatched one of his lieutenants, an ambitious hill dwarf called Red-Eye, to infiltrate the city, gain control of the merchant princes, and funnel its wealth into his coffers.

Red-Eye's ship, the *Wicked Glare*, has just entered Nyanzaru's harbor under cover of night. It bears foul cargo: intellect devourers that he plans to smuggle into the villas of Nyanzaru's merchant princes, starting with Jobal, the merchant prince he bribed for safe passage into Nyanzaru. One by one, the devourers will take over the minds of the princes, turning them into puppets of the Xanathar Guild.

Meanwhile, a second ship has entered the port under cover of night as well. This ship, the *Flying Adder,* carries smugglers from the Faerûnian city of Waterdeep. Its captain, Florina DuRaal, is an ambitious and self-serving member of the Zhentarim, and has been using her contacts within the Black Network to smuggle priceless artifacts out of Chult to line her own pockets with gold.

This rogue cell of the Zhentarim and the infamous Xanathar Guild have forged an uneasy truce in the hopes that this alliance of Waterdhavian criminals will help them outfox the Nyanzaru authorities.

NPC Summary

The following NPCs feature prominently in this adventure.

Florina DuRaal. The captain of the *Flying Adder*. This half-elf is a lone wolf member of the Zhentarim in Waterdeep. The Zhentarim at large—the faction that characters may belong to—see her as a threat but don't know of her whereabouts. Currently, she's smuggling priceless cultural artifacts out of Chult and selling them in Waterdeep on the black market.

Jobal. One of the merchant princes of Port Nyanzaru, Jobal is a male Chultan human and a retired explorer of the jungles. He lives out is days in wealth and luxury, and was interested enough in the foreign Xanathar Guild to allow them an audience. The Xanathar Guild wants his support so that they can rob Port Nyanzaru blind, and is willing to destroy his mind to get it.

Red-Eye. The captain of the *Wicked Glare*. This dwarf was originally smuggler from Skullport before he was bought out by the Xanathar Guild. He is now arranging for intellect devourers to be smuggled into the houses of the merchant princes. His right eye is surrounded by an unnerving tattoo of the Xanathar Guild's emblem: a circle with ten spokes radiating out from it. His agents have the merchant prince Jobal held hostage and forced him to issue an order preventing the *Wicked Glare* from being searched.

Reef Ambrose Whilder. A small and inquisitive archeologist from Mirabar, Reef Ambrose is the sister to famed novelist Johan Whilder and the titlular character in his pulp romance series chronicling a girl with a wry grin, a wide-brim hat, and a bullwhip. A self-proclaimed thrill-enthusiast, Reef came to the peninsula to recover the legendary Pulse of Chult, and Zindar barters his information for access to her skill-set and contacts.

Saj'r Dariguez (pronounced Sa-JEER Da-REE-gez). Once one of the most storied Amnian shipping captains, Dariguez is an older contact of Zindar's who fell from the graces of the mercantile nation and spends his days in exile scrounging for semi-honest work or soul searching at the bottom of a flagon.

Zindar. This gold-scaled half-dragon is Port Nyanzaru's harbormaster and the characters' contact in this adventure. He won't risk a diplomatic incident by forcing the mysterious ships out of the harbor, as one of the merchant princes personally arranged for their entrance, but Zindar suspects foul play and wants them gone nonetheless.

Adventure Hooks

The characters can become involved in the story in several ways. This adventure is set immediately after *Tomb of Annihilation*, but it can easily be set before or during the events of the story.

Harper Assignment. Harper agents in Waterdeep have learned of two sinister ships sailing south from their city and towards Chult. They contact one of the Harpers in Port Nyanzaru—one of the characters—and request they get in contact with Zindar, Nyanzaru's harbormaster. They promise that Zindar will provide a reward.

Zindar's Request. While in the Harbor Ward of Port Nyanzaru, harbormaster Zindar requests a private meeting with the characters and asks if they, "as foreigners," recognize the ships known as the *Wicked Glare* and the *Flying Adder*.

Zhentarim Suspicion. Zhanthi, a merchant prince with ties to the Zhentarim, requests that the characters investigate the mysterious ships in the harbor, using her friend Zindar as a contact. She worries they may be smugglers, which pose a threat to local trade in Nyanzaru. She promises that Zindar will provide a reward.



Part 1: Ships in the Dark

In this part, the characters are asked by Harbormaster Zindar to learn why two mysterious have arrived in Nyanzaru Harbor. By investigating the ships, they learn that one ship is smuggling rare goods out of Chult, but that the other is smuggling deadly intellect devourers into it.

Meeting Zindar

> You turn a corner in Port Nyanzaru's Harbor Ward and find yourself staring into the eyes of a tall half-dragon covered in gold scales that gleam in the afternoon sun. He peers at you for a moment before asking, "Are you the agents I was expecting?"

The half-gold dragon introduces himself as Zindar and invites the characters to his office to discuss a business proposition.

> Zindar sits in a cushioned chair and gazes out a wide window overlooking the harbor. In full view of the window is a grand statue of an ancient Chultan king in full regalia, clad in the skins of mighty beasts and bearing a tall shield. He says, "That statue is Na N'buso, the great king. He tells all who visit our port that Chult is a land that will never again be conquered. However..." Zindar gestures to two ships flying no flags in the harbor. "There *are* those who would swindle us or attempt to undermine our independence.
>
> "Those ships entered the harbor under the cover of night, and fly no flags. Usually, I would think petty smugglers, but my allies believe otherwise and my thoughts are plagued by suspicion. An anonymous merchant prince has barred me from issuing a search warrant on their ships. I humbly request your aid. Board one of those ships in secret and bring me their ship's manifests or other proof of their cargo. If they are mere traders, then I pay you and we part ways. If they are what I suspect...well, one could always use more gold, yes?" he concludes with a wink.

Zindar fears that these ships carry threats to the balance of power in Port Nyanzaru. His allies, Reef Ambrose and Saj'r Dariguez, have uncovered crates emblazoned with an altered Zhentarim and the Xanathar Guild emblems. He offers 25 gold per person in exchange for proof of the ship's cargo and its legality or illegality. He requests discretion and stresses that killings within the city are illegal, even in self-defense.

Ship's Names. If the characters accept the quest, Zindar reveals that one ship is called the *Wicked Gaze*, and the others' name has been concealed by tar, but has a masthead of a serpent. If any of the characters attempt an Intelligence check to identify the *Wicked Gaze,* only a successful DC 20 check reveals that it was a minor smuggling ship that operated around Waterdeep and Skullport several years ago.



Map 1: Flying Adder and Wicked Gaze Deckplans

Boarding the Ships

Reaching the *Flying Adder* and the *Wicked Gaze* is a simple task. Boarding them without a search warrant is more complicated. Both ships have a gangplank lowered onto the wharf, but they are watched by crewmembers, requiring the entire party to make a DC 10 Dexterity (Stealth) check. The entire party boards undetected if at least half the characters succeed. If more than half the characters fail this check, the creatures in area A1 or B1 depending on the ship (see below) notice them.

Waterdhavian Ships

Both the *Flying Adder* and the *Wicked Gaze* were crafted by the Order of Master Shipwrights in Waterdeep. They both have the same general layout and use the same map. Refer to Map 1 for locations. An area marked "1" on the map represents area A1 on the *Flying Adder* or area B1 on the *Wicked Gaze*.

The Flying Adder

Florina DuRaal once used this ship to smuggle illicit goods all across southern Faerûn in the service of the Zhentarim. Unknown to the rest of the Black Network, she now operates with a rogue cell of the Zhentarim based in Waterdeep. The ship currently holds four pirates; Florina is presently arranging a shady deal in the Merchant Ward of Port Nyanzaru.

The ship's name is displayed on its hull, but has been concealed with tar. A character that succeeds on a DC 15 Dexterity (Stealth) check can spend 5 minutes scraping the tar off to reveal that its name is the *Flying Adder*.

A1. Main Deck

> A single sailor is swabbing the main deck of the *Flying Adder*. He is wearing a wide-brimmed hat and is loudly singing a bawdy sea shanty as he works. Stairs lead up to raised decks and down to the lower decks on the fore and aft of the ship.

This sailor is a half-elf **bandit** named Slim Deirick. He is a lowly swabbie and is fed up with doing Florina's dirty work. A successful DC 13 Charisma (Persuasion) check is enough to convince him to betray Florina and show the characters to the cargo hold. A bribe of at least 10 gp grants a character advantage or a reroll on this check.

Grating. A character may make a DC 15 Wisdom (Perception) check to peer through the grating into the ship's hold (area A4).

A2. Helm and Gunnery

> The ship's helm is abandoned, as are the two ballistae mounted on port and starboard ends of the stern.

The helm can be operated by any character that succeeds on a DC 15 Intelligence check (characters proficient in water vehicles can add their proficiency bonus to this check). However, the ship won't move if the anchor isn't raised (see area A3), and the entire crew will notice if the ship begins to move and will confront the boat thieves.



Ballistae. Any character proficient with heavy crossbows can add their proficiency bonus to attacks made with the small ballistae mounted on the deck. They are designed to fire on other ships, and any attacks against creatures on the deck of this ship are made with disadvantage.

It takes one action to load and aim a ballista, and one action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 11 (2d10) piercing damage.

A Ship too Far

If you don't want the characters acquiring a sailing ship in your campaign, consider having Zindar impound it at the end of Part 1 and paying the characters a small commission of 25 gp each for capturing it.

A3. Prow

At the prow of the ship is a large wheel used to raise and lower the anchor. A muscle-bound, green-skinned humanoid leans on this wheel, fast asleep.

The pirate sleeping on the anchor's windlass is a half-orc **thug** named Rugrino. He is head-over-heels in love with Florina, and will do anything for her scoffing at any bribe to betray her.

Anchor. The large wheel can be turned in either direction with a successful DC 15 Strength check. It raises and lowers the ship's anchor on an iron chain.

A4. Ship's Hold

Two human pirates are engaged in an intense game of cards in this dark, dingy hold, with empty tankards discarded on the floor beside them. A fearsome, two-headed dog sits at attention nearby.

The sleeping sailors are **bandits**, and their pet **death dog** keeps watch beside them. If the dog detects any intruders with its passive Perception score of 15, it barks and wakes the bandits, then attacks.

Treasure. The four shipping containers in this room contain salted rations and other minor goods worth 10 gp. Each container weighs 100 pounds.

A large smuggling compartment is built into the floor of the lower deck. It can be detected by making a successful DC 14 Wisdom (Perception) check, and is easily opened. Within the compartment are four crates full of exotic animal pelts, poisons, and other contraband worth 2,000 gp on the black market in Waterdeep. They only sell for 100 gp in Port Nyanzaru.

A5. Captain's Quarters

This chamber is nicely decorated with a table and chairs, a wooden writing desk, and a fine silk curtain separating this room from a small bedchamber. The smell of fine perfume almost masks the scent of the sea.

On the desk is a crumpled, half-finished letter addressed to "Dour Orlando" in the Grand Souk marketplace. It reads:

Captain DuRaal, The next shipment is prepared for you at my shop at sundown tomorrow. No funny business, I swear! Please leave my family out of it this time.

The desk also contains a written manifest listing all cargo and personnel on the ship, describing "Captain F. DuRaal," a crew of 20 sailors, and the contents of the ship's hold (area A4).

A6. Sailors' Quarters

Four hammocks hang around this edges of this room, and three pirates are slumped in the hammocks. A pile of silver coins and papers sit on the table.

The three pirates have had their throats torn out. A successful DC 10 Wisdom (Medicine) check reveals that they must have been killed by a creature with large fangs.

Curled around the legs of the table is a **jaculi** camouflaged to appear like the wood of the ship. It springs at a living creature as soon as one turns its back to it, catching it by surprise. The jaculi was recently purchased by the pirates off the black market, but the wild beast got loose, attacked, and killed its new owners.

Treasure. The table contains 127 sp and a cheap pamphlet on how to train a jaculi serpent.

The Wicked Gaze

Red-Eye isn't currently on his ship, as he is presently smuggling dangerous goods *off* ship and into Port Nyanzaru. He and most of his crew are at the Broken Candle, a shady tavern on the other side of town, planning to raid the merchant prince Jobal's villa.

All humanoids on the *Wicked Gaze* have the emblem of the Xanathar Guild, a perfect circle with ten equidistant spokes radiating out from its circumference, tattooed somewhere on their bodies.

B1. Main Deck

> Two bandana-wearing dwarves are playing a game of catch-and-throw with a coconut on the deck of the ship. A colorful parrot flutters around of their shoulders.

These two dwarves are **bandits**. They have no idea what the cargo of their ship is, only that it is contained in a smuggling compartment beneath the ship's hold

B2. Helm and Gunnery

> The ship's helm is abandoned, as are the two ballistae mounted on port and starboard ends of the stern.

This area is identical to area A2.

B3. Prow

> At the prow of the ship is a large wheel used to raise and lower the anchor. A winged monkey sits on the wheel and looks at you quizzically.

A character can make a DC 15 Wisdom (Animal Handling) check to try and win over the **winged monkey** as a friend. On a success, the monkey becomes friendly, but doesn't help in combat. On a failure, the monkey flies away.

Anchor. The large wheel can be turned in either direction with a successful DC 15 Strength check. It raises and lowers the ship's anchor on an iron chain.

B4. Ship's Hold

This area is pitch black. Don't read the following text unless the characters can see.

> Four dwarves are lying on makeshift cots, moaning in pain and occasionally giggling madly. Two small green orbs float near each of their heads, seemingly watching over them.

The four dwarves are **bandits** and the orbs around their heads are two **gazers** protecting them from harm. The dwarves are feverish and unable to fight, as they are all infected with Cackle Fever (see "Diseases" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*). If any creature gets within 10 feet of an infected dwarf, the dwarf begins cackling feverishly. The nearby creature must succeed on a DC 13 Constitution saving throw or contract Cackle Fever.

Crates. The shipping containers in this room contain salted rations and other minor goods worth 10 gp.

Smuggling Compartment. A large smuggling compartment is built into the floor of the lower deck. It can be detected by making a successful DC 14 Wisdom (Perception) check, and is easily opened. Within the compartment are five glass jars the size of a human head. One is smashed completely open, three are intact but empty save for a thin film of green mucus, and the final is completely whole. It contains a pink human brain with dog-like legs suspended in pale green fluid.

A successful DC 16 Intelligence (Arcana) check reveals that this is a dead intellect devourer. A successful DC 15 Wisdom (Medicine) check reveals that it died of blunt trauma and internal bleeding.

B5. Captain's Quarters

This area is pitch black. Don't read the following text unless the characters can see.

> The chamber is better furnished than the rest of the ship, but its furniture is in total disarray. In the south of the room is a desk with all its drawers pulled out and thrown on the floor, and all the tables and chairs in the room have been hurled aside.

The desk is completely empty, and has no clues to Red-Eye's whereabouts.

A character that makes a successful DC 15 Wisdom (Perception) check to search the room finds a human brain with four dog-like legs pincushioned with crossbow bolts below the table.

B6. Sailors' Quarters

> Four empty hammocks hang around this edges of this room. Glasses and plates containing half-consumed rations have been left on the table and floor.

The Xanathar Guild goons left the ship in a hurry. They are long gone, and have left no clues to their destination.



Returning to Zindar

After the characters have obtained proof of the cargo from both ships, they are ambushed on their return to Zindar's office. A group of three Chultan dock guards (use **tribal warrior** statistics) halt the characters on the wharf and attempt to arrest them for trespassing and burglary. If they resist, the three attack.

The leader of the group is being controlled by an **intellect devourer**. He instantly dies when reduced to 0 hit points, as the intellect devourer exits his body and tries to flee. It has 10 hit points remaining.

Zindar's Reward

When the characters return to Zindar and deliver the proof he requested, he scowls and asks if they are brave enough to help him track down these smugglers. He pays them each the gold he promised and asks them to meet at his office at dawn, while his own agents hunt for leads overnight.

During the characters' next long rest, they advance to 2nd level, if they weren't 2nd level already, but not to 3rd.

Part 2: The Adder's Nest

In this part, the player characters meet once more with Harbormaster Zindar, who reveals that a smuggler named Florina DuRaal is planning to meet with a supplier in the Grand Souk marketplace. They have the full day to get to the Grand Souk, stake out the supplier, and prepare to capture Florina. If not, they must chase her through Port Nyanzaru and catch her before she returns to her ship.

Meeting Zindar

Zindar calls the characters to his office in the Harbor Ward the next morning at 10 bells.

> Zindar welcomes you into his office with a friendly smile on his face. The smile morphs into a grimace as soon as the door is shut. "Before we begin today, I should let you know that the ships you explored were moved without my knowledge overnight. My allies Reef and Saj'r have begun searching for where they were relocated, but they are already taxed by their search for the captain of the *Wicked Gaze* and his disturbing brain creatures.
>
> In the meantime, I have a lead on the captain of the second ship, the *Flying Adder*, and its so-called "Captain DuRaal." Our investigations suggest that she intends to purchase illicit goods from a man named Dour Orlando at a shop called the Grey Trader in the Grand Souk marketplace at dusk tonight. I would like you to catch them in the act, apprehend them both, and bring them to me. Don't arrest Orlando early, or DuRaal will likely catch word of his capture, and elude us."

Zindar's mission is as follows:

- Apprehend Florina and Orlando as they are exchanging goods at dusk (6 evening bells).
- Apprehend them without being caught by the city guard. Zindar has requested an arrest warrant, but the guard hasn't responded to his request.
- Meet with him at his office at 7 evening bells, with or without the thieves. The characters receive a 100 gp reward each if they bring the criminals and provide the location of the contraband or return with it. If the thieves elude them, the characters simply return empty-handed.

The characters have seven hours (from 11 morning bells to 6 evening bells) before Florina meets Orlando at his shop in the Grand Souk, giving them time to investigate, stake out the shop, and plan how they will capture Florina.

Zindar's Suggestions

If you feel that your players need more structure than "come up with a plan," Zindar lays out a suggestion for how to apprehend the criminals:

- Ask shoppers if they know the location of the Grey Trader, and identify who Dour Orlando is.
- Find a place to stake out the Grey Trader and watch for Florina's arrival without drawing attention to yourselves.
- Don't blow your cover by staying in one place too long. People will get suspicious.

The Grand Souk

After meeting with Zindar, characters who travel directly to the Grand Souk from the Harbor Ward would arrive near 11 bells. More information on the Grand Souk marketplace can be found in chapter 1, "Port Nyanzaru," of *Tomb of Annihilation*.

> People pass through the magnificent stone arches of the Grand Souk like blood pumping through the beating heart of Port Nyanzaru. Near you, there are dozens of chatting shoppers, a tabaxi minstrel singing from a street corner, and several triceratops-drawn carts making their way through the densely packed thoroughfares of shops. There are more sights and sounds than you can take in at first glance—what do you focus on?

Let the players ask questions about their environment and start making plans. The party can talk with passersby (or improvise other actions at your discretion) that will make it easier to find the Grey Trader in the sprawling marketplace.

Getting Stuck

If the characters are completely stuck, a Chultan woman with long dreadlocks and driving a pack-bearing triceratops steps out of the crowd and says to the characters, "Can you get out of the road? You're taking up the whole lane." The woman's name is Chidimma.

As the characters move, woman asks, "You must be new to town. You've got this sort of blank-eyed thing going on. You need a hand?" She asks for 10 gp to take the characters straight to the Grey Trader, but is willing to answer any question she can about the Grand Souk.



Speaking with Passersby

If the characters inquire people on the streets, they must make a successful DC 10 Charisma (Deception, Intimidation, or Persuasion) check to get information out of people. Each check represents 1 hour of searching for clues; the characters have 6 hours to find the Grey Trader before Florina arrives. The DC of this check increases by 4 after every success. A successful check reveals one of the following rumors:

- The Souk has more shops than I can count. I know the Grey Trader. It's a boring shop that sells odds and ends, but don't know how the place stays open. It's somewhere in the south Souk.
- The Grey Trader closes early every day, about an hour before sundown. That'd be about 4 in the afternoon, this time of year.
- Every day at 2 evening bells, a brontosaurus painted with a red checker pattern carries unmarked crates to the Grey Trader, somewhere in the south Souk.

Searching for the Grey Trader

If the characters try to search for the Grey Trader, they must make a DC 20 Intelligence (Investigation) check. This check represents 1 hour of searching through the Grand Souk. The DC is reduced by 5 for every rumor discovered in the "Inquiring Passersby" section, above.

On a success, the characters find the Grey Trader.

The Grey Trader: Exterior

When the characters find the Grey Trader, read or paraphrase the following:

> The words "The Grey Trader" are displayed in tiny print above the door of this drab storefront. It is a cramped building, barely 10 feet wide, stuck between two larger shops on either side. Its windows are shuttered closed, and there is no way to see inside.
>
> The street near it is filled with throngs of people visiting pubs and other, more vibrant shops nearby. These shops include an upscale pub with a sign depicting a sleeping triceratops called Dumisa's Dream, a bookseller called the Princess's Reverie, and a pet shop called the Flying Monkey. All three have windows facing the Grey Trader.
>
> Two dark alleys also stretch out from the thoroughfare, with a clear look at the Grey Trader's storefront.

The characters can stake out the Grey Trader from any of these other shops or alleys. The bookseller and the pet shop kick them out after 1 hour, but they can remain in the pub as long as they like, so long as they each buy 1 sp worth of food or drink each hour.

If the characters hide in a back alley, they must make a DC 10 Dexterity (Stealth) check every hour as a member of the Grand Souk honor guard (use **gladiator** statistics) passes the alley. If more than half the party fails this check, the guard notices them and tells them to get a move on or he'll arrest them for loitering. If the party is caught in a back alley again, he makes good on this promise.

The Grey Trader: Interior

If the characters enter the Grey Trader, read or paraphrase the following; note that the Grey Trader closes abnormally early, at 4 evening bells:

> The inside of the Grey Trader is just as cramped and dismal as the outside. Its walls are tiled with dull slate and its shelves are stocked with drab jewelry and other off-putting trinkets. An ashen-faced Illuskan man with a shaved head and wearing off-white robes stands at the back of the shop, behind a sales counter and in front of the curtained entrance to a back room. He eyes you coolly as you enter, but says nothing.

The cramped shop is 10 feet wide and 20 feet long.

The man behind the counter is Dour Orlando, a 40-year-old male Illuskan human **spy**. He speaks in grim, fatalistic phrases, and even his expressions of happiness are tempered by sourness. ("I'm glad you bought that, but maybe someone else would have paid more.") He has supplied Florina DuRaal with illicit goods on two occasions, and this evening marks their third business dealing.

The door of the shop can be locked from the inside as an action. The door can be unlocked from the inside as an action, or from the outside if a character makes a successful DC 15 Dexterity check with thieves' tools as an action.

Attacking Orlando. If the characters attack Orlando, he screams for help on his first turn in combat. If he does so, members of the Grand Souk honor guard (two **gladiators** dressed in robes adorned with gleaming gold) arrive within 10 minutes. They search the shop and apprehend any humanoids within the shop, including Orlando, and bring them back to a guard post for questioning.

Back Room. The back room of the Grey Trader contains a dozen unmarked crates containing ivory, stolen cultural artifacts, and other illegal exports. Several of the crates are empty, and are large enough to fit a human of average size, if necessary.

Interrogating Orlando. Orlando is a private fence and black market salesman, but he is aware of the Xanathar Guild's arrival, and even aided Red-Eye yesterday by directing him to the residence of the merchant prince Jobal.

Sundown: Florina's Arrival

Florina DuRaal appears in front of the Grey Trader with a **triceratops**-drawn cart. The cart is empty, but it can easily fit twelve crates of illegal goods. Florina dresses in expensive but practical clothing and wears a haughty, regal demeanor.

If the characters are staking out the shop, they must each make a DC 15 Wisdom (Perception) check at 6 evening bells, and only see Florina on a success. On a failure, they only see Florina once her cart is fully loaded and departing. At that point, their only choice is to chase her or let her escape.

Attacking Florina

If the characters attack Florina, Dour Orlando yelps and tries to flee the scene and disappear into the crowd. Florina has no desire to fight either, and tries to flee on her first turn. If Florina is attacked in the open, Orlando screams for the guards as described in "Attacking Orlando."

Chasing Florina

If Florina exits the shop, you enter a chase scene as described under "Chases" in chapter 8. "Running the Game," of the *Dungeon Master's Guide*. The Grand Souk remains full of evening shoppers, and growing up an urchin, Florina is adept at navigating a crowd. She has advantage on all Dexterity (Stealth) made to escape the party. Characters with the Urchin background have advantage on Wisdom (Perception) checks made to track her.

This chase uses complications from the Urban Chase Complications table, also under "Chases" in chapter 8 of the *Dungeon Master's Guide*.

If Florina and Dour escape, they are lost and the characters must return to Zindar empty-handed. If only one criminal is apprehended, he still honors his deal and pays them accordingly.

Leaving the Grand Souk

Leaving the Grand Souk with two captives in tow is easier said than done. The honor guard will stop and question any characters caught trying to carry two unconscious humanoids out of the market. Characters that succeed on a DC 14 Charisma (Deception) check can trick the guards into thinking that the unconscious criminals are drunk friends, or otherwise incapacitated friends. If the criminals are tied up or restrained in any way, this check is made with disadvantage.

If the characters put the criminals in the empty crates in the back room of the Grey Trader and carry them out on Florina's cart, they aren't harried by the guards at all.

Returning to Zindar

Zindar is still in his office late into the night, and has prepared a temporary holding cell for Florina and Orlando until the city guard responds to his requests for an arrest warrant.

Interrogation

If the characters return Florina and/or Orlando to Zindar, the harbormaster tells them that he needs to get to bottom of this smuggling operation. He has a hunch that the crew of the *Wicked Gaze* has some link to Florina's operation, and that the criminals need to be interrogated in order to spill the beans

The characters must make three successful DC 15 Charisma (Intimidation) checks against Florina or Orlando.

After 3 successes, Florina reveals that she is a Zhentarim agent from Waterdeep. Her cell of the Zhentarim has forged an alliance with the Xanathar Guild, and she is working with a dwarf named Red-Eye. One benefit of this alliance is that the two organizations can more easily plunder the wealth of Chult together and sell it on the Faerûnian black market for incredible profit.

She also reveals that, while some of Nyanzaru's merchant princes were sympathetic to the Black Network, Red-Eye said the Xanathar Guild planned to get any stubborn merchant princes under "total and complete control". With all of the princes on their side, both organizations could smuggle with impunity. The merchant prince Jobal was the Xanathar Guild's first target, and they have already infiltrated his villa.

Reward

Zindar gives each of the characters the full 100 gp reward they were promised if they bring both Florina and Orlando. If they only bring one of the criminals, he gives each character 50 gp each. If they bring neither of them but still brought the contraband or provide its location, he gives them each 15 gp. If they return completely empty-handed, he gives no reward but says, "There's still the *Wicked Gaze*. My agents will keep searching, and I'll stay in touch."

The Next Move

If the players don't connect the intellect devourers to the Xanathar Guild's plan to control the merchant princes, then Zindar suggests that they get some rest and prepare for one final mission tomorrow morning.

During the characters' next long rest, they advance to 3rd level, if they weren't 3rd level already, but not to 4th.

Part 3: Mind over Merchants

In this part, the characters awake to a frantic knocking at the door of their residence in Port Nyanzaru. Zindar, wounded, is on the other side of the door, and he breathlessly urges them to hurry to merchant prince Jobal's villa. The Xanathar Guild has captured the prince in his own home. The party must then enter Jobal's villa and save him before his mind is destroyed by an intellect devourer, transforming him into a servile pawn of the Xanathar Guild.

Rush to Jobal's Villa

There is a frantic knocking at the door of your room. Zindar, breathlessly shouts, "It's happening! It's happening!"

When the characters answer the door, read:

Zindar leans on the door frame and looks you dead in the eye. He is bleeding from a cut on his forehead and panting. "The Xanathar Guild has made their move. My men and I impounded both the *Flying Adder* and the *Wicked Gaze* last night, and they've responded by taking merchant prince Jobal hostage in his own home. They're threatening to kill him if we don't release the ships."

He steadies his breath, "But we know their real plan. They're going to put one of those brain-monsters in his head no matter what. You need to sneak into his villa and stop them from mind-controlling the prince. There's no time to lose!"

Merchant prince Jobal's villa is in the Merchant's Ward, not far from the Grand Souk marketplace. Jobal is currently "playing nice" with Red-Eye and his Xanathar Guild thugs in order to buy time for a rescue party to sneak in. If Red-Eye's patience runs out, Jobal's brain will become food for the intellect devourer.

Red-Eye's Patience

Jobal is currently "playing nice" with Red-Eye and his Xanathar Guild thugs in order to buy time for a rescue party to sneak in. If his charming personality fails him, his brain will quickly become food for Red-Eye's intellect devourer.

The arrival of the Nyanzaru honor guard and the crowd of people that has formed around Jobal's villa has Red-Eye on edge. Red-Eye has a "Patience" score of 10 when the player characters approach the villa. Red-Eye's Patience score is reduced by 1 whenever the characters take a short rest, or whenever they fail certain checks while in Jobal's villa, as listed in the areas below. When this score drops to 0, he knocks Jobal unconscious and releases his intellect devourer.

When released, the intellect devourer uses its Body Thief action on Jobal on each of its turns until it takes over his body. At this point, the characters' only recourse is to kill Jobal or cast *protection from good and evil* to drive it out.

Jobal's Villa: Exterior

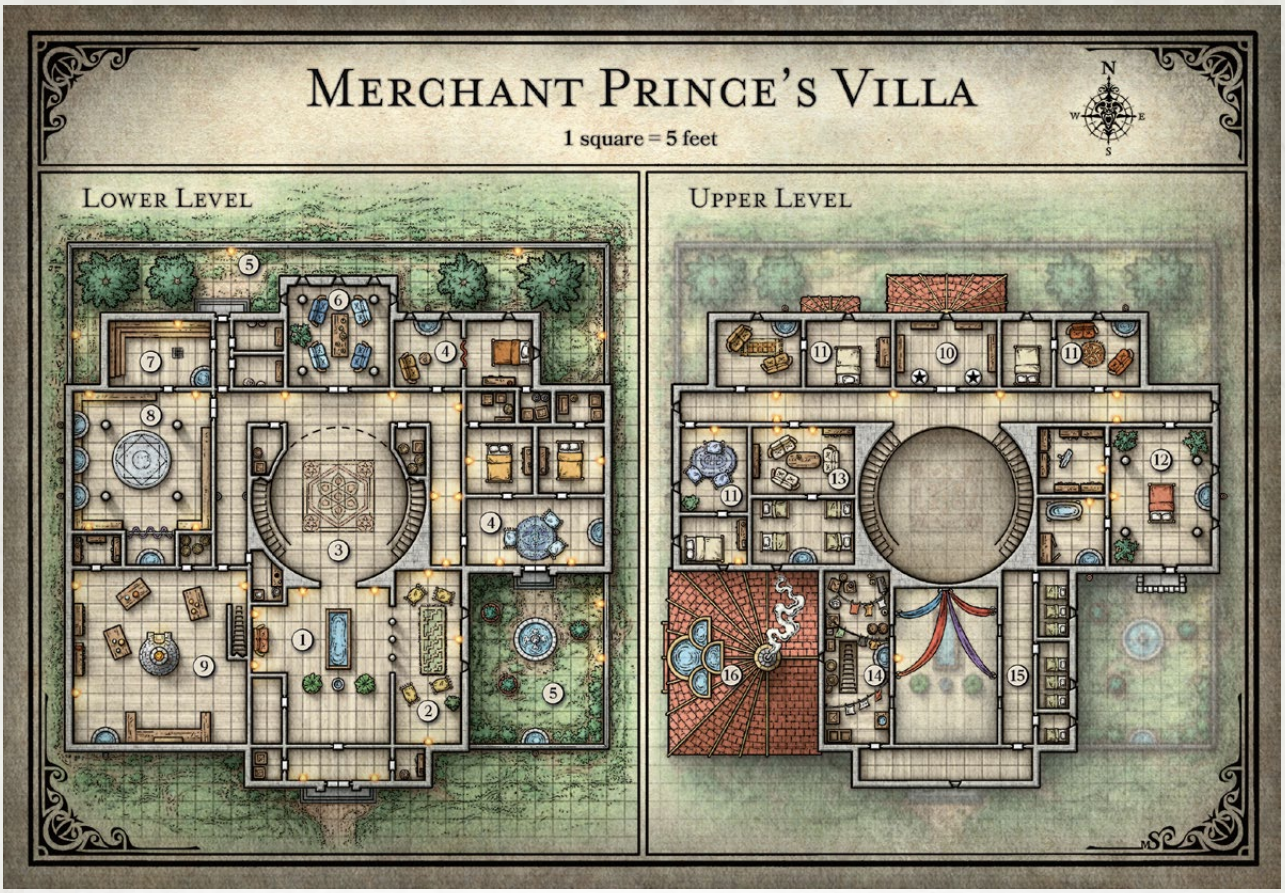
A throng of shouting people has formed around the gates of Jobal's villa. Five Chultan honor guards are now split between shouting at the villa for the invaders to release Jobal and between holding back the roiling crowd.

The arrival of the honor guard at the exterior of Jobal's villa has drawn a massive crowd—large enough for the characters to blend in and sneak about unobserved. The characters can either sneak in the front door (towards area 1) or over the garden wall (to area 5). If they attempt to climb through a second story window, they must also make a DC 15 Strength (Athletics) check.

To sneak in, the characters must each make a DC 15 Dexterity (Stealth) check. If more than half the party fails this check, they are caught leaving the crowd and hear a shout of "Everyone out there stay back, or the prince gets it!" Red-Eye's Patience score lowers by 1.

Merchant Prince's Villa

Some areas of Jobal's villa are based off of the generic villa presented in chapter 1, "Port Nyanzaru," of *Tomb of Annihilation*.



Map 2: Jobal's Villa

Jobal's Villa: Interior

The walls of Jobal's villa are draped with countless silk draperies, tapestries with depictions of his own feats of hunting prowess, and the mounted heads of Chultan jungle beasts. Each room also has the following general features, unless otherwise stated:

Ceilings. Ceilings in this spacious villa are 10 feet high and decorated with rich mahogany beams.

Doors. Doors are made of carved mahogany and can be locked from the inside. A locked door can be picked by making a successful DC 20 Dexterity check with thieves' tools, and broken down by making a successful DC 20 Strength (Athletics) check.

Light. The villa is lit by torches with a continual flame. These torches are depicted on the map. Other rooms are lit by sunlight.

1. Entryway

> The entry hall of this villa is an open-air, tiled courtyard with a pleasant fountain recessed into the floor and several beautiful jungle shrubs. There is a balcony looking in on this room from the second floor, and above that, the open sky. Two grubby dwarves in wolf hide armor are soaking their feet in the fountain, unaware of your presence.

These dwarves are Xanathar Guild **berserkers**, and are enjoying a pleasant foot bath despite the tense situation. Characters can sneak by them if at least half the group succeeds on a DC 10 Dexterity (Stealth) check.

The dwarves have the following racial traits: Their walking speed is 25 feet. They have advantage on saving throws against poison and resistance against poison damage. They have darkvision out to a range of 60 feet. They speak Common and Dwarvish.

Red-Eye's Patience. If combat breaks out here, Red-Eye's Patience score lowers by 1.

2. Sitting Area

> A row of stone columns decorated with images of coiling pythons support the arched doorway between this room and the entrance hall. Rugs and fluffy pillows adorn the floor, and two goblins with crossbows peer out of arrow slits toward the south.

These two **goblin bosses** have their crossbows trained on the garden (area 5) in case of intruders. If combat breaks out here, it attracts the attention of the dwarves in area 1.

Red-Eye's Patience. If combat breaks out here, Red-Eye's Patience score lowers by 1.

Treasure. Behind one of the goblins is a backpack overflowing with plundered jewelry from this room, but a character must make a successful DC 9 Dexterity (Stealth) check to take it without the goblins noticing. It contains pearl and sea shell jewelry worth 100 gold.

3. Grand Hall

> The tiles on this twenty-foot-high chamber form a gorgeous mosaic of a Chultan hunter doing battle with a kamadan, a creature resembling a leopard with a half dozen serpents emerging from its back. Two sweeping staircases curl around the room towards the second floor.

This chamber and the hallways around it are unguarded. If combat does break out in this room, it draws the attention of the dwarves in area 1.

Red-Eye's Patience. If combat breaks out here, Red-Eye's Patience score lowers by 1.

4. Guest Rooms

The guest rooms are filled with 2d6 **goblins** from Skullport trying on batiri goblin masks hung on the walls as hunting trophies. The first time a character enters one of these rooms, the goblins try to form a batiri battle stack (a column of goblins perched on one others' shoulders), but they all fall over and fall prone in the first round of combat.

5. Gardens

> This open-air garden is filled with flowering plants of all colors and sizes.

If the characters enter the garden in the southeast of the villa (not the garden in the north), they must each make a DC 9 Dexterity (Stealth) check. If more than half the party fails, the two **goblin bosses** in area 2 shoot at the two characters who rolled lowest on their check.

Balcony. The garden in the southeast of the villa (not the garden in the north) has a balcony from area 12 overlooking it. A single human bandit looks out from it. If the characters are spotted by the goblins (see above), she looks down and notices the fight as well. On her first turn in combat, she opens the door into area 12 and shouts, "Boss, intruders! Use the brain-beast!"

Red-Eye's Patience. If the thug on the balcony spots the characters and alerts him to their presence, his Patience immediately drops to 0.

Walls. The walls of this garden are 8 to 12 feet tall, up to 2 feet thick. They are topped with carnivore teeth, slivered seashells, and broken glass that glitters colorfully in the sun but also deters intruders. Any character who climbs over the wall must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) slashing damage from the sharp objects.

6. Dining Room

> Luxurious cushions surround a low dining table that stands a mere six inches above the ground. A dozen goblins dance and whoop on the table, throwing food everywhere.

A group of 12 **goblins** have taken over the dining room and are making a mess of everything. They attack any creature that isn't clearly a member of the Xanathar Guild.

7. Sauna

> This steamy, wood-paneled sauna is somehow even hotter and more humid than the rest of the house.

A group of three **goblins** are relaxing in the sauna. Their armor, weapons, and shields are lying on the floor (reducing their AC to 12). However, if combat breaks out in this room, the bound **fire elemental** heating the sauna emerges from the floor and attacks until the fight is broken up or everyone flees.

8. Bath

> This massive bath chamber seems designed for opulent comfort. The bath is hot and steaming, and seems to have been recently drawn. However, no creatures are currently in this room.



Jobal was relaxing in the bath when he was ambushed by Red-Eye and his cronies. They unleashed a cloud of 6 **steam mephits** into the room to harry the merchant prince while they disarmed his guards and captured him. The mephits are still in this room and attack all living creatures that enter.

Red-Eye's Patience. If combat breaks out here, Red-Eye's Patience score lowers by 1.

Treasure. While this room has been largely picked clean by the Xanathar Guild, one of Jobal's ruby rings has been misplaced on the floor. It is a *ring of fire resistance*.

9. Kitchen

In the center of this high-ceilinged kitchen is an oven that crackles with flames. Five stumpy, fiery creatures with skin like solid magma dance about the oven. A dwarf in red robes sits on the foot of a staircase, scribbling in a spellbook.

These five **magmins** were summoned by the dwarf **apprentice wizard**. If he is killed, the magmins run wild and set as much of the house on fire as they can.

Red-Eye's Patience. If combat breaks out here, Red-Eye's Patience score lowers by 1. If any other area in the villa is set on fire by the magmins, his Patience score also lowers by 1.

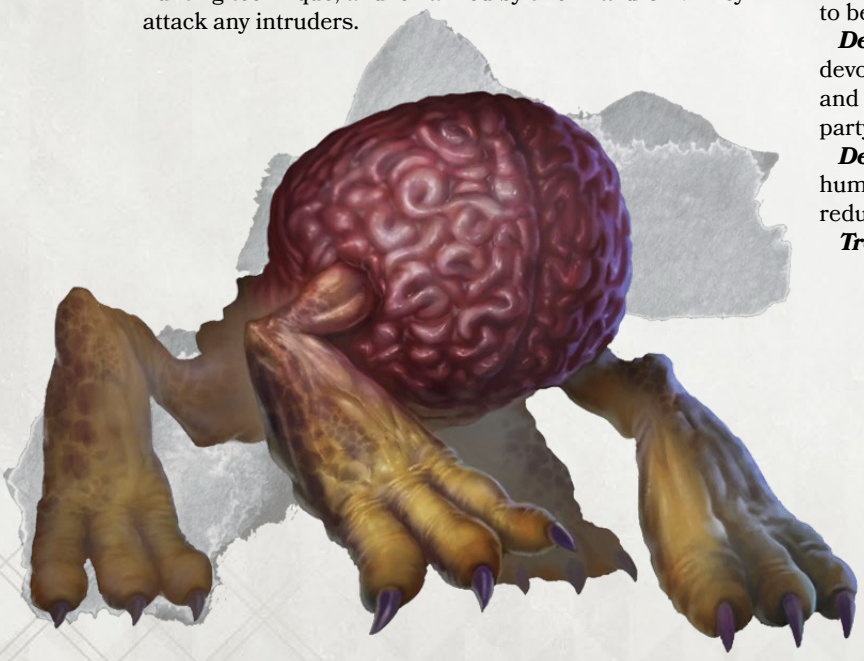
Stairs. The stairs lead to area 14.

Treasure. The dwarf wizard's spellbook is worth 50 gp.

10. Library

The doors of Jobal's library are flanked by two sandstone statues of himself in perfect physique, wearing a kamadan pelt while shirtless and brandishing a shield and spear. A robed lizardfolk is standing with its back to you and reading a book from the shelf, flanked by two other lizardfolk.

A Xanathar Guild **lizardfolk shaman** (capable of reading and speaking Common) is reading a book on proper hunting technique, and is flanked by two **lizardfolk**. They attack any intruders.



Red-Eye's Patience. If combat breaks out here, Red-Eye's Patience score lowers by 1.

Treasure. The lizardfolk shaman had looted a *spell scroll* of *protection from good and evil* from the bookshelf.

11. Family Rooms

Jobal's family rooms are opulent affairs, filled with pillows and tiger-skin rugs. The first family room the characters enter also contains four **goblins** keeping an eye on Jobal's wife, Hanyata, and their children, a boy named Bujune and a girl named Ndidi.

12. Master Suite

Red-Eye's Patience score drops to 0 as soon as the characters enter this room.

A congregation of surly dwarves and sneering, pale humans surrounds a bruised and beaten Chultan man. His mane of black hair is filled with dirt and dried blood, and his right eye is practically swollen shut. One dwarf, clearly the leader of the bunch, stands ten feet distant from him, holding a glass jar filled with sickly green fluid. In the fluid writhes a human brain with dog-like legs. The dwarf's right eye is blood red and is encircled by the symbol of the Xanathar Guild.

The dwarf points to the door as it opens and snarls "They're here! Knock the prince out and kill these bleeders!"

The dwarf is **Red-Eye**. He is surrounded by two human **bandits** and two dwarf **thugs.** One human **bandit** is also on the balcony in the south of this area. Jobal is a human **scout** with 12 hit points remaining. The dwarves attack him until he falls unconscious, then Red-Eye releases the **intellect devourer** he is holding as an action. Then, the intellect devourer spends its turns using its Body Thief action until it takes control of Jobal, who then attacks the party.

If Jobal is taken over by the intellect devourer, the creature can be forced out of him by casting *protection from good and evil* on him, or by killing him. Forcing the intellect devourer out kills Jobal, but he is wealthy enough to be *resurrected* in short order.

Defeating the Intellect Devourer. Once the intellect devourer is killed, Red-Eye realizes his plan has failed and attempts to flee, ordering his minions to defeat the party as he escapes.

Defeating Red-Eye. Once Red-Eye is defeated, the human bandits flee, but the dwarf thugs fight until reduced to half hit points.

Treasure. Red-Eye wields a *+1 shortsword*.

13. Guard Rooms

> A trio of muscle-bound humans in the garb of Chultan honor guards are gagged with cloth and tied to the furniture by lock and chain. As soon as they notice you, they begin struggling and making muffled noise, gesturing at their bonds.

These three **gladiators** are Jobal's sworn protectors. Freeing them requires a character to pick the lock on their binds by making a successful DC 15 Dexterity check with thieves' tools. When freed, they thank the characters in Chultan and recklessly rush downstairs and begin clearing out any surviving enemies. They don't speak Common.

14. Laundry Room

This room is filled with traditional, if expensive, Chultan garb. Other than that, it is empty.

15. Servants' Quarters

A dozen servants (**commoners**) are lying unconscious on their beds. They all display lumps on their heads from where they were struck by the Xanathar Guild invaders.

16. Rain Traps

A basin of rainwater sits atop the roof. It connects to nearly every room in the villa, providing clean water at the turn of a handle.

Conclusion

Once Red-Eye is dead or fled and the characters emerge from Jobal's villa, the honor guard from outside rushes in to deal with the remaining members of the Xanathar Guild in the villa. As the chaos starts to die down, Zindar emerges from the crowd to congratulate the characters.

If Jobal didn't survive the incident, Zindar nods sadly and shrugs his shoulders. "I would not shed too many tears for poor Jobal. He may emerge from this incident with some trauma, but he is a merchant prince. His wealth ensures that he will be alive again before long."

Speaking of Wealth

If Jobal survived, he thanks the characters profusely and offers them a reward of 100 gp apiece. If he didn't survive, Zindar shakes each of their hands and says that Port Nyanzaru owes them a debt of gratitude. He reward them with 50 gp apiece.

He muses that any good will the Zhentarim and the Xanathar Guild had won't last long after a failure of this magnitude, and that he hopes their alliance will crumble before the month is out. "No alliance of criminals from across the sea can shatter the noble strength of Nyanzaru. Especially not with allies such as you at our side."

Monster Stat Blocks

This section contains stat blocks for monsters appearing exclusively in this adventure, in *Tomb of Annihilation*, and in *Volo's Guide to Monsters*. All other monsters can be found in the *Monster Manual*.

Apprentice Wizard

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared::

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, disguise self, shield*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Florina DuRaal

Medium humanoid (half-elf), chaotic neutral

Armor Class 16
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	14 (+2)	11 (+0)	16 (+3)

Skills Acrobatics +7, Athletics +5, Deception +7
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic, Elvish
Challenge 2 (450 XP)

Fey Ancestry. Florina has advantage on saving throws against being charmed and magic can't put her to sleep.

Lightfooted. Florina can take the Dash or Disengage action as a bonus action on each of her turns.

Suave Defense. While wearing light or no armor and wielding no shield, Florina's AC includes her Charisma modifier.

Actions

Multiattack. Florina makes two attacks with her rapier.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Flying Monkey

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

Pack Tactics. The flying monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.

Gazer

Tiny aberration, neutral evil

Armor Class 13
Hit Points 13 (3d4 + 6)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2
Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the gazer can move up to its speed towards a hostile creature that it can see.

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. Dazing Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. Fear Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. Frost Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) cold damage.

4. Telekinetic Ray. If the target is a creature that is medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

Jaculi

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 16 (3d10)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	11 (+0)	2 (-4)	8 (-1)	3 (-4)

Skills Athletics +4, Perception +1, Stealth +4
Senses blindsight 30 ft., passive Perception 14
Languages —
Challenge 1/2 (100 XP)

Camouflage. The jaculi has advantage on Dexterity (Stealth) checks made to hide.

Keen Smell The jaculi has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Spring. The jaculi springs up to 30 feet in a straight line and makes a bite attack against a target within reach. This attack has advantage if the jaculi springs at least 10 feet. If the attack hits, the bite deals an extra 7 (2d6) piercing damage.

Red-Eye

Medium humanoid (hill dwarf), neutral evil

Armor Class 15 (chain shirt)
Hit Points 90 (12d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (-1)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +4, Wis +2
Skills Athletics +5, Deception +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish
Challenge 3 (700 XP)

Cursed Sight Whenever Red-Eye deals damage to a creature it can see within 30 feet of him, that creature must make a DC 13 Charisma saving throw. On a failed save, the creature takes 2d6 psychic damage and has disadvantage on attacks against Red-Eye until the start of his next turn. On a success, the creature takes half as much damage and suffers no other effects.

Dwarven Resilience. Red-Eye has advantage on saving throws against poison.

Special Equipment. Red-Eye has a *+1 shortsword*.

Actions

Multiattack. Red-Eye makes two shortsword attacks.

Shortsword *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus Cursed Sight.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus Cursed Sight if within 30 feet.

Appendix A
New Monsters

This appendix details new monsters that appear in this book but don't appear in the *Monster Manual* or in *Xanathar's Guide to Everything*. For explanations on how to interpret the stat block entries listed here, please refer to the Introduction chapter of the *Monster Manual*.

Dryad, Urban

When forests are cleared to make lumber or to make room for new cities, their fey inhabitants usually return to the Feywild. Some, however, remain to ensure nature survives in even the most civilized of places.

The elder dryads refuse to let the land perish beneath stone and structure. These stubborn defenders of nature bind fey spirits to weeds creating urban dryads that grow in the cracks between buildings and cobblestone.

Shy and secretive, they are nocturnal creatures who travel amongst the shadows and the interstices no one notices. At night they move with an uncanny speed through their neighborhoods, tending to their kindred flora before dawn. By day they hide and rest, blending in with the city as weeds or ivy cascading down the sides of buildings.

Over time they've evolved as a part of the city, and fight to protect its natural spaces just as they fought to protect their forests in ancient times.

Elder Dryads

Elder dryads negotiate with the most powerful factions of a city to ensure their cooperation toward the best interests of the dryads. Some nobles even pass laws protecting natural spaces in hopes of gaining access to the city-spanning network of urban dryads as a way to transport goods or information. In most matters, the elder dryad remains neutral but is more often swayed to protect the natural order of things.

The elder dryad isn't bound to any neighborhood, and can move freely within its city but can't leave the city itself.

Urban Dryads

Urban dryads are indifferent to citizens of the city. They obey the elder dryads' orders to preserve what nature remains within the city, and create urban sproutlings to help them in their fight.

Urban dryads live in city parks and on the sides of overgrown buildings using their long ivy manes to remain unseen.

Urban Sproutlings

Urban sproutlings report to and serve the urban dryads. They travel in bunches of six, secretly transporting goods or messages to locals and other dryads by leaving the items in designated places.

Sproutlings are bound to a specific neighborhood, and burrow into cracks in the cobblestones to remain hidden.

Urban Dryad

Medium fey, neutral

Armor Class 13
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	14 (+2)	14 (+2)	18 (+4)

Skills Perception +5, Stealth +7, Insight +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish, Sylvan
Challenge 5 (1,800 XP)

Innate Spellcasting. The urban dryad's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *druidcraft*
2/day each: *earth tremor, goodberry, thorn whip*
1/day each: *calm emotions, earthbind, pass without trace*

False Appearance. While hidden or resting, an urban dryad is indistinguishable from a mass of ivy creepers.

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

Speak with Beasts and Plants. The urban dryad can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The urban dryad makes two lash attacks.

Lash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) slashing damage plus 11 (2d10) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target range 30/120. *Hit:* 4 (1d6 + 1) piercing damage plus 11 (2d10) poison damage.

Shadow Walk. The urban dryad can step magically from one shadow within its reach and emerge from a second unoccupied shadow within 60 feet of the original shadow.



Urban Sproutling

Small fey, neutral

Armor Class 11
Hit Points 13 (3d6 + 3)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	8 (-1)	10 (+0)

Skills Acrobatics +5, Stealth +7
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages Common, Sylvan
Challenge 1/2 (100 XP)

False Appearance. While hidden or resting, the sproutling is indistinguishable from a common weed.

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

Speak with Beasts and Plants. The sproutling can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The urban sproutling makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 +2) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

Elder Dryad

Small fey, neutral

Armor Class 15
Hit Points 105 (14d6 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	18 (+4)	14 (+2)	17 (+3)	18 (+4)

Skills Perception +4, Stealth +5, Persuasion +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., Passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 6 (2,300 XP)

Innate Spellcasting. The urban dryad's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *commune with nature, meld into stone, sleep*
3/day: *spike growth*
1/day: *blight*

False Appearance. While hidden or resting, the elder dryad is indistinguishable from a flowering azalea or another local shrub.

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

Speak with Beasts and Plants. The elder dryad can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The elder dryad makes three melee attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage plus 11 (2d10) poison damage.

Entangling Roots. The elder dryad can animate roots in the ground in a 15-foot square within 30 feet of it. These roots turn the ground in that area into difficult terrain. A creature in that area when the effect begins must make a successful DC 15 Strength saving throw or be restrained by entangling roots. A creature restrained by the plants can use its action to make a DC 15 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the elder dryad dies or uses entangling roots again.

Shadow Walk. Once on its turn, the elder dryad can step magically from one shadow within its reach and emerge from a second unoccupied shadow within 60 feet of the original shadow.

Gen

Gens are tiny genie-kin that reside in the elemental planes and, due to their stature, are sometimes referred to as lesser genie. Once bound, they are very willing servants who strive to be the best at any task they are given. They even tend to be competitive with other gen.

At their core, every genie holds itself in high regard, and the gen desire the same praise and respect as their far more powerful counterparts. Recruiting one is an entirely different matter, as most deal exclusively with other genies and extraplanar beings. Yet, it is possible for a diligent mortal to gain one's trust and obedience, and their patience is greatly rewarded in both friendship and power.

Plane Shifters. Gens possess the ability to shift between the planes, making them ideal messengers. A warlock who has made a pact with such a being can expect to communicate with powerful creatures through their familiar, and even request their aid, but such exercise is taxing on the gen and they require time to recuperate after each planar shift.

To Serve with Purpose. While the majority of gen find their toil within the realms and palaces of noble genies and in the company of unfathomable cosmic power, to a mortal, they can prove to be diligent attendants, able teachers, and friends. Such gen take pride in their association to the warlock as much as, or more than, the warlock might. Should their warlock miss the first opportunity to introduce their gen, it will likely take the next instant upon itself.

As they serve with distinction, a gen's self-worth won't accept any physical or mental abuse at the hands of any master, nor do they see themselves as a pawn or slave.

While they pride themselves on being helpful, each gen wishes to elevate their status through their time spent with other powerful beings, learning how each approaches a specific situation or magical opportunity. In fact, each gen believes that their power grows faster the more they accomplish with a single entity, and thus the greater each ascension may be.

With this in mind, some gen cultivate multiple pacts with powerful beings throughout their existence, but limit themselves to only one mortal at a time. All things important to the gen hinge on this relationship, as each hopes that someday they may grow to know absolute power and prestige, rivaling the gods, as only a true noble genie can.

Elemental Nature. The type of gen your pact binds depends on its elemental plane of origin. The majority are classified into four types, whose personalities can differ as much as their appearance.

Variant: Gen Familiar

Gens bound to a warlock by a noble genie patron often act as advisors and familiars. They often push the warlock into gaining more power and influence, as to be deemed worthy of service. Such gens have the following trait.

Familiar. The gen can serve as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the gen senses as long as they are within 1 mile of each other. While the gen is within 10 feet of its master, the master shares the gen's Magic Resistance trait. At any time, the gen can end its service as a familiar, ending the telepathic bond.

Air Gen

Known as *djinnlings*, air gen are slim and muscular with long white or gray hair and skintones ranging from pale to dark blue. They are haughty but friendly unless threatened, and take great pride flaunting their social skills.

Earth Gen

Also called *daolanin*, these gen are stout in stature with skin and hair ranging between reds and browns. They are extremely vain, and respect wealth, power, and station above all else, expecting the same of those they serve.

Fire Gen

Efreetikin have a bulky, muscular physique with skintones ranging from deep red to violet. They are quick-tempered, and their skills in deception can be a boon, or a detriment, to their masters.

Water Gen

Known as *maridan*, these gen can be of any stature. With skintones ranging from every shade in the ocean, they crave power above all else, respecting only those who would match their station with power, and become useful in their own growth and advancement.

Air Gen

Tiny elemental, neutral

Armor Class 12
Hit Points 7 (2d4 + 2)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	11 (+0)	14 (+2)	17 (+3)

Skills Perception +4, Persuasion +5
Damage Resistances lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities prone
Senses darkvision 60 ft., passive perception 14
Languages Common, Auran
Challenge 1/2 (100 XP)

Innate Spellcasting. The gen's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *detect evil and good, gust*
2/day each: *fog cloud, plane shift* (self only), *tongues*

Elemental Demise. If the gen dies, its body disintegrates into a warm breeze, leaving behind only equipment the gen was wearing or carrying.

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

Actions

Multiattack. The gen makes two melee or two ranged attacks.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Thunderbolt. *Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target range 30/120. *Hit:* 5 (1d6 + 2) lightning damage.

Invisibility. The gen magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the gen wears or carries is invisible with it.

Earth Gen

Tiny elemental, neutral

Armor Class 13 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	13 (+1)	11 (+0)	13 (+1)	14 (+2)

Skills Athletics +4, Insight +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive perception 11
Languages Common, Terran
Challenge 1/2 (100 XP)

Innate Spellcasting. The gen's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *detect evil and good*
2/day each: *entangle, plane shift* (self only)
1/day each: *earth tremor, tongues*

Elemental Demise. If the gen dies, its body disintegrates into crystalline powder, leaving behind only equipment the gen was wearing or carrying.

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

Actions

Multiattack. The gen makes two fist attacks.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Smash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Invisibility. The gen magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the gen wears or carries is invisible with it.

Fire Gen

Tiny elemental, neutral

Armor Class 12
Hit Points 9 (2d4 + 4)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	15 (+2)	13 (+1)	15 (+2)

Skills Athletics +3, Deception +4
Damage Vulnerabilities cold
Damage Resistances lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive perception 12
Languages Common, Ignan
Challenge 1/2 (100 XP)

Innate Spellcasting. The gen's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *control flames, detect evil and good*
2/day each: *plane shift* (self only)
1/day each: *heat metal, tongues*

Elemental Demise. If the gen dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the gen was wearing or carrying.

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

Actions

Multiattack. The gen makes two melee attacks or two ranged attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Flame Dart. *Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target range 30/120. *Hit:* 5 (1d6 + 2) fire damage.

Invisibility. The gen magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the gen wears or carries is invisible with it.

Water Gen

Tiny elemental, neutral

Armor Class 12
Hit Points 10 (3d4 + 3)
Speed 30 ft., swim 90 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	12 (+1)	14 (+2)	16 (+3)

Skills Perception +4, Insight +4
Damage Resistances acid, cold
Senses blindsight 30 ft., darkvision 90 ft., Passive Perception 14
Languages Common, Aquan
Challenge 1/2 (100 XP)

Innate Spellcasting. The gen's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *detect evil and good, frostbite, shape water*
2/day: *plane shift* (self only)
1/day: *tongues, water walk* (self only)

Amphibious. The gen can breathe air and water.

Elemental Demise. If the gen dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the gen was wearing or carrying.

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

Actions

Multiattack. The gen makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Tidal Wave (Recharge 6). The gen creates a rushing wave of water in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 5 (2d4) bludgeoning damage on a failed save, or half as much on a successful one. A creature that fails its save is also pushed up to 10 feet away and knocked prone.

Invisibility. The gen magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the gen wears or carries is invisible with it.