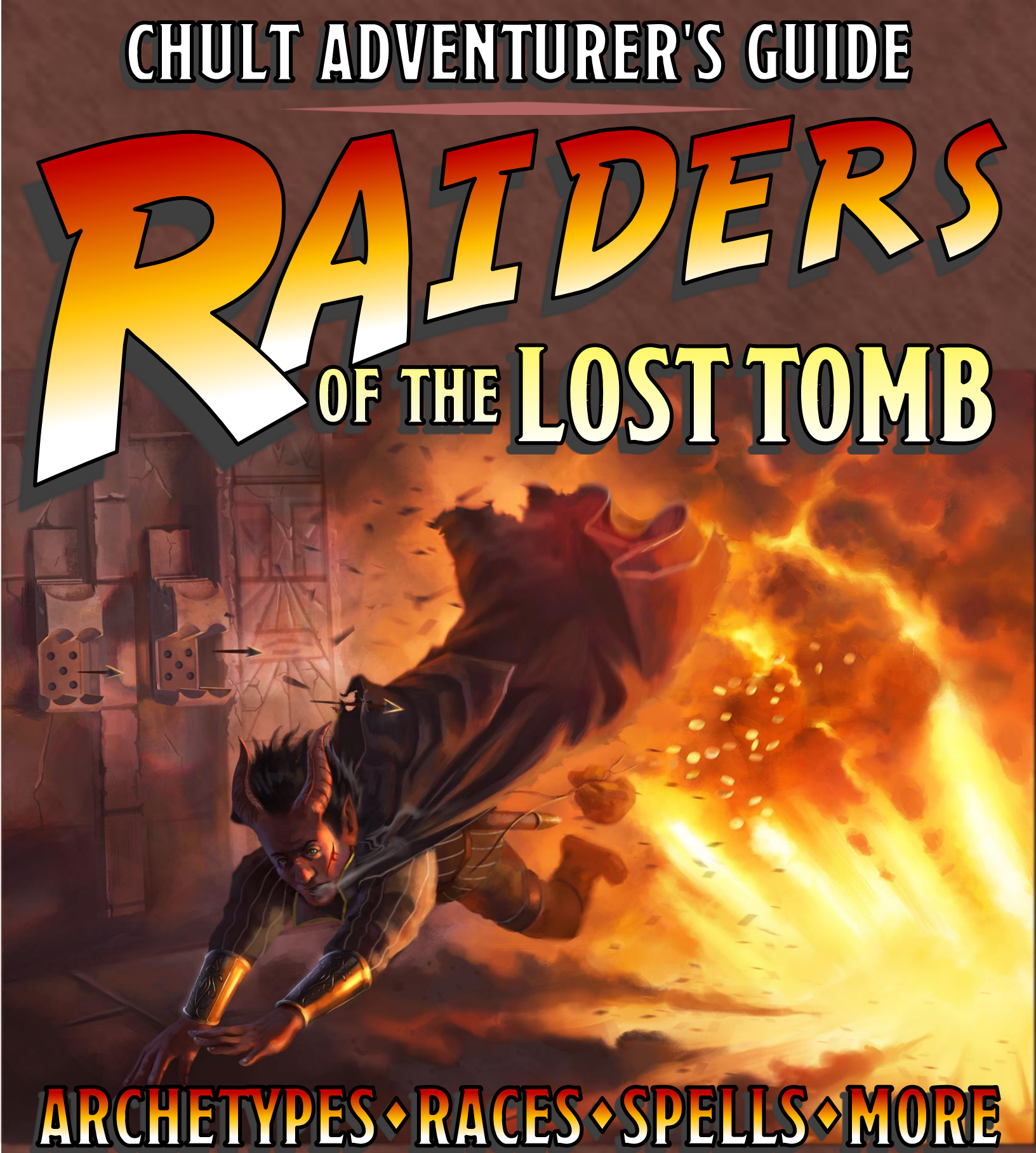
CHULT ADVENTURER'S GUIDE

RAIDERS OF THE LOST TOMB



ARCHETYPES • RACES • SPELLS • MORE

The DM's GUILD presents a CHARACTER OPTIONS COMPILATION • Edited by TIM BANNOCK, ALEX CLIPPINGER, and JEREMY FORBING

Featuring CODY ASHBY (Broken Knives) • PHIL BECKWITH (P.B. Publishing) • M.T. BLACK • ALEX CLIPPINGER • RP DAVIS

JEREMY FORBING • MARK GELLIS • MICAH INNERARITY • LEO DAVID PAKIRDJIAN • Produced by JEREMY FORBING

Raiders of the Lost Tomb: Chult Adventurer's Guide (Ver1.0, 9-23-17)

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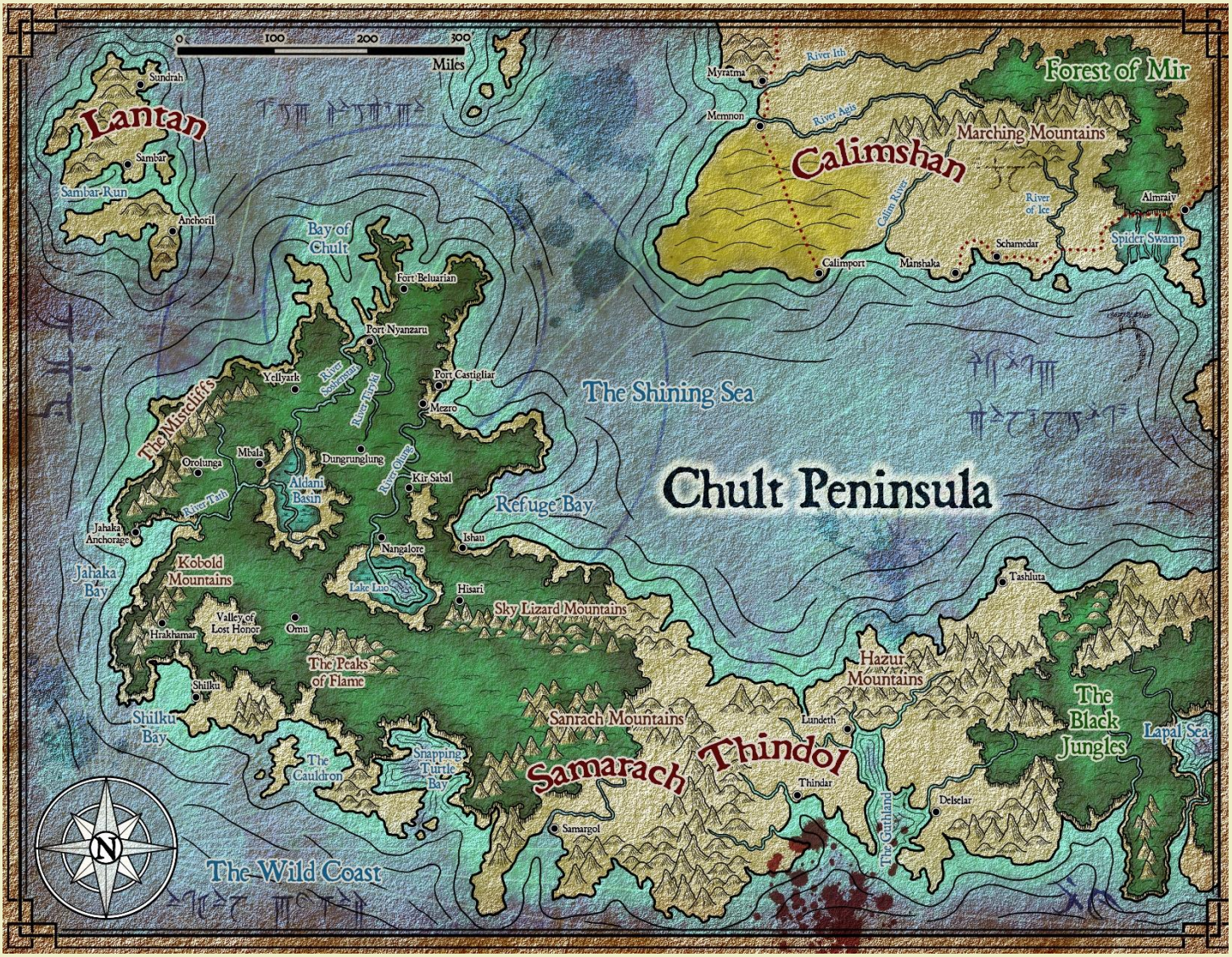
Chapter 1: Adventuring in Chult

The mysterious jungles of Chult cloak many wonders, but its heart of darkness swallows most of the adventurers who dare to enter.

Tavern tales have it that these jungles comprise Faerûn's deadliest wilderness. They say every bush and vine is a strangling, poisonous, flesh-eating, or blood-sucking horror—and under every bush lurks a scaled, taloned, fanged, or undead monster.

Creatures of every description hunt the famously mysterious rain forests that cover the peninsula. More than one civilization lies forgotten in the dark heart of the jungle. The dense canopy is broken only by the highest mountains and a few great, marshy clearings and grasslands that surround large lakes in the interior.

Though Chult is an ancient land, much has changed in the current era. Until a little over a century ago, Ubtao, the Father of the Dinosaurs, Creator of Chult, Founder of Mezro, was always the patron god here. A primordial being, he had allied with the gods in battles at the beginning of time against Dendar the Night Serpent. Ubtao agreed to guard the Peaks of Flame against that dreaded day when the Night Serpent rises to end the world. The other gods of Faerûn respected ancient pacts that marked Chult



Player Map of Chult by Derek Ruiz (Cartography Stock Art © Derek Ruiz / Elven Tower Cartography

as Ubtao's sole domain, and they stayed out of the island's affairs and kept their priests from preaching there.

In time, Ubtao became angry with the Chultans, with their constant expectations that he would solve all their problems. He grew weary of their relentless wars against each other. After many punishments and warnings, he withdrew, abandoning Chult to its own fate.

The people of Chult, in many ways, have grown stronger since the spiritual loss they suffered with Ubtao's departure. They set aside their petty conflicts, united in opposition to foreign rule and the predations of monsters, and today they rule the Amnian colony of Port Nyanzaru as their own. Local clerics of Faerûnian gods are many, but they are Chultans rather than foreign proselytizers. More than a century after the loss of their divine protector, they are now determined to save themselves.

How to Use This Book

Raiders of the Lost Tomb: Chult Adventurer's Guide aims to do everything for Chult that the *Sword Coast Adventurer's Guide* did for its region of the Forgotten Realms.

This first chapter provides a provides a broad overview of the peninsula itself, within an emphasis on travel, terrain, and the many threats looming in the wilderness. This brief introductory section is mostly adapted from the 2nd Edition AD&D Adventure *FRM1: The Jungles of Chult* and the *4th Edition D&D Forgotten Realms Campaign Setting,* but with some updates and editing. Until recently, those books were the best source of information on this unique and isolated land. A wealth of new information has come with the publication of the new hardcover adventure campaign *Tomb of Annihilation,* to which this document aims to be a companion.

The remaining chapters are devoted to rules and new options for the players. As always, DMs have finally say on which of these rules are usable in their campaign. Chapter 2 features three new races and a new subrace for dwarves. Chapter 3 explains how the D&D classes fit into Chult, and introduces two new archetypes for each one that are especially suited for *Tomb of Annihilation* campaigns. It ends with a new class, the hex witch, already featured in a bestselling DM's Guild PDF by PB Publishing. The original author has also provided a new archetype never before published for this class, the Wyld Witch. Chapter 4 details some new backgrounds for games set in Chult. Finally, chapter 5 includes new spells for every spellcasting class in the *Players Handbook,* plus new artificer spells. Speaking of spells, in the text spells and cantrips marked with asterisks come from sources other than the *Player's Handbook,* as follows:

*=A new spell described in this document.
**=A spell described in the *Elemental Evil Player's Companion.*
***=A spell described in the *Sword Coast Adventurers Guide.*

Welcome to the Jungle

Chult is a varied land, but it is hot and humid nearly everywhere. The rainforest, which covers much of the country, roughly follows the drainage of large river basins, like the Olung and the Tath. The soil in the rainforest is poor for northern-style farming, since the daily rainfall leaches away most of the nutrients.

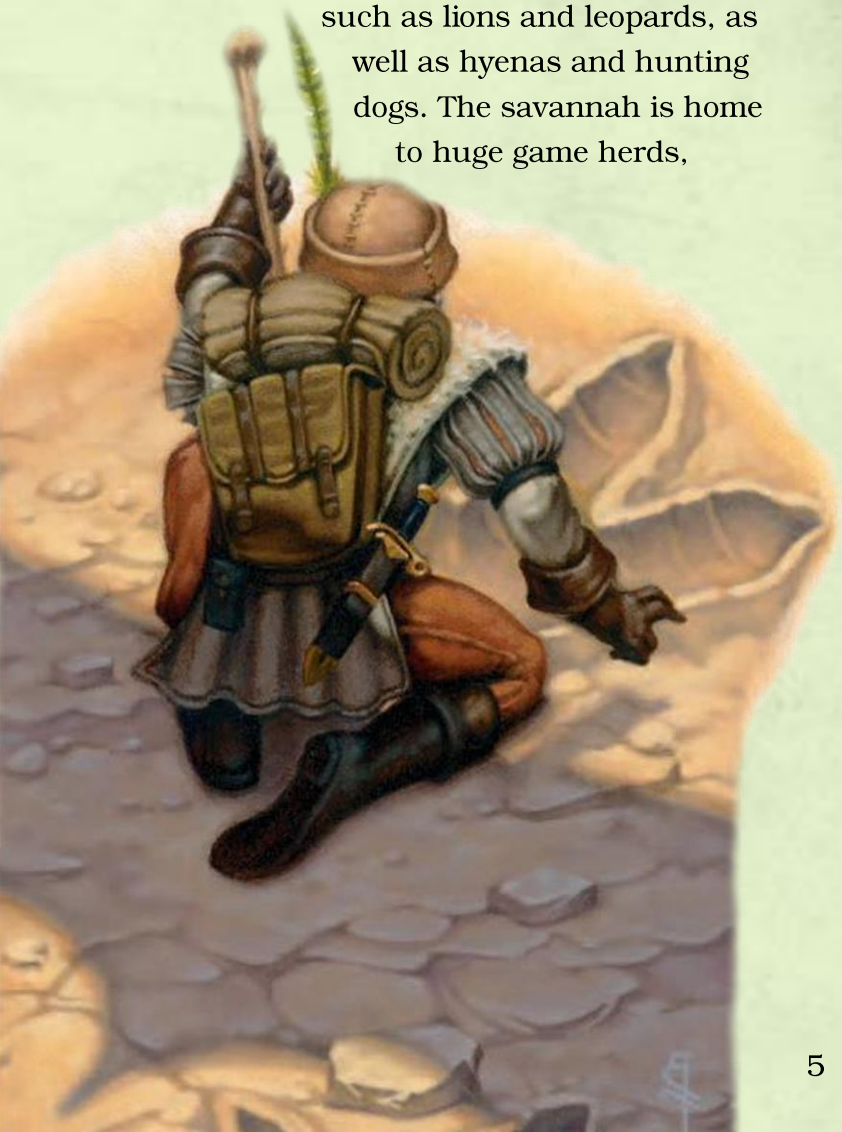
Travel in the heart of the rainforest is easier than one might expect. The tall trees stretch hundreds of feet overhead, barren of branches or leaves, save for the huge canopies that spread wide in search of light and rain. A thin carpet of fallen leaves, pale vines, and hearty fungus covers the hard ground. The biggest obstacle to travel are the trees themselves, which sport huge, buttressed boles, and of course the local wildlife.

The rainforest is bordered on the west and south by low mountains, hills, and lakes. Traveling here is much more difficult, as the towering trees give way to smaller copses.

Low shrubs and tangles of vines block movement on every side, often hiding small pools and narrow streams from sight. Since snakes, crocodiles, and other dangerous creatures often lurk in these waters, inattentive wandering in these areas can prove deadly.

To the southeast of the rainforest, the thick trees gradually give way to scrub and, eventually, wide savannah. These tropical plains are broad and level, broken by numerous hilly ranges, plateaus, and gullies. Though water can be scarce at times, animals of all sorts roam these seas of grass in vast herds.

Animals. Chult is home to many of the largest beasts in the Realms. The elephant, rhino, and hippo are common. Predators include many of the great cats, such as lions and leopards, as well as hyenas and hunting dogs. The savannah is home to huge game herds, including antelope, buffalo, zebra, and giraffe.



The jungle holds no large herds, but several species of small antelope, deer, okapi, and wild boar dwell in its deepest parts. Apes, monkeys, and baboons inhabit all forested parts of Chult.

The hot climate is ideal for cold-blooded creatures. Snakes and lizards are common. Poisonous snakes thrive in Chult, including cobras, asps, mambas, and vipers. Crocodiles are a hazard on the rivers, as are swarms of piranha. Insects and arachnids by the millions can be found everywhere, ranging from tiny (and often disease-carrying) mosquitos to huge spiders.

Giant forms of common animals are found in many areas: snakes, lizards, frogs, insects, and so on. The behemoth, a larger relative of the hippo, inhabits isolated waterways. Yet perhaps the most noteworthy and frightening Chultan beasts are the rare creatures referred to by many explorers as “dinosaurs.”

Dinosaurs. “Dinosaur,” a scholarly term, has become the most popular name for this group of beasts, known also as thunderbeasts, Ubtao’s children, or thunder lizards. Of course, only some of the monsters most describe as such are true dinosaurs. Some, like the sail-backed dimetrodon or the dreaded flying pterodactyl, are only close relations. (It all has to do with hip joints and locomotion and skeletal configuration.)

For the sake of brevity, however, we'll call all of these primeval Chultan creatures dinosaurs and leave it at that.

The great sages in the Realms now support the opinion that most dinosaurs are warmblooded, and explorers have recently returned from Chult with reports of speedy

attackers. These facts should suggest that it might be difficult for normal humans to outrun predatory dinosaurs. Some predators can achieve truly frightening speeds for a short burst, even up to 25 miles per hour. Others are slower, but they tire less easily.

No one is going to argue that any dinosaur would win a pub trivia contest against the Lords of Waterdeep, but they are equipped with enough intelligence to survive and gather the tremendous amount of food needed to live from day to day. Most predators have clever hunting styles. Some, like the terrifying deinonychus, hunt in gangs of four, rushing larger, slower-moving beasts and tearing them to shreds. Others, like the crocodileheaded baryonyx, stand perfectly still, kneedeep in water, shielded by trees and vines, until something tasty wanders within snapping distance.

This last example should also suggest that some dinosaurs have varied coloration, which allows them to blend in with their surroundings. It has also been noted that others are brightly arrayed, almost like birds. This applies especially to the duck-billed plantmunchers found in swamps and lakes around Chult.

The predators don't have a monopoly on survival tactics. Even the relatively placid dinosaurs have mastered unique ways to survive. Many have heard of the horns of the great triceratops, a powerful dinosaur that gives its name to the Triceratops Society that liberated Port Nyanzaru from Amnish colonial rule (better known in Chult as the Ytepka Society). However, less aggressive dinosaurs also defended themselves in unusual ways. Like many dinosaurs, they traveled in packs. When threatened, the adults formed a ring around their young—backs to the babies, horns to the attackers.

Despite being nonmagical creatures, dinosaurs should never be considered an easy conquest. Like all animals, they have lots of survival tools. And unlike zebras or even distant cousins like the crocodile, they have literally tons of bulk to put behind those tools.

All Chultan peoples respect dinosaurs. The Ubtao-worshiping humans of Chult have a special place for the beasts in their mythology, and some clans of Batiri goblins worship specific species as their gods' avatars. Despite this reverence, both humans the Batiri hunt dinosaurs as food and a source of hides.

Dragons. True wyrms and drakes are rare in these lands, but can occasionally be found in various parts of the jungle. Black dragons thrive in the swamps, while green dragons tend to settle in the tree-heavy hills of the interior, blue dragons prefer the more arid savannah, and red dragons sleep in magma-warmed caves beneath the Peaks of Flame. Few metallic or neutral dragons are attracted to the jungles, though sometimes bronze dragons are spotted flying off the coasts.

But while true dragons are scarce in Chult, many of their relatives are not. Wyverns and hydras are common, and behirs infest the hills. Worse news still for treasure-seekers and big-game hunters, every type of thessalmonster has been spotted in Chult.

Dragon turtles live in the waters around Chult, especially in the Shining Sea and the Trackless Sea. They tend to appear most often near the mouth of the three great rivers—the Olung, the Tath, and the Soshenstar—and in the waters of Refuge



Bay. At least one of these deadly sea beasts, a grouchy old brute named Aramag, has established a territory in the Sea of Swords north of Chult, right in the path taken by trading ships sailing south from Baldur's Gate or Waterdeep.

Most dragon turtles encountered near Chult are interested only in wrecking every ship that blunders into their path. Yet some say others have protection rackets set up, in which passing ships must pay a levy of food or treasure in order to proceed with an intact hull.

Plants. The plant growth of the jungle is famous for its layered depths. In addition to the mundane trees mentioned in the terrain descriptions above, unusual and dangerous flora are plentiful throughout Chult.

The origins of hunting plants such as the bloodthorn, choke creeper, mantrap, sundew, triflower frond, and yellow musk creeper have been debated among scholars and explorers for centuries. Some claim the mutated flora are the offspring of magical plants washed ashore after the shipwreck of a vessel from the wizard kingdom of Halruaa. Others say the plants simply evolved new ways to gather food to compensate for poor jungle soil. Whatever the cause, these plants—as well as a full variety of "slimes," such as green slime, yellow mold, and zygoms—menace all travelers in Chult.

Deep in the Chultan jungle stands a mighty tree, ancient beyond all imagination. Tribal myths say its highest branches scrape the clouds, and circumnavigating its broad trunk is a journey of several days. According to these same tales, the tree is hollow and sometimes swallows creatures, which wander its woody interior until they are finally absorbed as food. The Forsaken Tree is said to gain its unholy vigor from a singularly evil object—a golden coin of one of the fallen civilizations that long ago ruled Chult.

Undead. The animate dead comprise the worst menace in all of Chult. Legends say that before the Spellplague, a warlord called Ras Nsi animated an army of the dead to conquer the city of Mezro. When he failed, horrific undead were freed to wander the land. Recently, the menace of undeath has worsened, adding everything from zombie dinosaurs to undead girallons. It is said that the Soulmonger, a menace related to the worsening plague of undead whose evil has spread to other lands, is what has brought so many adventurers to Chult recently.

Other Monsters. There are seemingly as many types of monsters in the jungle as there are mundane species. Aarakocra, aboleths, basilisks, bullywugs, dragonfish, goblins, lizard men, locathah, mongrelmen, muckdwellers, myconids, nagas, pterafolk, sahuagin, troglodytes, trolls, and yuan ti are just a few of the creatures known to menace travelers in the rainforest and savannah.

Chaper 2: New Race Options

Grung

Fight them, my grungs! Fight them all! Fight and die for your golden king!

–King Groak of Dungrunglung

At your DM's option, you can create a grung character, using the following rules to create it. See *Volo's Guide to Monsters* for more information on grungs.

Grung Traits

Your grung character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Grung tadpoles hatch from eggs, taking on the shape of an adult grung three months later. They reach maturity after another 6 to 9 months, and have a lifespan of about 15 years.

Alignment. Grungs are almost always Lawful Evil, though player character grungs are likely to be Chaotic Neutral or even Chaotic Good, as few grungs leave their culture behind to adventure unless they are too independent to fit into the caste system.

Size. Grungs have roughly the same range of heights and weights as a halfling. Your size is Small.

Speed. Your base walking speed is 25 feet.

Amphibious. You can breathe air and water.

Poison Immunity. You are immune to poison damage and the poisoned condition.

Poisonous Skin. Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or become poisoned for 1 minute. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or it takes 2d4 poison damage. No additional effects apply.

Standing Leap. Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Tree-Dwelling. You gain proficiency in the Athletics skill and have a climb speed of 25 ft.

Water Dependency. If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.

Languages. You speak Grung and Common.

Subrace. Six subraces of grung exist, based on their caste and skin color: Green, Blue, Purple, Red, Orange, and Gold. Choose one of them for your character.

Green Grung

This caste includes the warriors, hunters, and laborers of the tribe.

Ability Score Increase. Your choice of either your Wisdom score or your Constitution score increases by 1.

Green Grung Poison. Whenever a creature fails its saving throw against your Poisonous Skin trait by 5 or more and becomes poisoned, it suffers an additional effect until it is no longer poisoned. While poisoned, the creature can't move except to climb or make standing jumps. If the creature is flying, it can't take any actions or reactions unless it lands.

Blue Grung

Grungs who serve the tribe as artisans or in other domestic roles are part of this caste.

Ability Score Increase. Your choice of either your Constitution score or your Intelligence score increases by 1.

Blue Grung Poison. Whenever a creature fails its saving throw against your Poisonous Skin trait by 5 or more and becomes poisoned, it suffers an additional effect until it is no longer poisoned. While poisoned, the creature must shout loudly or otherwise make a loud noise at the start and end of each of its turns.

Purple Grung

Administrators and commanders, purple grungs supervise and guide the greens and blues.

Ability Score Increase. Your choice of either your Charisma score or your Intelligence score increases by 1.

Purple Grung Poison. Whenever a creature fails its saving throw against your Poisonous Skin trait by 5 or more and becomes poisoned, it suffers an additional effect until it is no longer poisoned. While poisoned, the creature feels a desperate desire to soak itself in liquid or mud. Unless it is already immersed in liquid or mud at the

start of its turn, the creature cannot move during its turn except to reach a body of liquid or mud, and can take no action that turn but the Dash, Disengage, or Dodge action.

Red Grung

The tribe's scholars and magic-users, red grungs are considered superior to green, blue, and purple grungs and receive proper respect even from the higher-ranking orange and gold castes.

Ability Score Increase. Your choice of either your Wisdom score or your Constitution score increases by 1.

Red Grung Poison. Whenever a creature fails its saving throw against your Poisonous Skin trait by 5 or more and becomes poisoned, it suffers an additional effect until it is no longer poisoned. While poisoned, the creature must use its action to eat if food is within reach.

Orange Grung

Elite warriors, orange grungs have authority over all the other castes save the gold grungs.

Ability Score Increase. Your choice of either your Constitution score or your Charisma score increases by 1.

Orange Grung Poison. Whenever a creature fails its saving throw against your Poisonous Skin trait by 5 or more and becomes poisoned, it suffers an additional effect until it is no longer poisoned. While poisoned, the creature is frightened of its allies.

Gold Grung

The sovereigns of their tribes, gold grungs always hold the highest leadership positions and rule over all other castes.

Ability Score Increase. Your Charisma score increases by 1.

Gold Grung Poison. Whenever a creature fails its saving throw against your Poisonous Skin trait by 5 or more and becomes poisoned, it suffers an additional effect until it is no longer poisoned. While poisoned, the creature is charmed by you, and it can speak Grung

Half-Golem

I've been ugly for a long time. I'm used to it.

—Dorn Graybrook
Half Iron-Golem Dragonslayer

You have had one or more portions of your body replaced with parts of a construct. Like all half-golems, you are the result of good-intentioned actions taken too far. Unlike an actual golem, the construct portions of your body are not animated by an elemental spirit, but by yours.

While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of common folk who suffer such an amputation, so arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness.

While the initial results seemed promising, there was a limit to the effectiveness of the technique—merely replacing one limb is not enough to allow a mortal body to use it, due to its inhuman strength. Other changes are required to keep the new limb from tearing itself away from the body when its full strength is

used. Replacing a single arm with an inhumanly strong one requires the replacement of most of the back and often at least one leg, for example. As a result, the term "half-golem" is apt.

The trauma of the transformation is too much for the minds of most. Due to this mental difficulty (and, according to some sages, also an innate magical taint in the substance of golems), the majority of those who survive the process are driven mad, turned to evil, or both. You are one of a minority who retain their innate personalities without descending into evil or insanity, but the difficulty of returning to your former life has set you on a new path. Before the change, you may have been a member of any race, but now your half-golem status defines you more than that heritage.

Creating a Half-Golem

A humanoid can be transformed into a half-golem by means of the same techniques as used to make a golem. It requires a *manual of golems*, and the required costs in gold and time are halved.

When the creation is completed, the humanoid's racial traits are replaced by those of the half-golem race, as if they had been returned to life by a *reincarnate* spell.

Half-Golem Traits

As a half-golem, you are a member of another race who has been transformed. You have the following racial traits, though some are based on your original race, referred as your "base race."

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

Size. As your base race.

Speed. Your base walking speed is 25 feet or the speed of your base race, whichever is lower.

Heavy Limbs. When you take the Dash action, your speed is reduced by 10 for that action.

Living Weapon. If you wish, you can choose to inflict 1d6 damage with an unarmed strike instead of your normal unarmed strike damage.

Minor Magic Resistance. When you make a saving throw against a spell or other magical effect, you add half your proficiency bonus, rounded down, to the saving throw if it doesn't already include your proficiency bonus.

Partial Construct. Even though parts of you were constructed, you are a living humanoid, and can be healed normally. You roll with advantage when making a saving throw against a spell or effect that would alter your form.

Resilient Form. You have advantage on all saving throws against effects that would push you or cause you to fall prone, and you have resistance against bludgeoning damage from nonmagical attacks that are not adamantine.

Languages. As your base race.

Subrace. Choose one of the subrace options below:

Clay Half-Golem

One or more of your limbs are sculpted from clay like the limbs of a stone golem. This clay is of an acidic nature, and exposure to acid strengthens and revitalizes you. It can barely contain your life force, allowing you to occasionally release it in a sudden burts of strength and speed.



Ability Score Increase. Your Constitution score increases by 1.

Acidic Clay. You have resistance to acid damage. When acid damage you would take is reduced by your resistance or another effect, you may use your reaction to gain temporary hit points equal to 1 + your level.

Burst of Haste. You use a bonus action to magically speed up your movements. Until the end of your next turn, you gain a magical +2 bonus to its AC and have advantage on Dexterity saving throws, and you can make a single melee weapon attack as a bonus action. After you use your burst of haste, you can't use it again until you complete a short or long rest.

Flesh Half-Golem

One or more of your limbs have been rebuilt from a grisly assortment of humanoid body parts stitched and bolted together. This enchanted muscle tissue responds to the power of lightning, invigorating you with vitality and strength.

Ability Score Increase. Your Strength score increases by 1.

Animating Spark. You have resistance to lightning damage. When lightning damage you would take is reduced by your resistance or another effect, you may use your reaction to gain temporary hit points equal to 1 + your level.

Fiery Frenzy. When you take non-lightning damage that reduces you to half your hit points or fewer, or when you take fire damage, you can use your reaction to enter a sudden frenzy. Until the end of your next turn, you have advantage on Constitution and Wisdom saves as well as melee attacks. After you use your fiery frenzy, you can't use it again until you complete a short or long rest. (If another trait or feature allows you to enter a similar state, like a barbarian's rage, this state and that one do not interfere with each other).

Iron Half-Golem

One or more of your limbs are wrought of metal, enchanted and smelted with rare tinctures and admixtures. Those parts of your body look as if they were covered with oversized plates of armor.

Ability Score Increase. Your Strength score increases by 1.

Forged in Fire. You have resistance to fire damage. When fire damage you would take is reduced by your resistance or another effect, you may use your reaction to gain temporary hit points equal to 1 + your level.

Metal Plating. Your metal portions grant you a +1 bonus to Armor Class.

Serpentflesh Half-Golem

One or more of your limbs have been rebuilt from the remains of serpents, yuan-ti, or other scaled creatures. These coiling, lithe, scaly portions of your flesh are quick and useful in battle, but also show signs of decay from before they were grafted onto you. You are quicker and more agile than most half-golems, but many consider you more horrifying to look upon.

Ability Score Increase. Your Dexterity score increases by 1.

Fanged Limbs. Some of your limbs have reptilian mouths or are simply embedded with fangs. As a bonus action, you can make an unarmed strike. You can use Dexterity instead of Strength for the attack and damage roll of this attack. If that attack hits, it inflicts an additional 1d4 piercing damage.

Poison Immunity. You are immune to poison damage and the poisoned condition.

Venom Strike. Once per turn, when you hit with an attack with a piercing weapon, or with an unarmed strike, you can choose to enhance your attack with poison from your serpentine limbs. If you hit, the target must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or it takes 1d4 poison damage and 1d4 necrotic damage. If the creature fails its saving throw by 5 or more, it is poisoned until the end of its next turn.

Stone Half-Golem

One or more of your limbs are sculpted from mineral like the body of a stone golem. Like a statue's extremities, yours may be rough and rocky or as smooth as white marble. The enchantments that animate these parts change your relationship with time, and in combat you and your opponents can feel the world slowing around you.

Ability Score Increase. Your Constitution score increases by 1.

Slowing Aura. As an action, you slow the passage of time for the creatures nearest to you. Each creature other than you within 5 feet of you must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature who succeeds reduces its speed by 10 feet until the end of their next turn. A creature who fails reduces their speed by half for 1 minute and cannot take reactions until the end of their next turn. A target who failed can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After you use your slowing aura, you can't use it again until you complete a short or long rest.

Stone Limbs. Your stone portions grant you a +1 bonus to Armor Class.

Pterafolk

"The skies are mine– and so are your lives!"

–Karl Lykos, aka Sauron
(from *X-Men Unlimited,* Issue 6 (Sept. 1994))

From a distance, pterafolk are often mistaken for lizardfolk, another reptilian race of jungle-dwellers. However, pterafolk are larger and leaner, with the tallest full-grown adults reaching more than 10 feet tall. Most pterafolk do not live that long, however, due to savage dangers of their homeland and their own aggressive ways.

Primal Cousins to Lizardfolk

The scales that cover their torso and most of their arms and legs are small and smooth, like the skin of a snake. Pterafolk range in color from olive-green to forest-green to shades of tan, and on close inspection they more closely resemble flying saurians than lizardfolk. Their hands are long and end in sharp nails used for rending opponents. Their feet are clawed also and aid in climbing. The most startling features of pterafolk are their leathery webbed wings, which do not unfurl until the creatures plummet in flight.

Like lizardfolk, pterafolk are cold and emotionless relative to most humanoids, but they are far more prone to violence and greed. Survival in pterafolk communities is hard, and they take what they see as theirs. Still, most of the personality traits described for



lizardfolk in *Volo's Guide to Monsters* apply to pterafolk as well.

Out for Themselves

Pterafolk found in groups of 10 to 30 do not recognize a ruler, and are instead a chaotic group governed by the wants and needs of the loudest, most powerful individuals. Such groups are avoided by other bands of pterafolk, who do not want to get involved in petty squabbles over property, valuables and food.

Larger groups of pterafolk are more structured, usually patterning their society off the nearest human, goblin, or lizard man tribe. These groups are more successful hunters and pose a greater threat to nearby communities. Their arbitrary rivalries and covetousness towards each other's possessions—both of which are usually resolved in deadly violence—may be all that keeps these larger groups from annihilating entire cities.

Terrors of the Treetops

No matter the size of the group, all pterafolk communities tend to look the same—a collection of huts high in thick-trunked trees. From the ground it is often difficult to see these homes, as the thick vegetation obscures the pterafolk's handiwork. Each hut houses from one to four pterafolk. If more than one is found in a hut, it will be a mated pair and their offspring.

Pterafolk tend to collect things valued by nearby communities. For example, if the reptilians are found near human tribes, they are likely to value gems, jewelry, and household items, whereas those dwelling near tabaxi value ancient objects, rare relics, and magical items. Pterafolk living near goblins will collect trophies from their victims.

Pterafolk Traits

Your pterafolk character has the following racial traits.

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

Age. Pterafolk reach basic maturity around age 14, but continue to grow well into their 30's. If a pterafolk lived a nonviolent life, it might live to be 60 years or older, but their dangerous lifestyle kills most in their mid-twenties. Player character pterafolk are assumed to be younger adults, striking out on their own and less attached to their own murderous cultures.

Alignment. Pterafolk are nicknamed "terror-folk" for reason. Most are malevolent isolationists, considering nearly everyone around them an enemy, to be killed or eaten. They tend to be neutral evil in alignment, though player character pterafolk should be more neutral, good, or lawful in order to cooperate with their fellow adventurers.

Size. Young adult pterafolk are between 7 and 8 feet tall, but often weigh less than humans. Older pterafolk are bigger, but don't get much bulkier. At all sizes, they have lean, powerful limbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your bite is a melee weapon attack with which you are proficient, which uses Strength for its attack roll and damage bonus and deals 2d4 piercing damage. You

can only make a bite attack once during your turn, even if you are able to attack more than once otherwise.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Evolving Wings. When you move on your turn in combat, you can fly for up to 30 feet of that movement if you aren't wearing medium or heavy armor. Once you use this trait, you can't use it again until after the end of your next turn. However, once you reach 5th level, this limitation is removed, and you instead gain a flying speed of 30 feet when you aren't wearing medium or heavy armor

Growing Wingspan. When you reach 5th level, your wingspan increases to 20 feet, though you only unfurl your wings fully when soaring. You count as one size larger when you determining your carrying capacity and the weight you can push, drag, or lift, and when flying, you take up a 10-foot by 10-foot space instead of a 5-foot by 5-foot one.

High Dweller. The combination of your wings and claws give you a climbing speed of 20 feet. You do not take damage for falling a distance of less than 30 feet.

Saurian Scales. Your Armor Class cannot be lower than 11 + your Dexterity modifier, no matter what kind of armor you wear.

Terror Dive. If you move at least 30 feet straight toward a target during your turn, and at least half that movement is through the air (such as by flying or falling), if you hit that target with a melee attack it is frightened of you until the end of its next turn.

Winged Aggression. If you are already above the ground, you can use a bonus action to glide up to 20 feet towards an enemy of your choice that you can see or hear who is at least 10 feet below you. You must end this movement closer to the enemy than you started.

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

Shifter

This isn't a battle. It's a hunt. And you're not the hunter.

–Torwyn Uskevren of Selgaunt

In the Forgotten Realms, shifters descend from the intermingling of true lycanthropes with humans, elves, and their ilk. Due to their heritage, shifters often feel the pull of the moon in their blood, ebbing and flowing like ocean tides. Although they cannot fully change to animal form, they can temporarily take on animalistic features through a process they call shifting. Shifters have evolved into a unique race that breeds true. Ferocious heirs of the wild, the perfect fusion of civilized race and wild beast, they have a distinct culture with its own traditions and identity.

For as long as werebeasts have bred with more civilized peoples, examples of this animalistic demihuman people have lived along the frontiers of Faerûn. Yet until a century or so ago, few knew any such race existed. Their ambiguous heritage and wild

souls kept these descendants of lycanthropes on the fringes of civilization for centuries, but then magical events like the Spellplague and its aftermath threw wilderness and city alike into chaos, confronting the world with their existence. Other races are often uncomfortable around shifters due to their predatory natures and vaguely bestial appearance. Of course, some grow to appreciate individual shifters despite their natural aversion, and halflings in general get along well with them. For their part, shifters are accustomed to distrust and don't expect better treatment from members of the other races, although some shifters try to earn respect and companionship through acts and deeds.



Many believe that shifters have the same savage and nearly uncontrollable violent urges as most lycanthropes. Yet this is not the case. What is true is that the personality and behavior of shifters are influenced by their animal natures. They are a passionate and temperamental people, sometimes boorish and crude, or quiet, shifty, and solitary. Almost all shifters struggle in some way to control their powerful emotional responses, and culturally they retain a steadfast belief in the virtue of self-reliance, which they associate with personal freedom.

Walkers on the Edge

Though rare in most civilized lands, in certain areas shifters are nearly as common as humans. Most reside in only the wildest regions of humanoid nations, however, eking out livings as hunters and trappers. (Suggestions for shifter home regions can be found in **Chapter 4**, under the Lycanthrope Kin background).

A brave few feel compelled to venture into the wider world, becoming, guides, trackers, explorers, or scouts. Moving from such rugged self-reliance to the lifestyle of an adventurer is not a big step.

Those who spend time in civilization are often seeking to understand their unique heritage and reconcile the contradictions of their ancestry. They may feel alienated from the plains and forests they love, and sometimes take up the adventuring life as a way of escaping the confines of city walls and returning to nature. Some shifters, though, turn to a life of crime, preying on civilized folk like the hunters they are.

Treatment of shifters depends largely on where they are located. Among urban populations, shifters might be accepted as just more exotic travelers passing through. Should shifters appear in larger numbers, however, a community's citizens might become suspicious. In rural environments, shifters are less readily accepted. In places where they already exist in great numbers, or have intimidated the local populace by other means, they are left alone, but tend to be seen as threats to communities rather than a part of them.

The Beast Within

Shifters are basically humanoid in shape, but their bodies are exceptionally lithe. They often move in a crouched posture, springing and leaping along the ground. Their faces have a bestial cast, with wide, flat noses, large eyes and heavy eyebrows, pointed ears, and long sideburns regardless of gender. Their forearms and lower legs grow long hair, and the hair of their heads is thick and worn long.

In many populations, shifters are associated with a specific type of lycanthropic bloodline, and their features clearly resemble such werecreatures. For example, longtooth shifters often claim that werewolves are their ancestors and have canine features, while many razorclaw shifters claim weretigers to be their ancestors and display feline features.

Shifters have a raw connection to instinct that members of other races seldom understand. Fueled by their ancient legacy, shifters hold within them extremes of emotion that strive to dominate their thoughts and actions. This raw inner turmoil comes forth in some shifter warriors as a barbaric rage, enabling the shifter to perform berserk feats
of strength when he enters combat. These shifters tend to be hot-tempered, mercurial, and dramatic, often responding to stress with sudden shifts in mood.

Some learn to control their emotions, but it takes a great deal of effort, and those around them can still sense them keeping their bestial instinct for fight or flight in check. In some cases, they take this to an extreme, suppressing all emotion as a way dealing with their bestial instincts, keeping their voices even and their responses controlled. They remain stoic in the face of any situation, lest their powerful emotions overwhelm them.

The Journey Yet to Come

Just as most lycanthropes are carnivores, shifters have a predatory personality and think of most activities in terms of hunting and prey. They view survival as a challenge, striving to be self-reliant, adaptable, and resourceful. They tend to

associate independence with freedom, rather than community. Most cannot long tolerate rigid law enforcement, tyranny, or those who seek to impose their will or systems of belief on others.

Self-reliance has long been the most important virtue in the shifter mind. The greatest heroes of shifter folklore are often described as remaining constantly ready for surprise encounters and drawing on great reserves of inner strength rather than asking for help. Shifters refer to their constant state of readiness as "preparing for the journey yet to come." Shifters believe that life can change surprisingly quickly and that one should always be ready to move on to avoid the danger. The life of an adventurer is particularly suited to remaining ready for an unexpected trial or journey and particularly prone to having such events occur. Many shifters find themselves embarking on adventuring careers after something happens to disrupt their everyday routines—a monstrous incursion into their village or forest, for example, or a guide job gone sour.

Although they are not nomads, shifters prefer simple, well-made items that they can carry with them in a pinch. Even when they have permanent homes of their own, most shifters keep a simple pack loaded and ready for travel. Individual shifters prepare for the journey yet to come in varying ways. Some talk about it often; some remain reticent. Whether they discuss it openly with their traveling companions or not, shifters strive to make sure that their possessions are portable. They favor a small number of well-made weapons and pieces of armor over many lower-quality items, even if the larger number equates to more overall value.

Shifter Names

Shifters use the same names as humans, often ones that are also words with a rustic or naturalistic meaning.

Male Names. Ash, Brook, Claw, Cliff, Flint, Frost, River, Rock, Storm, Thorn, Tor

Female Names. Aurora, Autumn, Dawn, Hazel, Iris, Lily, Rain, Rose, Summer

Shifters and the Gods

Faerûn's shifters worship many different gods depending upon their inclinations and situation, but certain deities have a special relationship with their wild souls.

Selûne. Shifters who follow Selûne adhere to her followers' view of lycanthropy as a curse. They see shifters' bestial nature as directly tied to the evil of lycanthropy and emphasize strict emotional control and shifting only when necessary. In some respects, shifters devoted to Selûne are trying to deny part of their nature, and they are often the most determined foes of lycanthropes among her followers.

Silvanus. Silvanus emphasizes the acceptance of savagery as part of the natural state of the world, which resonates deeply with many shifters. His teachings present a middle way between Selûne's emphasis on control of animal instincts and Malar's desire for unfettered ferocity. Many shifters revere Silvanus, even in cities.

Malar. Shifters often have a heritage of Malar-worship that extends well before the Spellplague, due to ancestral ties to evil lycanthropes. They often worship Malar because their parents did, and see objections to Malar's evil as misunderstanding the essential nature of savagery and its necessary role in the world, and in shifters in particular. They may help hunters and others who worship or pay homage to Malar by hunting for them during winter in areas where food shortages are a concern. Packs of weretouched who worship Malar will engage in what is called a "High Hunt" in which a human is hunted. If the human evades the pack, they are given one boon. If the human is captured, it will be slain, and eaten. Many shifters see Malar's emphasis on unleashing the beast within as a rallying cry, fighting the forces of prejudice against their race.

Shifter Traits

As a shifter, you have the following racial traits.

Ability Score Increase. Your Wisdom score increases by 1.

Size. Shifters are about the same size as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Athletic Heritage. Whenever you make a Strength (Athletics) check to climb or jump, you are considered proficient in the Athletics skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Darkvision. Your lycanthropic ancestry grants you the ability to see in dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Shifting. You can shift as a bonus action on your turn. Shifting lasts for 1 minute or until you end it on your turn as a bonus action. While shifting, you gain temporary hit points equal to your level + your Constitution bonus (minimum of 1). You also gain a trait that depends on your shifter subrace, described below. You can use this trait twice, regaining all expended uses when you finish a short or long rest.

Unarmed Ferocity. When you take the Attack action on your turn, you can make an unarmed strike as a bonus action.

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

Subrace. Several subraces of shifter exist, each with its own animalistic features. Choose one of the listed options. Each includes additional ability score modifications, a shifting trait that emerges only when they are shifting, and another racial trait they enjoy at all times. Each of these shifter subraces also has some associated minor behavior that most of its members exhibit. As with other aspects of racial psychology, these are generalizations at best and stereotypes at worst. They serve as overall impressions of the shifter race, rather than strict rules that every individual must adhere to.

Beasthide

As a beasthide shifter, you are especially tough and persistent in battle. Beasthide shifters are often blunt and rude, speaking loudly and interrupting others.

Ability Score Increase. Your Constitution score increases by 2.

Beasthide Shifting Trait. While shifting, you gain a +1 bonus to AC and advantage on death saves.

Resilient Shifter. When you take nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantine, you can use your reaction to roll a d6. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you cannot use it again until you finish a short or long rest.

Cliffwalk

Your cliffwalk heritage grants you the climbing agility of a mountain goat or arboreal ape. Cliffwalk shifters tend to be shy and introverted.

Ability Score Increase. Your Dexterity score increases by 2.

Cliffwalk Shifting Trait. While shifting, you gain a climb speed of 30 feet, and you add your Wisdom modifier (minimum 1) to all Dexterity saving throws.

Perfect Balance. You have resistance to falling damage and advantage on all ability checks made to climb or keep your balance.

Dreamsight

You are blessed with the spiritual instincts and awareness of a dreamsight shifter, the rarest of the shifter subraces. Dreamsight shifters are usually calm and contemplative relative to other shifters. Unlike the other subraces, whose traits tend to reflect their lycanthropic ancestry, the abilities associate with dreamsight are a rare shamanic inheritance among all of them. It can occur in any shifter bloodline, regardless of heritage.

Ability Score Increase. Choose two of the following ability scores: Intelligence, Wisdom, or Charisma. Increase both the chosen ability scores by 1.

Dreamsight Shifting Trait. While shifting, you have advantage on Wisdom and Intelligence saving throws. In addition, while shifting you can comprehend and communicate with beasts as if under the effects of a *speak with animals* spell.

Shamanic Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Gorebrute

As a gorebrute shifter, your instinct is charge right at your prey, leaving them vulnerable to subsequent attacks. Gorebrute shifters are more likely to be loud and aggressive, and to threaten violence, than most individuals.

Ability Score Increase. Your Strength score increases by 2.

Go for the Throat. Once per turn, when you hit with a melee attack against a creature who is prone, you can inflict additional damage with that attack equal to your proficiency bonus.

Gorebrute Shifting Trait. While shifting, if you move at least 20 feet straight towards a creature during your turn, you can use your bonus action to make a gore attack against that creature. This is a melee weapon attack with which you are proficient, which uses Strength for its attack roll and damage bonus and deals 1d10 piercing damage. If this attack hits a target that is your size or smaller, the target must make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone. In addition, you have advantage on Strength saving throws you make while shifting.

Longstride

Longstride shifters are fleet and elusive, and in terms of personality, many consider them aloof and prideful.

Ability Score Increase. Your Dexterity score increases by 2.

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

Longstride Shifting Trait. While shifting, you can double your speed until the end of the turn when you move on your turn in combat. Once you use this trait, you can't use it again until you move 0 feet on one of your turns. In addition, you add your Wisdom modifier (minimum

1) to all Dexterity saving throws you make while shifting.

Longtooth

As a longtooth shifter, you are a ferocious combatant. Longtooth shifters are known for having savage and almost feral demeanors.

Ability Score Increase. Your Strength and Wisdom scores each increase by 1.

Longtooth Shifting Trait. While shifting, your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Once during your turn, if this attack hits a target that is your size or smaller, you can choose for that target to be grappled by you. If you start your turn with half your maximum hit points or fewer, you add your proficiency bonus to the damage of the bite attack you gain from this trait until the end of that turn.

Stalwart Shifter. When you take nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantine, you can use your reaction to roll a d6. Add your Strength modifier to the number rolled, and reduce the damage by that total. After you use this trait, you cannot use it again until you finish a short or long rest.



Razorclaw

As a razorclaw shifter, you make swift, slashing strikes in battle. Razorclaw

shifters are said to respect little other than physical power.

Ability Score Increase. Your Dexterity and Wisdom scores each increase by 1.

Razorclaw Shifting Trait. While shifting, you have sharp claws, allowing you to use your Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, which inflict 1d4 slashing damage instead of the normal bludgeoning damage. Also, while shifting, your claws give you a climbing speed of 20 feet, and when when you have only half your maximum hit points or fewer, you have advantage on Dexterity saving throws.

Relentless Strike. Once per turn, when you hit with melee attack against a creature you have already hit with a melee attack this turn, you can inflict additional damage with that attack equal to your proficiency bonus.

Swiftwing

Your ancestry as a swiftwing shifter grants you the ability to fly in short bursts. Swiftwing shifters tend to be twitchy and nervous.

Ability Score Increase. Your Dexterity score increases by 2.

Leaping Charge. You add 5 feet to your long jump distance and 2 feet to your high jump distance. In addition, when you take the dash action, your speed is increased by 5 feet for that action.

Swiftwing Shifting Trait. While shifting, when you move on your turn in combat, you can fly for up to 30 feet of that movement. Once you use this trait, you can't use it again until after the end of your next turn. In addition, while shifting you have resistance to falling damage.

Truedive

Your truedive heritage lets you swim like a creature born to the sea. Truedive shifters are often remote and somewhat callous.

Ability Score Increase. Your Constitution score increases by 2.

Amphibious. You can breathe air and water

Marine Kinship. You can cast *animal friendship* an unlimited number of times with this trait, though you can only use it to target creatures with swimming speeds.

Truedive Shifting Trait. While shifting, you gain a swim speed of 30 feet and you have resistance to cold damage and falling damage.

Wildhunt

Your wildhunt heritage makes you a consummate tracker and survivor. Wildhunt shifters tend to be suspicious and untrusting.

Ability Score Increase. Your Wisdom and Constitution scores each increase by 1.

Keen Instincts. When you make a Wisdom check that includes your proficiency bonus, you roll with advantage if that check relies on hearing or smell.

Wildhunt Shifting Trait. While shifting, you gain advantage on all Wisdom-based checks and saving throws, and you add your Wisdom modifier (minimum 1) to all Dexterity saving throws.

Dwarf Subrace: Chultan Albino

The pale skin that characterizes albinism is normally a rare trait in dwarves, but among a certain group of Chultan dwarves, it has become universal. These jungle-dwellers once lived underground as most dwarves do, but volcanic activity forced them to the surface.

Though Chult's albino dwarves can still work metal and stone, they are usually contsrained by what they have on hand. In most cases, their weapons are made of bone, flint, and wood, their armor is dinosaur hide, and they adorn themselves with beads, bones, feathers, and tusks. Many dream of reclaiming lost dwarven holds like the lost forges of Hrakhamar, now held by firenewts. They are suspicious of strangers, but tend to trust dwarves of other subraces. Their leaders are admired for speaking bluntly and honestly, and for finding simple solutions to difficult problems.

Adventuring dwarves of this subrace have been touched by nature spirits, who appreciate their respectful bond with the land. These dwarves learn some of the spells of druids and rangers as spiritual gifts, and may grow even greater abilities if they remain on this path.

Chultan Albino Subrace Traits

The albino dwarves of Chult are a subrace of dwarves, possessing the dwarf traits in the Player's Handbook, plus the subrace traits below.

Ability Score Increase. Your choice of either your Dexterity score or your Wisdom score increases by 1.

Jungle Folk. Choose two of the following skills: Perception, Stealth, or Survival. You gain proficiency in those skills.

Spirit Gifts. You can cast the *hunter's mark* spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast *pass without trace* once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *speak with plants* once with this trait, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. You can cast all of them without components.

New Albino Dwarf Feat: Spirit Warrior

If your DM allows the use of feats, your Chultan albino dwarf character has the option of taking the following feat:

Spirit Warrior

Prerequisite: Dwarf (Chultan albino dwarf)

Benevolent nature spirits have taken note of your deep attunement to the land of Chult. They have expanded your spiritual gifts, giving you innate spellcasting abilities. In exchange, you are called to defeat unnatural threats and defend Chult's natural beauty. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You learn the *druidcraft* cantrip.
- You can cast each of the following spells once with this ability: *bloodhound*, jump,* and *speak with animals*. You regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. You can cast all of them without components.

Chapter 3: Classes in Chult

Artificer

The untamed wilds of Chult may seem like an unusual place for artificers to thrive, but they are more common in Port Nyanzaru than in most cities of the Sword Coast. Many are affiliated with the Temple of Gond in the Merchants' Ward of the port. Along with smiths, craftspeople, and ivory-carvers, they make the temple a bustling place. The artisans working in the area have advanced knowledge of hydraulic engineering. The shifting water jets of the massive fountain are a marvel that makes the temple a major landmark.

The main reason for the presence of more artificers is likely the proximity of Lantan. This island nation was always known for its focus on science and the crafting of mechanical marvels, which stem from the population's devout worship of Gond. Much of Lantan vanished during the Spellplague, but since the Second Sundering, their ships are frequent visitors to Port Nyanzaru. Those they do business with say that the Lantanese are more secretive than before, and that their technological marvels are even greater. Their only rival for the title of most technologically advanced nation in the world is the Shou Empire of Kara-Tur; in Faerûn, the Lantanese have no such competition.



Before the Spellplague, the inhabitants of Lantan—especially its large population of gnomes—sought to spread lasting peace across Faerûn with their inventions. Many Lantanese artificers show signs of continuing that quest, using Chult—Lantan's closest nearby to the south—as a laboratory to test the viability of their ideals.

Salvage Survivalist

PROFESSOR: I would say it was a geological phenomenon caused by volcanic activity beneath the Earth's surface resulting into concentration of heat at a specific location.
GILLIGAN: That makes sense to me, but there's one thing I don't understand.
PROFESSOR: Oh, what's that?
GILLIGAN: How come the ground got so hot underneath our feet?

—"Voodoo"
Gilligan's Island, Season 3, Episode 5 (1966)

A Salvage Survivalist is an expert at creating tools for survival out of whatever is at hand. From metal odds and ends to rocks, vines, and bamboo stalks, you can always improvise the implements you need. Being marooned on a desert island or

Salvager's Tools

At 1st level, you assemble a collection of improvised tools, which you use to create your inventions. If you lose your Salvager's Tools or any part of them, you can fabricate a new one over the course of three days of work and collecting odds and ends you can press into service. You also gain proficiency in the Survival skill and with blowguns.

Trinkets and Toxins

You can use your Salvager's Tools to create helpful survival items. You know how to create simple weapons, blowguns, and blowgun ammunition from scavenged materials. A simple weapon takes 1 hour to make if it has a cost of 5 gp or less; otherwise, making it requires a number of hours equal to its cost in gp divided by 5 (rounded up).

You can also make certain kinds of adventuring gear from local materials, as shown on the Salvage Table, which also lists the time required to make each item. The "Time to Make" does not include the time it takes to collect the ingredients and/or materials; your DM will determine that. Items that take less than 1 day to make will break down and become unusable the next time you finish a long rest unless you are present to maintain them (which you can do as part of your rest without taking additional time). No weapon or gear you craft in this way can be sold, as the items are too ungainly and fragile.

Salvage Table

Item	Time to Make
Antitoxin	1 hour per dose
Basket	1 hour
Caltrops (20)	1 hour
Case, map or scroll	1 hour
Fishing tackle	1 day
Hourglass	2 days
Ink	10 minutes
Ink pen	10 minutes
Ladder	1 hour per 10 feet
Lamp & oil	1 hour
Mirror, steel	4 hours
Paper (papyrus)	1 hour per sheet
Pouch	10 minutes
Rope, local fiber	1 minute per foot
Sack	10 minutes
Signal Whistle	1 hour
Soap (1 lb)	1 day
Tent, two-person	4 hours
Tinderbox	1 hour
Torch (6)	10 minutes
Waterskin	30 minutes
Whetstone	10 minutes

Toxins

You know how to harvest a sufficient quantity of local materials to make potent toxins you can administer from afar with a piercing weapon.
You can choose for this damage to be one of the following types: acid, necrotic, or poison. A creature which takes this damage must make a Constitution saving throw against a

DC equal to 8 + your proficiency bonus + your Intelligence modifier, otherwise it suffers one of the following effects of your choice:

- ***Simple Poison.*** If it fails its saving throw, the creature takes extra poison damage equal to your Intelligence modifier and makes its next attack roll before the end of its next turn at disadvantage. If it fails by 5 or more, it is also poisoned until the end of its next turn. Creatures immune to the poisoned condition automatically succeed on this saving throw.
- ***Sleeping Toxin.*** If it fails its saving throw, the creature cannot take reactions until the end of its next turn and the next attack roll against it before the end of your next turn is made at advantage. If it fails by 5 or more, it fails unconscious until the end of its next turn, as if affected by the *sleep* spell. Creatures immune to the unconscious condition or which can't be put to sleep by magic automatically succeed on this saving throw.

The extra damage you inflict with your toxins increases by 1d4 when you reach certain levels in this class: 3rd level (2d4), 5th level (3d4), 7th level (4d4), 9th level (5d4), 11th level (6d4), 13th level (7d4), 15th level (8d4), 17th level (9d4), and 19th level (10d4).

Advanced Toxins

Starting at 3rd level, you learn to brew new kinds of toxins to inflict on your opponents with your Toxin feature. When you gain this feature, choose one of the toxin options listed at the end of this archetype description. When a creature makes a saving throw due to the extra damage of an attack envenomed by your Toxin feature, you can choose to afflict them with another toxin option you know instead of Simple Poison or Sleeping Toxin.

You also learn additional toxin options of your choice at 3rd, 9th, 14th, and 17th levels.

Watch your Step

At 3rd level, you master the techniques of setting snares and traps in your wilderness environment using improvised materials. As an action, you can use your Salvager's Tools to create a trap. When you do so, choose a 5-foot-by-5-foot square area adjacent to you, and choose one of the following types of traps:

- ***Poison Trap.*** The next time a creature enters the 5-foot area you chose, it must make a Dexterity saving throw against your artificer spell save DC. If it fails, it takes 1d4 piercing damage, plus the extra damage you would inflict if you hit with an attack using your Toxin feature. As usual when a creature takes this damage, it must also roll a Constitution saving throw or suffer the effects of one of your toxin options.
- ***Restraining Trap.*** Choose one of the following types of damage when you create this trap: bludgeoning, piercing, or slashing. The next time a creature enters the 5-foot area you chose, it must make a Dexterity saving throw against your artificer spell save DC. If it fails, it takes 2d8 damage of the selected type and is restrained until it or a creature within 5 feet of it uses an action makes a Strength check against your artificer spell save DC to free it. The damage of this trap type increases by 1d8 when you reach certain levels in this class 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).



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

Stealthy Servant

At 6th level, when you create your Mechanical Servant, you do so with salvaged and natural local materials. Your construct gains proficiency in the Stealth skill.

Survival Spells

At 9th level, your increased magical abilities help you find a way out of any situation. You learn the *create item*, project item*, mage hand,* and *mending* cantrips.

You can also cast the *fabricate* spell once without using a spell slot, regaining the ability to do so when you finish a short or long rest. When you cast *fabricate*, you can use it to create large amounts of material you can use to camouflage an object or creature of Huge size or smaller. Camouflaging an object takes 10 minutes if it is Medium or smaller, or 30 minutes if it is Large or Huge. If a camouflaged object or creature has occupied the same space for 1 minute or longer, all ability checks to detect it are made at disadvantage, and creatures notice it as if their passive Perception scores were 5 lower.

Armored Servant

At 9th level, you combine magic and good old-fashioned jury-rigging to reinforce and repair your Mechanical Servant. It gains +2 AC, and you can repair it with infusions of magical energy. You can use a bonus action to expend one spell slot to cause your Mechanical Servant to regain 1d8 hit points per level of the spell slot expended.

Poisonous Servant

At 14th level, you can load a small dose of one of your Toxins into your Mechanical Servant, adding it to an attack it makes later. When your Mechanical Servant hits with a melee attack, you can use your reaction to cause that attack to inflict the extra damage you would inflict if you hit with an attack using your Toxin feature. As usual when a creature takes this damage, it must also roll a Constitution saving throw or suffer the effects of one of your toxin options. When you cause your Mechanical Servant to inflict the effects of a toxin in this way, you cannot do so again until you finish a short or long rest.

Makeshift Conveyance

At 17th level, you can destroy a magic item you previously crafted with your Wondrous Invention feature in the process of creating a new one: a complicated, self-propelled vehicle. It is exactly like an *apparatus of Kwalish* (as described in the *Dungeon Master's Guide*), but made of various scavenged materials rather than just iron. If you choose to create this vehicle, any magic item you create with Wondrous Invention at 20th level must come from the 15th-level list or lower.

Toxin Options

The toxin options you can learn for this archetype as you gain artificer levels are listed here alphabetically:

Corrosive Toxin. Even objects are affected by this toxin, and objects automatically fail the saving throw as if they had rolled a 1. Creatures or objects which fail their saving throw against this toxin suffer additional acid damage equal to your Intelligence modifier (which is doubled if it is an object). Creatures or objects which fail the saving throw by 5 or more reduce their hit point maximum by an amount equal to the damage they take. Creatures and objects immune to acid damage automatically succeed on this saving throw.

Fear Toxin. If it fails its saving throw, the creature has disadvantage on the next saving throw it makes before the end of your next turn, and it can't willingly move closer to you until the end of your next turn. If it fails by 5 or more, it is also takes psychic damage equal to your Intelligence modifier and is frightened of you until the end of your next turn. Creatures immune to the frightened condition automatically succeed on this saving throw.

Happy Juice Toxin. If it fails its saving throw, the creature falls prone, laughing as if everything around it were hilarious. If it fails by 5 or more, it cannot stand up from prone until after the end of its next turn. Creatures immune to the charmed or paralyzed conditions automatically succeed on this saving throw.

Hallucinogenic Toxin. If it fails its saving throw, until the end of your next turn, the creature treats objects more than 5 feet away from it as being heavily obscured, as if they were concealed behind nonexistent objects. If it fails by 5 or more, it is also blinded until the end of its next turn. Creatures with blindsight, tremorsense, or true sight, or which are immune to psychic damage, automatically succeed on this saving throw.

Immobilizing Toxin. If it fails its saving throw, until the end of your next turn, the creature's speed becomes 0, it can't benefit from any bonus to its speed, and it has disadvantage on the next Dexterity saving throw it makes before the end of your next turn. If it fails by 5 or more, it is also restrained until the end of its next turn. Creatures immune to the paralyzed condition automatically succeed on this saving throw.

Pain Toxin. If it fails its saving throw, the creature has disadvantage on Constitution and Intelligence saving throws until the start of your next turn (include any saving throw to maintain concentration on a spell caused by the damage of this attack) and makes its next attack roll before the end of your next turn at disadvantage. If it fails by 5 or more, it also it is also takes psychic damage equal to your Intelligence modifier and has disadvantage on ability checks for 1 minute. Creatures immune to the poisoned or incapacitated conditions automatically succeed on this saving throw.

Eradicator

"Thus are we ministers of God's own wish: that the world, and men for whom His Son die, will not be given over to monsters, whose very existence would defame Him. He have allowed us to redeem one soul already, and we go out as the old knights of the Cross to redeem more. Like them we shall travel towards the sunrise; and like them, if we fall, we fall in good cause."

–Dr. Abraham van Helsing
(from *Dracula* by Bram Stoker)

As a plague takes hold of the body, a darkness has infested the land. It takes many forms: undead. lycanthropes, hags, fiends, unclean spirits, and the like. You do not view these horrors superstitiously, but clinically. They are a disease that must cured.

Like a naturalist cataloguing plant and animal specimens, you use a variety of techniques to discern the secrets of the infection. How does mortal flesh sustain a zombie's unlife? Why is silver better than steel against a werewolf? How does a mummy infect its victims with rot? You use such knowledge to create the tools needed to eradicate these unnatural predators for the good of all mortals. Your weapons in this fight are not only magic and martial prowess, but rationality and self-control. You cannot give in to fear.

Of all artificers, eradicators are the most likely to have deep religious beliefs. Seeing the way divine power can be channeled to defeat their worst foes leaves a lasting impression. Whatever you believe, you tend to be just as rational about faith as you are about everything else. Eradicators always find a way to reconcile science and religion, and they have a natural suspicion of zealotry. In many ways, your drives to understand divinity and expose the forces of darkness are two sides of the same coin.

Monster Hunter's Implements

At 1st level, you craft a focusing symbol, a wooden sigil that concentrates your magical might and strength of will. This can be anything from a holy symbol to an ancient cerulean sign of power, but it must either be carved of wood or inscribed on a piece of wood. You can use your focusing symbol as an arcane focus or holy symbol, and can also use it as your choice of either a club or quarterstaff.

As long as you have your focusing symbol in hand, whenever you inflict damage on one or more creatures who are currently the subject of a concentration spell you cast, one of the damaged creatures takes extra psychic damage equal to your Intelligence modifier. Any creature that takes this damage cannot benefit from advantage on any Intelligence or Wisdom saving throw until the end of your next turn.

Whenever you have your focusing symbol in hand, you can cast the *shillelagh* cantrip on it. When you do so, you can choose for one end of your focusing symbol to sharpen, becoming a piercing weapon for the duration of the spell (this allows such a weapon to be used as a wooden stake for the purpose of defeating vampires and similar creatures).

If you lose your focusing symbol, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of metal, wood, or other raw materials.

Species Focus

Starting at 1st level, you choose a type of monster you know more about than any other. You can choose one species focus from the following: aberrations, constructs,

elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose shapechangers of all types as your species focus. Work with your DM to determine an appropriate type of monster for the campaign. You have advantage on Intelligence and Wisdom checks to discern information about the type of creature chosen, and when you inflict damage with an artificer spell or with a magical weapon on a creature that is your species focus, that creature's speed is reduced by half until the end of its next turn.

Exorcism Spells

At 3rd level, you learn the *detect evil and good, protection from evil and good,* and *predictive focus** spells as artificer spells. You learn additional spells from this feature as you gain levels, as follows:

- At 7th level, you learn the *darkvision* and *gentle repose* spells.
- At 13th level, you learn the *daylight* and *intellect redoubt** spells.
- At 19th level, you learn the *locate creature* and *staggering smite* spells.

Spells learned from this feature do not count against your normal number of artificer spells or cantrips known.

Whenever you cast a spell gained from this feature with your focusing symbol in hand, if that spell has a casting time of 1 action, you may choose to expend 1 Hit Die (without gaining any hit points) to change the casting time to 1 bonus action for this casting.

Repel Horrors

Starting at 9th level, you can attempt to repel dark forces with the strength of your convictions. As an action, you present your focusing symbol, and each creature within 30 feet of you that is undead or your species focus must make an Intelligence saving throw against your Artificer spell DC. On a failed save, it is repelled for 1 minute or until it takes any damage. A repelled creature must spend its turns trying to move as far away from you as it possibly can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

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

Serenity of Spirit

At 14th level, you are an island of calm resolution in a sea of fear and aggression. You cannot be charmed or frightened, and if you have your focusing symbol in hand, you can cast the *calm emotions* spell at will.

Hunting the Hunters

At 17th level, you are immune to psychic damage. Hostile creatures you choose who take psychic damage during your turn must roll Intelligence saves against your Artificer spell DC or become frightened of you until the end of your next turn.

Barbarian

Given the many tribal peoples in Chult who scorn what folk from the Sword Coast call "civilization," the presence of many powerful barbarians on the peninsula is no surprise. Those who follow the Path of the Berserker aren't much less common here than they are in the North. However, barbarians who channel the power of the primal totems common to the Sword Coast—bears, wolves, elk, and similar—find their ethereal benefactors are harder to contact in Chult. Such barbarians' powers are not diminished, but this important spiritual relationship becomes more distant. Similar warriors in the jungles harness the power of other beasts. This not only includes dinosaurs (whose primal spirits may grant variants of the same powers other totem warriors receive under new names), but creatures seldom admired among civilized folk and tribal peoples of other lands. These include insects and arachnids of the jungles and the serpents who nest in ancient ruins. Those who make a close study of ants, bees, wasps and the like often marvel at their industrious, unity, and strength. Some Chultan cults have long worship ed Dendar the Night Serpent, though other tribes have purer relationships with serpent spirits as representative of nature, invested with wisdom and cunning.



Path of the Swarm Warden

"Have you ever heard of insect politics? Neither have I. Insects... don't have politics. They're very... brutal. No compassion, no compromise."

–Seth Brundle
(from *The Fly* (1986))

While many barbarian clans honor animal totems, few show respect for the meaner spirits who represent scuttling vermin or lowly bugs. Yet in certain remote places—such as deep in the jungles of Chult—tribal traditions have arisen that offers homage to spirits of swarming insects. You not only are one of those who follow such traditions. You placate such beings for primal power, and keep settlements or hunting trails from intruding upon the lands around certain sacred hives, nests, or hills. You are an implacable hunter of those intrepid or unfortunate enough to invade these territories, with relentless instincts and stinging strikes that perfectly embody your patron spirits.

Skittering Mind

When you choose this archetype at 3rd level, you have a primal empathy for understanding the instincts and motivations of Tiny beasts. You can add the rage damage bonus you gain from being a barbarian to your Wisdom (Animal Handling) checks with such creatures. You gain the same bonus when dealing with any swarm of Tiny beasts, and can even communicate simple ideas with such a swarm.

Swarming Totem

At 3rd level, whenever you rage, insect spirits swarm around your body. You gain temporary hit points equal to half your Barbarian level whenever you enter your rage, you add +2 to your barbarian rage damage bonus as long as you have at least half your hit point maximum remaining. In addition, while raging, whenever you use your action to Dash, you can make one melee weapon attack as a bonus action.

Aspect of the Hive

At 6th level, you begin to emulate the movements and senses of insects. You gain darkvision out to 60 feet. If you already have darkvision, its range increases by 30 feet. In addition, whenever you take the Dash action, you gain a climbing speed equal to your walking speed until the end of your next turn if you are not wearing armor. While you have this climbing speed, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Monstrous Insect

At 14th level, you undergo a transformation when you rage. Choose one of the following benefits when you gain this feature:

Voracious Mandible. When you rage, two pincers sprout from either side of your mouth. You can use these jaws to make a bite attack as a bonus action. This is a melee weapon attack with which you are proficient, which uses Strength for its attack roll and damage bonus and deals 2d8 piercing damage. If the target of this attack is grappled, you have advantage on the attack roll.

Corrosive Venom. When you rage, a stinger lies nestled in the palm of your hand, ready to strike. When you hit with a melee weapon attack using Strength while raging, you can use a bonus action to inflict extra acid or poison damage (your choice) on that target equal to your Constitution bonus and force it to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Constitution modifier). On a failure, the target is poisoned until the end of its next turn. If the creature fails the saving throw by 5 or more, it is also paralyzed for the same duration.

Path of the Ophidian Savage

When the Night Serpent awakes, its fury will be reborn—in me. His venom courses through my veins, and my sinews carry the strength of his coils.

—Kezlu Baa
Yuan-ti Pureblood Barbarian

On a peninsula full of totem spirits reflecting powerful beasts, perhaps the most sinister are those of the serpent kingdom. The savage barbarian tribes devoted to primal spirits of vipers, pythons, cobras, and the like are rightfully feared. Using poison, deception, and incredible speed, the warriors of these tribes leap from the shadows and the trees, swinging venomous weapons to break their enemies from within as they rend the flesh

without. Building resistance to poisons and drugs, they consume powerful hallucinogens and concoctions that would drop others dead. The toxins they imbibe empower their rage with viperlike reflexes and precision strikes.

Serpentine Strike

Starting when you choose this path at 3rd level, your strikes sink deep like the snake, coated in an ethereal venom. When you hit a creature with a melee weapon attack while raging, you can use your bonus action to force that creature to make a Constitution saving throw (DC equals 8 + your proficiency modifier + your Constitution modifier). If it fails its saving throw, the creature takes extra poison damage equal to your Constitution modifier (minimum 1) and makes its next attack roll before the end of its next turn at disadvantage. If it fails by 5 or more, it is also poisoned until the end of its next turn. Creatures immune to the poisoned condition automatically succeed on this saving throw.

When you reach 6th level in your barbarian class, you can choose to inflict either acid damage or necrotic damage with this feature instead of poison damage. At 10th level, this damage increases to your Constitution modifier + half your barbarian level.

Serpent Kin

At 6th level, you learn the Draconic language, you gain proficiency in the Stealth skill and with the poisoner's kit, and you may double your proficiency bonus on ability checks to use poisoner's kits.

Additionally, as an action you can charm one beast that is a snake and convince it you mean no harm, as if you had affected it with the *animal friendship* spell. This effect lasts for 24 hours. You can charm a serpent in this way once, regaining the ability to do so when you finish a short or long rest.

Chultan Concoction

At 10th level, by ingesting a special mix of python venom, sinda berries, and wildroot each day, you have given yourself a special tolerance to poison that lets you dose yourself with toxic concoctions to enhance your fighting abilities. You gain resistance to poison damage, and whenever you finish a short rest or long rest while you have access to a poisoner's kit, you can brew a single concoction of your choice from among those you know how to make. The types of concoctions you can learn to brew are listed under "Chultan Concoctions" at the end of this archetype. You learn to brew two of these types at 10th level and one more at 14th level.

As a bonus action, you can consume a concoction. The concoction's effects last until you finish a short or long rest. Whether you consume a concoction or not, it loses all potency the next time you finish a short or long rest. You can only gain the benefits of one concoction at a time. If you use a second one, you lose all benefits of any previous concoction you imbibed.

If another creature consumes a concoction you create, that creature gains no benefit, and takes poison damage equal to half your barbarian level + your Constitution modifier.

Night Serpent's Favor

At 14th level, your Serpentine Strike becomes more powerful. Targets who succeed on the saving throw now take half the poison damage they would suffer on a failure.

You also gain immunity to poison damage and the poisoned condition. When you finish

a short rest, you can make a DC 15 Wisdom (Poisoner's Kit) check to create more than one concoction, instead of just one. If you roll a 20 or higher, you create one dose of each concoction you know how to make.

If you wish, you can gain the effects from two concoctions at the same time, instead of just one. Consuming each concoction takes a separate bonus action. If you use a third one, you lose all benefits of any previous concoctions you imbibed.

Chultan Concoctions

The concoctions you can learn for this archetype as you gain barbarian levels are all made with special flora or fungi unique to Chult, and which you carry with you in any poisoner's kit you possess. They are listed here alphabetically:

Batiri Bane. When you consume this speckled white and black syrup, you become extremely strong and aggressive. You add your Constitution modifier to Initiative rolls, your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on all Strength checks. While you are raging, if a creature fails its saving throws against your Serpentine Strike feature, it is knocked prone and takes extra bludgeoning damage equal to your Strength modifier. You enjoy these effects until you finish a short or long rest, but while you do, at the end of each of your turns, you take 2 points of psychic damage for each creature within 5 feet of you that you has not taken damage from you since the end of your previous turn.

Dancing Monkey Liqueur. When you consume this luminescent purple liquid, your muscles are filled with excess energy, and you can't stand still. You gain a +1 bonus to Armor Class, your speed increases by 10 feet while you are not wearing heavy armor, and you can take the Dash action as a bonus action. While you are raging, any creature that misses you with an attack provokes an opportunity attack from you. You enjoy these effects until you finish a short or long rest, but while you do, you take psychic damage equal to your Constitution modifier at the end of your turn if you have not made an attack roll or moved at least 5 feet since the end of your previous turn.

Waka Tree Oil. When you pour this murky, honey-thick green concoction over your skin, your body begins to exude sweat infused with color-changing phosphorescent bacteria. You are always considered lightly obscured, and when you make Dexterity (Stealth) checks, you can substitute your Constitution modifier for your Dexterity modifier. Whenever you enter your rage, you turn invisible until you hit with an attack roll or force another creature to make a saving throw, or your rage ends. You enjoy these effects until you finish a short or long rest, but while you do, you also have disadvantage on Charisma (Deception or Persuasion) checks and Dexterity (Sleight of Hand) checks due to your sweaty skin and shifting appearance.

Yellow Musk Powder. When you inhale this this fragrant golden pollen, you begin to hallucinate symbolic images, perceiving the world as only half-real and gaining esoteric insights. You can't be surprised, and when you make Wisdom (Insight or Perception) checks, you can substitute your Constitution modifier for your Wisdom modifier. While raging, you can take the Disengage action as a bonus action, and your melee weapon attacks against creatures within 5 feet of you score a critical hit on a roll of 19 or 20. You enjoy these effects until you finish a short or long rest, but while you do, you perceive creatures and objects that are 15 or more feet away from you as being lightly obscured, or heavily obscured if they are 25 or more feet away.

Zouba Milk. When you rub this cloudy oil into your gums, your spirit strains at the boundaries of your flesh, giving you a gaunt, deathly visage and a milky white pallor. You gain resistance to necrotic damage and advantage on Constitution saving throws. While you are raging, if a creature fails its saving throw against your Serpentine Strike feature, it becomes frightened of you until the end of your next turn. You enjoy these effects until you finish a short or long rest, but while you do, you have disadvantage on Charisma (Persuasion) checks and death saving throws.

Bard

On the one hand, bards tend to hail from—or find their way to—more civilized lands, where travel is easiest and audiences are most receptive. On the other hand, they also tend to be restless creatures, who wander from one audience to the next. The challenge of the death curse has called a variety of adventurers to Chult, with many bards among them. Here, as in so much of the world, true bards are rare but prized.

News from distant lands is highly appreciated by expatriates in places like Port Nyanzaru. Yet entertainment, ancient knowledge, good comradeship, and powerful music are valued in all communities, civilized or no. Bards can be found in the humblest tribal gatherings, the most populous settlements, and everywhere in between.

College of the Dirge

"Do not go gentle into that good night,
Old age should burn and rave at close of day;
Rage, rage against the dying of the light."

—Dylan Thomas
"Do not go gentle into that good night"

Not all bards can be entertainers or lovable, traveling scoundrels who make inns and squares echo with songs and applause. Some are given to more somber tasks. They have walked by grieving widows. They have kept time as caskets are lowered into graves and marched into dark mausoleums. They have drummed a solemn, steady rhythm as comrades are laid to final rest. Called to adventure, these keepers of songs set out with a simple, burning drive: never again. They will never allow their friends to fall. They will not let the spark of hope—the possibility of resurrection and revival—fade without a fight. There is always hope.

A loose association of talents and shared experiences is all that makes these bards a "college." Their only true, unifying principle is the preservation of life. With the onset of the death curse, many of these singers and musicians have self-deployed to the Chultan jungles where they are needed most. They may be unable to return the dead to life, but they will strive keep the living from death even in the face of such all-consuming necromantic power.

Defying Loss

When you join the College of the Dirge at 3rd level, you learn the *spare the dying* cantrip. This cantrip counts as a bard spell for you but doesn't count against your number of bard cantrips known. In addition, when a creature rolls a die granted by your Bardic Inspiration feature, you can expend one of your bard Hit Dice (without regaining any hit points) to cause that die to roll its maximum value.

Call to Life

At 3rd level your inspiring words and performance can pull your companions back from the brink of death. When a creature within 60 feet of you makes a death saving throw, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding that number to the creature's roll.

March to the Grave

At 6th level, you gain the power necessary to help destroy the undead and return them to final rest. As an action, choose to affect either undead creatures or hostile creatures who



are at or below half of their hit point maximum at the start of their turn. You create a performance that causes creatures of the type you selected within 30 feet of you to suffer disadvantage on all saving throws until the end of your next turn. Once you use this feature, you cannot do so again until you finish a short or long rest.

In addition, you add the *speak with dead* spell to the list of bard spells you know. This spell does not count against your number of bard spells known as determined by the Bard Class Table.

A Triumphant Chord

Once you reach 14th level, you can make a heart-wrenching performance that heals an ally at the cost of your own inner strength. As an action, you can expend up to half your bard level in Hit Dice. Instead of regaining hit points, however, you heal an ally who can hear you within 60 feet for the same number of hit points you would have regained. The healed ally also gains a Bardic Inspiration die from you, without your having to spend from your normal pool of Bardic Inspiration dice. Once you use this feature, you cannot do so again until you finish a short or long rest.

College of Ruins

"That belongs in a museum!"

—Indiana Jones and the Last Crusade

The history of Faerûn's lost empires is a tale of unparalleled magical might, lost imperial majesty, and age-old, cataclysmic wars involving numerous realms and many races. It is also an incomplete chronicle replete with overlooked arcane wonders, untold entombed evils, and long-forgotten gods. In ancient vaults and ruins, legacies both foul and fair lie patiently in the dark, awaiting the right moment, the right sign, or the right adventurer to herald their return to the light.

Your calling is to be the right adventurer. You seek to recover lost knowledge and relics, and to make yourself a living library of the records and evidence these long-dead ancients left behind. Time is your enemy, as the consuming forces of nature erode the remnants of lost cultures such as Illefarn,

Orkoth, and Netheril. You seek to preserve lost lore from forgotten depths and abandoned cities. You also judge when such knowledge is better left unremembered, consigning buried abominations to the ashes of history.

Your greater pursuit is not merely preserving such knowledge, but sharing it. By passing on the lore of antiquity, you can educate and enlighten your allies and others. You are always ready with the most apt remembrances or useful insights from the past. Like other bards, you inspire greatness in those around you, helping them to learn from the wisdom of the ancients and avoid repeating the mistakes of those who came before.

Bonus Proficiencies

At 3rd level, you learn one additional language, and gain proficiency in your choice of one of the following skills: Arcana, History, Insight, Investigation, Perception, or Religion. In addition, you can choose to gain proficiency with any two additional tools or weapons of your choice.

Shared Knowledge

Starting at 3rd level when you join the College of Ruins, when a creature spends a Bardic Inspiration die from you to gain a bonus on an Intelligence check or a Dexterity, Intelligence, or Wisdom saving throw, if that roll still fails, they regain the Bardic Inspiration die as if it had never been spent.

In addition, you have advantage on Intelligence, Charisma, and Wisdom checks related to creatures that were born more than 500 years ago.

Preserving Magic

When you choose this bardic college, your devotion to ancient lore gives you the option to learn some non-bard spells. When your Spellcasting feature lets you learn a bard spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the bard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

College of Ruins Spells

Spell Level	Spells
1st	*entangle, protection from evil and good*
2nd	*arcane lock, find traps*
3rd	*meld into stone, spirit guardians*
4th	*guardian of faith, stone shape*
5th	*contact other plane, hallow*
6th	*find the path*
7th	*sequester*
8th	*antipathy/sympathy*
9th	*weird*

Seeker's Sense

At 6th level, you develop a supernatural sense for hidden magic, passages, and dangers that benefits both you and your comrades. If you use your action to concentrate, you can sense if there is a secret door or trap within 30 feet of you. If there is, you know the direction of the nearest one to you. Once you use this benefit, you cannot do so again until you finish a short or long rest.

In addition, you gain the ability to use the Help action from up to 30 feet away if the creature you seek to help has received a Bardic Inspiration die from you since the last time you finished a long rest (whether they have already spent the die or not).

Written by the Victors

At 6th level, you can use bardic magic to preserve or destroy objects you touch. This gives you two options:

- As a bonus action, you can use one spell slot to give hit points to an object you are touching. The object's maximum hit points are increased by 1d8 per level of the spell slot expended, and you the object's current hit points are increased by the same amount.
- When you inflict damage on an object or a construct, you can expend one spell slot to deal extra necrotic damage to the target. The necrotic damage is 2d8 for a1st-level spell slot, plus 1d8 for each spell higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the object or construct is more than 500 years old.

Protective Malediction

At 14th level, your connection to ancient ruins gives you the power to punish potential defilers. As an action, you touch a creature, and that creature must succeed on a Wisdom saving throw against your bard spellcasting DC or suffer a crippling malediction. If the creature fails its saving throw, for 24 hours you deal an extra 1d12 necrotic damage to the target when you hit it with an attack roll, and it has disadvantage on Dexterity and Wisdom saving throws and on Dexterity and Wisdom checks. This effect is magical, and can be removed with *dispel magic* as if it were a 7th-level necromancy spell.

When you reach 17th-level, the effects of this feature are permanent until dispelled, rather than lasting 24 hours, and are treated as a 9th-level necromancy spell for purposes of dispelling.

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

Cleric

Chult is a land abandoned by its gods. Ubtao, the great protector and creator of Chult, is gone, leaving only his sacred children, the dinosaurs, behind. Ubtao's enemy, Dendar the Night Serpent, venerated by many on the island as well, remains asleep. After millennia of leaving Chult as Ubtao's domain, the other gods begin sending their servants to the peninsula's shores over a century ago. Initially, their preaching bore fruit. Waukeen, Gond, Savras, Sune, and Tymora have all become popular deities among the people here.

However, some Faerûnian missionaries abused their power. They used spreading their faith as an excuse to abuse the natives and exploit the land for profit. The people of Chult, unified and strengthened after Ubtao's departure, would not tolerate this long. After many conflicts, the gods remain in Chult, but Faerûnian clergy are few. Foreign preachers receive little leeway to proselytize before they wear out their welcome in place like Port Nyanzaru. Instead, the Chultans themselves have become the stewards of temples and shrines.

Now, all the gods call new servants to these lands to answer the threat of the death curse. Will they repeat past mistakes, or serve their gods more successfully?

Cataclysm Domain

You were warned.

—Mikah Ironheart of Hrakhamar
Albino Dwarf Prophet of Dumathoin
To the people of Shilku Bay

Deities of the Cataclysm domain have dominion over natural disasters caused by the shifting or opening of the earth: earthquakes, volcanic eruptions, landslides, and the like. Yet clerics of this domain also represent finality, prophecy, and even rebirth. Many civilizations and empires, from Ostoria to Imaskar to the Shoon Imperium, have arisen in the long history of Faerûn, but sooner or later all must end. Sometimes, these endings are prophesied, and those in power are even warned of how such devastation can be avoided. Other times, no one sees disaster coming until it is far too late. Clerics of Shar, Hoar the Doombringer, and the elemental gods Grumbar and Kossuth are said to be heralds of these events, as well as the shamans of the orc gods. Talos and his lieutenant allied deities—Auril, Malar, and Umberlee—are called the gods of fury for their association with such disasters, though they more often bring the storms from above than destruction from below. The halfling god Urogalan, the elf god Shevarash, and all the orc gods are said to rend the earth to bring vengeance on those who displease them. The dwarf god Dumathoin, however, is said to use earthquakes and the like as dangerous blessings, which may be destructive but also reveal secret treasures in the earth. Also associated with this domain in some theologies are Helm and Savras, who bring warning before such events, and Kelemvor, who collects the souls of the dead after.

Cataclysm Domain Spells

Cleric Level	Spells
1st	*earth tremor**, magmin grasp**
3rd	*lava missile*, shatter*
5th	*elemental weapon, lava splash**
7th	*lava eruption*, stone shape*
9th	*earth reaver*, transmute rock***

Bonus Proficencies

When you choose this domain at 1st level, you gain proficiency with martial weapons and heavy armor.

Bonus Cantrip

At 1st level, choose one of the following cantrips: *druidcraft, greenflame blade***, magic stone*, mold earth*,* or *produce flame.* You learn the cantrip you choose, and it does not count against your number of cantrips known for your cleric class.

Foreboding Spell

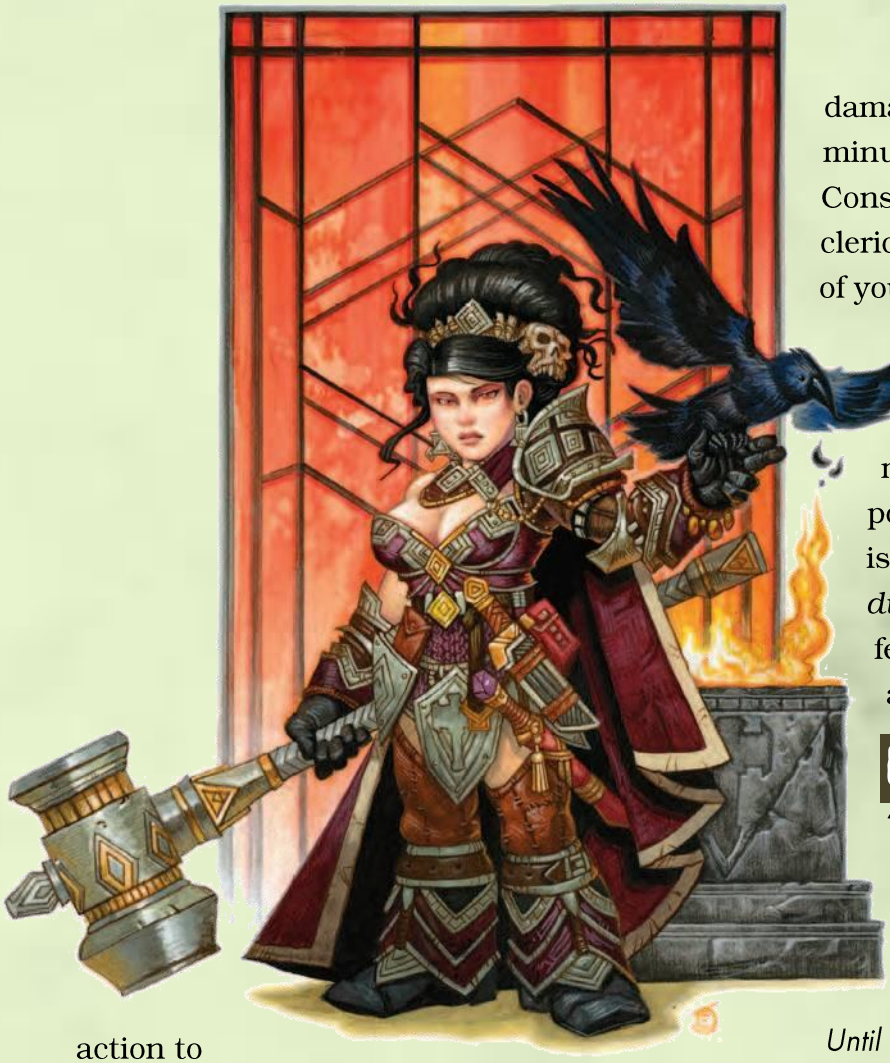
At 1st level, whenever you inflict bludgeoning, force, or fire damage with a spell of 1st level or higher, you can use a bonus action to force one creature who took that damage to make a Wisdom saving throw. If the creature fails, it is frightened of you until the end of its next turn. If a creature succeeds on the saving throw, you cannot use this feature again for 1 minute.

Channel Divinity: Foesunder

Starting at 2nd level, you can use your Channel Divinity to harness destructive forces to greatly weaken your foes. When you roll fire damage or force damage, you can use your Channel Divinity to inflict maximum damage, instead of rolling.

Channel Divinity: Cataclysm Weapon

At 6th level, you can use your Channel Divinity to imbue your weapon with the wrath of your deity. Choose a weapon you are holding. For 1 minute, when you use your



action to cast a spell that inflicts bludgeoning, fire, or force damage, you can make one weapon attack with the chosen weapon as a bonus action. If that weapon attack hits, it inflicts extra fire or force damage (your choice) equal to your proficiency bonus.

Potent Spellcasting

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

Pyroclastic Finality

At 17th level, your intimacy with the forces of destruction reaches its peak, allowing you to summon raw destructive power that falls from above like the burning ashes of a volcanic eruption. When you use your action to cast a Cleric spell of 1st-level or higher, choose up to six creatures affected by that spell. The chosen creatures take force damage equal to the spell's level. For 1 minute, the chosen creatures must roll a Constitution saving throw against your cleric spellcasting DC at the start of each of your turns. On a success, these effects end for that creature. On a failure, it takes force damage equal to your spellcasting ability modifier. A creature reduced to 0 hit points by force damage from this effect is utterly destroyed, as if by the *disintegrate* spell. Once you use this feature, you cannot do so again until after you finish a long rest.

Hearth Domain

"Upon the hearth the fire is red,
Beneath the roof there is a bed...
Home is behind, the world ahead,
And there are many paths to tread
Through shadows to the edge of night,
Until the stars are all alight.
Then world behind and home ahead,
We'll wander back to home and bed.
Mist and twilight, cloud and shade,
Away shall fade! Away shall fade!
Fire and lamp and meat and bread,
And then to bed! And then to bed!"

—J.R.R. Tolkien
The Fellowship of the Ring

Deities of hearth and home are more common among the non-human races of the Realms. Among the halflings, Cyrrollalee is the goddess of hearth and home, but the goddess Yondalla and Sheela Peryoyl are also associated with this domain. The dwarf goddess Berronar Truesilver and the orcs' Luthic also teach the sanctity of the hearth fire—whether private or municipal—as a source of protection, fellowship, and prosperity. Yet there are spirits worshipped

among less civilized tribes who grant this domain as well. They are patrons of mothers, children, and those who protect them, and confer special blessings on the meeting places of those who govern communities.

Hearth clerics eschew large temples for smaller shrines and sanctuaries, often within larger homes or strongholds. They defend and unite communities, preside over the quotidian rituals of daily life, and see to proper rites.

Hearth Domain Spells

Cleric Level	Spells
1st	*faerie fire, sanctuary*
3rd	*flame blade, lesser restoration*
5th	*Leomund's tiny hut, fireball*
7th	*fire shield, Otiluke's resilient sphere*
9th	*flame strike, hallow*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Create Hearthfire

When you choose this domain at 1st level, you learn the *create bonfire*** and *fire hawk** cantrips if you don't already know them. When a creature fails its saving throw against the fire created by your casting of the *create bonfire*** cantrip, you can always choose for that creature to succeed instead.

Hearthfire Ward

At 1st level, when you cast a spell of 1st level or higher that would create fire or inflict fire damage, choose a friendly creature within 30 feet. The chosen creature gains temporary hit points equal to twice your cleric level + your Wisdom modifier. 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 long rest.

Holy Fire

Starting at 2nd level, you can use your Channel Divinity to call down sacred flame which heals allies but scourges enemies. As an action, you present your holy symbol. Each non-hostile creature of your choice within 30 feet of you is healed for a number of hit points equal to 2d6 + your cleric level. At the same time, each hostile creature of your choice within 30 feet of you must make a Constitution saving throw. A creature takes either fire or radiant damage (your choice) equal to 2d6 + your cleric level on a failed saving throw, or half as much damage on a successful one. A creature that has total cover from you is not affected.

Defending Flames

Beginning at 6th level, when you deal fire damage to a Large or smaller creature, you can also push the creature up to 10 feet away from you.

Divine Strike

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

Saint of Hearth and Home

Starting at 17th level, you gain resistance to fire and necrotic damage. As an action, you can temporarily give up both of these resistances, transferring them to one creature you touch. The creature keeps these resistances until the end of your next short or long rest, or until you transfer them back to yourself as a bonus action.

Druid

Druids are natural protectors of the kinds of untamed wilds that cover Chult. In this part of the world, druids seldom revere or draw power from a traditional deity, sustaining their druidic magic through their bond with the jungle itself. The plants of Chult are often just as dangerous as the beasts, and druids here are careful to properly placate and commune with all life around them as well as they can. Ubtao's children, the dinosaurs, have a special tie to druids, and members of the new circles introduced here take that bond even further.

In recent days, druids have been called to Chult's wilderness not only by the primal spirits, but by nature's distress. The taint of undeath breaks the cycle of life, and for too long it has imbrued these lands. Now the curse of a new evil grows this foulness. Nature's defenders must strive as one to cleanse the land.

Circle of the Summer Solstice

It is not a question of whether balance will be restored, but of whether you will live to see it.

—Ilasera, Druid of the Flooded Forest

Ages ago, two orders of druids—one dedicated to summer, one to winter—unified to stop an alchemist with an army of constructs from destroying their forest. Called the Circle of the Solstice, this group did not disband, but instead were called by visions to places where wild places are threatened by unnatural incursions or reckless depletion of their resources. They seek to free nature to express itself unmarred by such threats, and visit terrible fury on those who oppose them. One such vision called a group of these druids to Chult. They focused on the aspect of summer to deal with the humid jungle heat, and prepared for the coming of the Soulmonger. While the rest of Faerûn was caught off-guard by the death curse, this small group of druids saw it as the fulfillment of their calling.

As an inheritor of these traditions, you use druidic shapeshifting in quick, versatile ways. You might rush into battle on the speedy legs of a velociraptor, grow pteranodon's wings to fly over an opponent, and then sink the fangs of a tyrannosaurus deeply into the flesh of your prey, all within the space of a minute.

Druids of other Circles often find the Solstice druids esoteric, strange, or even insane, yet they also recognize the wisdom and careful precision they show in the use of their unique gifts. You are taught to embrace extremes of passion, growth, and change, pushing the far ends of the natural balance. Your rage in battle should be all-consuming, yet so should your passion in love or your joy in the natural world. Hotter than fire, colder than ice, you find the balance in between.

Fang and Claw

Starting at 2nd level when you choose this archetype, you can roll a d4 in place of the normal damage of your unarmed strike, and inflict your choice of piercing or slashing damage instead of your normal damage. You can use your choice of either Strength or Dexterity for the attack roll and damage bonus of this attack (with which you are proficient).



Shifting Action

Starting at 2nd level, when you choose this archetype, you can call on your tie to a bestial spirit to briefly transform part of your body. If you are not wearing heavy armor, you can take a bonus action on each of your turns in combat to gain temporary hit points equal to your druid level + your Wisdom modifier (minimum 1). If you wish, when you do so you can expend one spell slot to regain 1d8 hit points per level of the spell slot expended instead of gaining temporary hit points. Once you use your Shifting Action feature, you cannot do so again until after the end of your next turn.

Whenever you use your Shifting Action, you also create one of the following effects:

- ***Charging Triceratops.*** Until the end of your next turn, if you move at least 20 feet straight towards a Large or smaller creature during your turn, the next melee attack you make against it before the end of that same turn is made at advantage and inflicts extra damage equal to your Wisdom modifier. In addition, as part of the same bonus action, you may immediately take the Dash action.
- ***Flight of the Pteraman.*** Your jumping distance is doubled until the end of your next turn, and you gain a climb speed of 25. In addition, as part of the same bonus

action, you may immediately fly up to 15 feet or climb up to 20 feet.

- ***Harrying Raptor.*** Until the end of your next turn, if you hit a creature with a melee attack, you can choose one ally within 5 feet of that target. That ally can immediately use its reaction to make one weapon attack against the same target. In addition, as part of the same bonus action, you may immediately make an unarmed strike.
- ***Jungle Tiger Pounce.*** Until the end of your next turn, if you hit a creature with a melee attack, the target is also grappled if it is your size or smaller. In addition, as part of the same bonus action, you may immediately make an unarmed strike.
- ***Strength of the Brontosaurus***. Until the end of your next turn, you add your Wisdom modifier (if positive) to Strength checks and Strength saving throws, and add an additional 1d4 to the damage of melee attacks. In addition, as part of the same bonus action, you may immediately make an unarmed strike.

Feral Druid

At 6th level, your speed increases by 10 feet, and you gain advantage on Wisdom (Perception) checks related to hearing or smell. In addition, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Aspect of Summer

At 6th level, you gain resistance to bludgeoning, piercing, and slashing damage that is not silver, but you also gain vulnerability to silver. In addition, you have resistance to fire damage, you are considered naturally adapted to warm climates, and you have advantage on Intelligence or Wisdom checks related to hunting, surviving, or traveling in jungle terrain.

Quickened Unarmed Strike

Beginning at 10th level, you can attack twice, instead of once, whenever you take the Attack action on your turn, as long as one of the two attacks is an unarmed strike or an attack with a natural weapon. In addition, when making an unarmed strike, you gain a +1 bonus to the melee attack roll and may roll a d6 in place of your normal unarmed strike damage.

Smite the Unnatural

At 14th level, when you hit a creature with an unarmed strike or natural weapon attack, you can expend one druid spell slot to inflict extra damage. The extra damage equals 1d8 per level of the spell slot expended. The damage increases by 1d8 if the target is a construct or undead. You choose whether this extra damage is fire damage or damage of the same type as the attack.

> ***Note:*** This Druidic Circle is a variant of the Circle of the Solstice, as featured in DM's Guild products such as *Elminster's Guide to Magic* and *Forgotten Realms Archetypes: Savagery & Shadow.* Either version is suitable for play, but this one is specifically adapted for D&D games set in Chult.

Circle of the Thunder

You think have seen the true power of nature's fury? Had you seen such, you would not be standing here to say so.

—Eye of the Deep,
"Sea Witch" of the pirate ship *Dragonfang*

The great god Ubtao abandoned Chult a century ago, but he left a great gift behind: his children. These magnificent animals—also called thunderbeasts or dinosaurs—are

not only powerful in body, but have ties to powerful totem spirits. By immersing yourself in the teachings of the dinosaur spirits rather than the lore of the entire animal kingdom, you gain special benefits when you assume a dinosaur's form, and feel what it is to rule the jungle as they do.

Spirit of Ubtao's Children

Starting at 2nd level when you choose this circle, when determining if you can use Wild Shape to turn into a dinosaur, you do not need to have ever seen any particular kind of dinosaur to assume its form (you have dreamed of all of them), and you may transform into a dinosaur with a CR as high as 1. You must abide by the other limitations of Wild Shape.

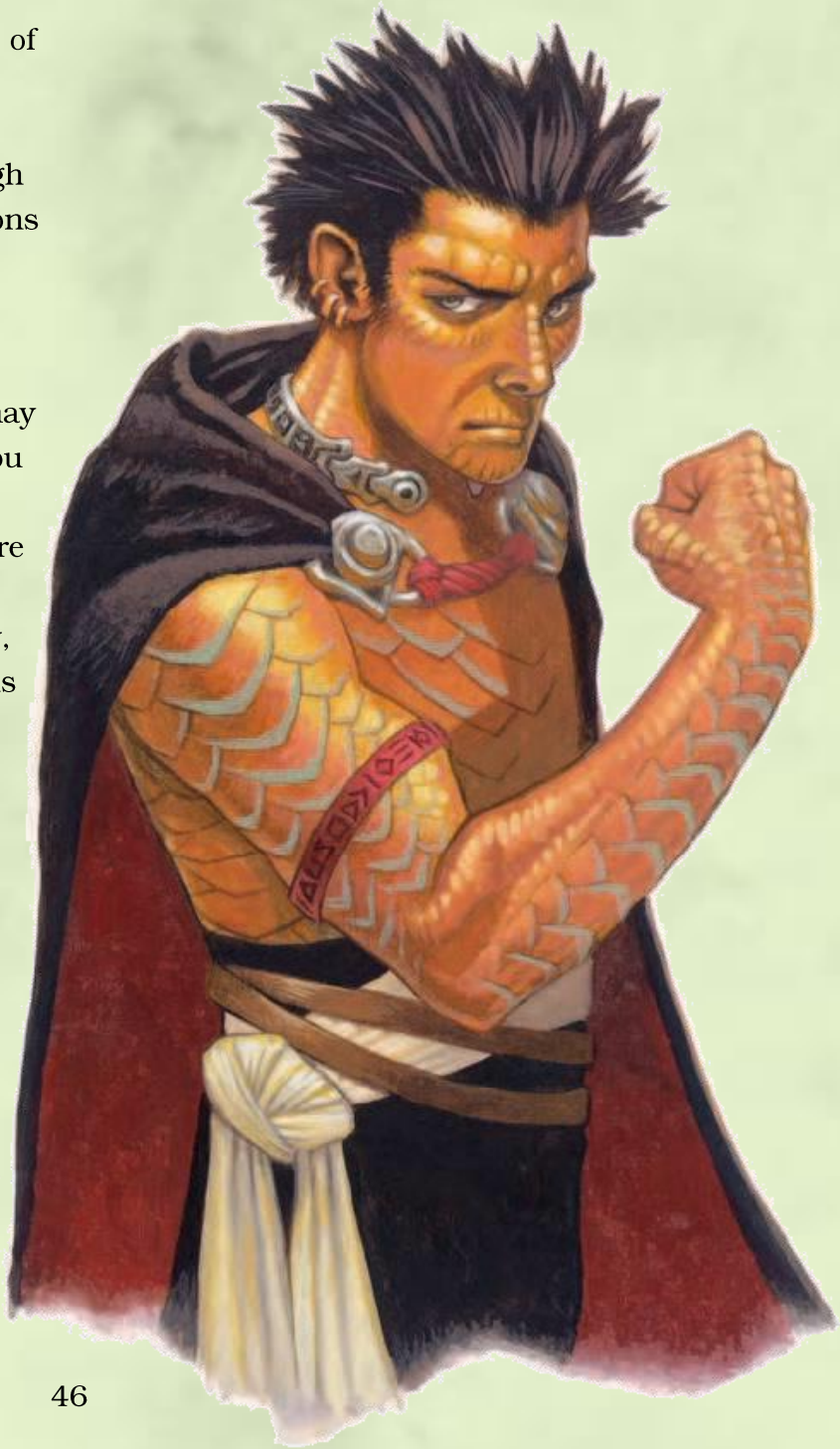
Thundering Form

Starting at 2nd level, when you use Wild Shape to transform into a dinosaur, you may do so as a bonus action or an action, as you choose. In addition, while in a dinosaur form you assumed with Wild Shape, you are able to cast a limited number of 1st-level druid spells. You cast these spells innately, without requiring components. These spells are: *animal friendship, detect magic, detect poison and disease, enrage animals*, frightful strike*, healing word, jump, longstrider, speak with animals,* and *thunder lizard's fury**. When casting *thunder lizard's fury**, you can treat a melee attack you make in dinosaur form as the triggering attack for that spell. You cannot cast these spells as rituals while in dinosaur form. Otherwise, you cast these 1st-level spells normally, and you may cast them using spell slots of higher than 1st-level if you wish.

Dinosaur Physiology

At 6th level, while you are in the form of a dinosaur that you assumed using Wild Shape, your melee attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, you can use Wild Shape to transform into any dinosaur with a CR equal to or less than your druid level divided by 3 (round down).



Jungle Blessing

At 6th level, you are considered naturally adapted to warm climates, and you add your Constitution modifier (minimum 1) to all Intelligence or Wisdom checks related to hunting, surviving, or traveling in jungle terrain.

Spirit of the Thunder Lizards

Beginning at 10th level, while you are in a dinosaur form you assumed with Wild Shape, you cannot be charmed or frightened, and your speed increases by 10 feet. In addition, whether you are in your natural form or one you assumed with Wild Shape, you can use a bonus action during your turn to cast the *etherealness* spell as a 7th-level spell. changing the casting time to one bonus action for this casting. An *etherealness* spell cast in this way ends at the beginning of your next turn.

Once you use this feature to cast *etherealness*, you can't do so again until you finish a short or long rest.

Saurian Smash

At 14th level, whether you are in your natural form or one you assumed with Wild Shape, when you hit a creature within 5 feet of you with an attack roll, that creature takes an extra 1d12 magical bludgeoning damage if it is of size smaller than your current size (Tiny or smaller if you are currently Small, Small or smaller if you are currently Medium, Medium or smaller if you are currently Large, etc,). In addition, while you are in a dinosaur form you assumed with Wild Shape, your melee attacks score a critical hit on a roll of 19 or 20.

New Feat: Greensight

If your DM allows the use of feats, the following feat is available for characters who are natives of Chult or who have a special tie to the jungle, Chultan spirits of the land, or nature. (Druids, rangers, albino dwarves, and the like are good candidates for this feat.)

Greensight

You have a preternatural bond with nature that grants you special insights, including the ability to foresee future events. This grants you the following benefits:

- You can take an action to detect the presence of aberration, beast, dragon, fey, giant, and undead creatures within 300 feet until the end of your next turn. You can identify the type of creature, but cannot determine the creature's exact location, only the general direction if they are within 300 feet.
- You learn one of the following druid cantrips of your choice: *druidcraft, guidance, gust**, magic stone**, mending, resistance, shillelagh*, or *thunderclap***.
- You learn certain sp ells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast it again. The first spell you learn and cast in this way is *beast bond***. At 5th level, you also learn and cast the *augury* spell with this feat. At 9th level, you also learn and cast the *commune with nature* and *scrying* spells.
- Your spellcasting ability for all spells and cantrips gained from this feat is Wisdom. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.
- When you take damage from an attack during a surprise round, you may take the Dash, Disengage, or Hide action as a reaction.

Fighter

Many see fighters as everyday heroes, simple men and women who rely on martial prowess to defy the odds. Yet not every peasant who raises a pitchfork to fight off raiding goblins or trained swordfighter of the City Watch can become a true member of this class. The indomitable will to persevere and triumph in battle after battle is no common thing. Armed warriors are as common in Chult as they are in every land, yet the great fighters are rare, and they rise to distinguish themselves quickly once their careers begin.

The image of an armored knight, clad head-to-toe in shining plate, would be a laughable one in the jungles. Here, fighters learn that adaptation and survival are king, and that the potential benefits of heavy armament must be weighed against the heat, terrain, and need for stealth that characterize the peninsula's wilderness. The best warriors learn to emulate the ways of legendary guerrilla soldiers who helped motivate the Amnian colonists to turn Port Nyanzaru over to the people of Chult. Even foreign fighters—many of whom came to escape a darker past—were of great aid in this struggle. Now, the death curse calls Chult's mightiest fighters to stand up for the people once more.



Legendary Guerilla

"She says the jungle... it just came alive and took him."

–Poncho
(from *Predator* (1987))

You inspire fear in your enemies and rouse fighting spirit in your allies, not only with fighting abilities and stealthy woodcraft, but with sheer bravado. Whether you are the wiry avenger taking out entire platoons of soldiers one at a time with hurled knives and snapped necks, or the shirtless musclebound hero moving through the undergrowth without a sound despite your hulking frame, you are utterly fearless in your pursuit of justice.

Stalking through the jungle or other wild places, you are no mere soldier, but you are no ranger either, and your ties to the land are not mystical. You simply strive to live in peace and mutual respect with the native peoples of the area as well as the wilderness around you.

When conquering despots, greedy merchants, or treacherous mercenaries disrupt the delicate balance between civilization and nature, you become their worst nightmare. Your style is a bundle of contradictions: precise brutality, stealthy showmanship, and lone-wolf acts of loyalty. Your enemies never see you coming, but the witnesses who survive to tell the tale never forget where you've been.

Combat Superiority

When you choose this archetype at 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When a creature inflicts damage on an ally within 5 feet of you, you can spend a superiority die to mark that creature for vengeance. You add your superiority die to the next attack roll you make against that creature before the end of your next turn, and if it hits, you can treat any 1 rolled on a damage die for that attack as a 2. When you mark a creature in this way, you cannot do so again until after you attack that creature or after the end of your next turn, whichever comes first.
- Whenever you have access to a helpless or recently slain poisonous creature, you can spend 10 minutes and one superiority die to create a dose of poison, exactly as if you had cast the *create poison** spell as a ritual. This is not a magical effect, however, and the poison you create is nonmagical and cannot be dispelled. Until you finish a long rest, the next time you damage a creature with poison you created with this feature, that creature takes additional acid or poison damage (your choice) equal to your superiority die roll.
- When you make a weapon attack on your turn, you can expend one superiority die to ignore half cover for that attack, and increase your reach for that attack by 5 feet if it is a melee attack. If you hit, you add the superiority die to the attack's damage roll.

Lone Survivor Skills

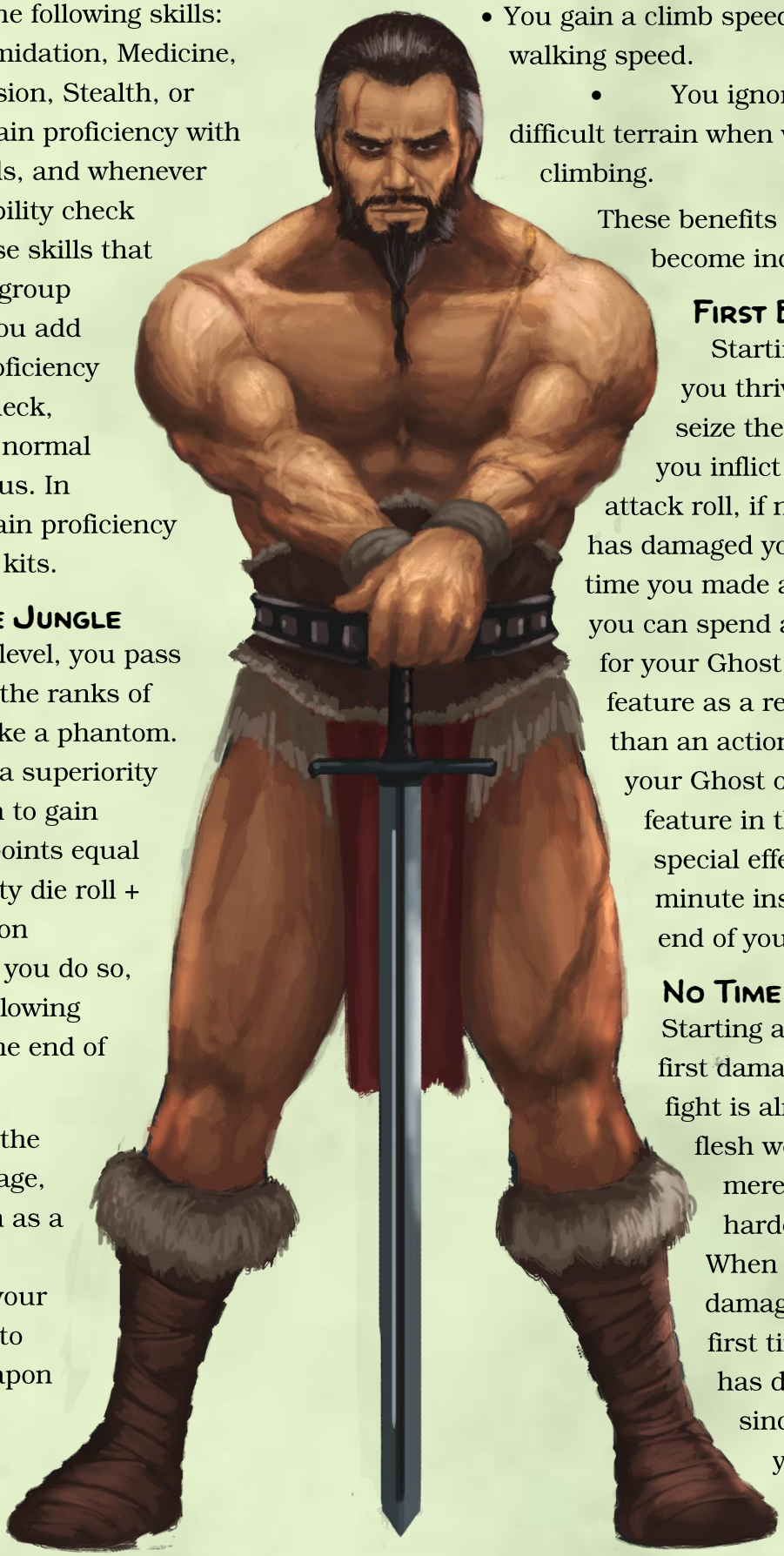
At 3rd level when you choose this archetype, choose two of the following skills: Deception, Intimidation, Medicine, Nature, Persuasion, Stealth, or Survival. You gain proficiency with the chosen skills, and whenever you make an ability check with one of those skills that is not part of a group ability check, you add double your proficiency bonus to the check, instead of your normal proficiency bonus. In addition, you gain proficiency with poisoner's kits.

Ghost of the Jungle

Starting at 7th level, you pass into and out of the ranks of your enemies like a phantom. You can spend a superiority die as an action to gain temporary hit points equal to the superiority die roll + your Constitution modifier. When you do so, you gain the following benefits until the end of your next turn:

- You can take the Dash, Disengage, or Hide action as a bonus action.
- You can use your bonus action to make one weapon attack with a blowgun, dagger, dart, improvised weapon, spear, or unarmed strike.
- You gain a climb speed equal to your walking speed.
- You ignore nonmagical difficult terrain when walking or climbing.

These benefits end early if you become incapacitated.



First Blood

Starting at 7th level, you thrive whenever you seize the initiative. When you inflict damage with an attack roll, if no other creature has damaged you since the last time you made an initiative roll, you can spend a superiority die for your Ghost of the Jungle feature as a reaction rather than an action. When you use your Ghost of the Jungle feature in this way, its special effects last for 1 minute instead of until the end of your next turn.

No Time to Bleed

Starting at 10th level, the first damage you take in a fight is almost always flesh wound that merely serves to harden your resolve. When you take damage, if it is the first time a creature has damaged you since the last time you made an initiative roll,

you can use your reaction to gain temporary hit points equal to your Constitution modifier + your fighter level. When you do so, for the next minute, your walking speed increases by 10 feet.

Stick Around

At 10th level, you make sure enemies who attack you don't escape paying the price. Your superiority dice turn into d10s, and you gain the following additional use for your superiority dice:

- When a creature makes an attack roll against you or forces you to make a saving throw, you may expend one superiority die as a reaction to draw a one-handed thrown weapon and attack that creature with it, provided you have such a weapon on your person, the target creature is within the weapon's maximum range, and you have a free hand with which to do so. If you hit, you add the superiority die to the attack's damage roll, and the creature's speed is reduced to 0 until the end of its next turn.

Tactical Talents

At 15th level, you gain access to the tactical talents of the greatest heroes ever to prowl the jungle. Choose one of the following talents now, and another when you reach 18th level.

- ***Lone Wolf.*** If you have no allies within 5 feet of you when you use your Ghost of the Jungle feature, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage until the end of your next turn.
- ***Private War.*** You can expend a superiority die to cast the *hunter's mark* spell as a 1st-level spell. The first time you inflict the extra damage from hunter's mark before the end of your next turn, the target takes extra psychic damage equal to your superiority die roll.
- ***Relentless.*** When you roll initiative and have no superiority dice remaining, you regain 1 superiority die.
- ***The One Who Makes Trophies of Man.*** When you reduce a creature to 0 hit points, you can immediately spend a superiority die for your Ghost of the Jungle feature as a reaction rather than an action.
- ***Venom Master.*** You become immune to poison damage. When you inflict poison damage on a creature with an attack, you treat immunity to poison damage as resistance to poison damage instead, and treat any 1 on a poison damage die as a 2.

Thayan Knight

They called us knights, but we lived by no code of honor. We were bound to no principle, save one: that our lives were worth nothing compared to the safety of our masters.

—Arzel Phen, Renegade Thayan Knight

Familiar with magic and trained to be loyal to none but the Red Wizards of Thay, Thayan knights are trained to act as bodyguards and enforcers for the tattooed mages they serve and as an extension of their reach. They lead common Thayan troops into battle and help guard the wizard enclaves with unwavering devotion, having been trained to sacrifice their lives for the Red Wizards they serve.

Once united in allegiance to their masters, the elite soldiers of Thay were divided when necromancer Szass Tam overthrew his fellow Zulkirs to become sole ruler of Thay, forcing those serving his opposition to choose sides. Most now serve the new regime, but others have joined the resistance movement known

as the Thayan Resurrection. Others have left Thay behind entirely to seek their own destinies beyond the borders of their former nation. Even when no longer in the Red Wizards' service, Thayan Knights tend to fight alongside arcane spellcasters, and their fighting style is at its best when they are defending an ally who can eliminate enemies at range while the Thayan knight deals with closer targets.



Thay's Defender

By 3rd level when you choose this archetype, you have undergone a long and painful ritual that marked your loyalty to the Red Wizards with a tattoo on your back, face, or forehead. When you gain this feature, your own knowledge of magic combines with the tattoo's power to grant the following benefits:

- Whenever you make a saving throw against an effect that would cause you to be charmed or frightened, you have advantage on the saving throw unless the source of the effect is a Red Wizard of Thay.
- You are proficient with the Arcana and Intimidate skills, and when you make an ability check with the Intimidate skill, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- You learn your choice of two of the following cantrips: *challenger's mark**, *booming blade****, *echoing blow**, *frostwind blade**, *greenflame blade****, *looming shadow**, or *punishing strike**. Once you reach 7th level, when a hostile creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip gained from this feature, targeting that creature, rather than making an opportunity attack.

However, these benefits come with a price: You have disadvantage on all Intelligence, Wisdom, and Charisma saving throws against spells cast by Red Wizards of Thay.

Aegis of Red Wizardry

Starting at 7th level, you can harness arcane power to protect a chosen ally. As a bonus action, you can grant a red aegis to one allied creature you can see within 60 feet of you. The aegis is a shimmering shield of

smoldering crimson energy that binds your own life energy to protect the target. Any bludgeoning, piercing, or slashing damage the target takes is reduced by an amount equal to your proficency bonus plus your Constitution modifier (minimum 1). This effect lasts for 1 minute, until you use it again, or until you are incapacitated.

In addition, for the same duration, when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use you reaction to cast *aegis of ensnarement** as a 4th-level spell without using a spell slot. The DC of the saving throw against the spell when you cast it in this way is 8 + your proficiency bonus + your Intelligence modifier or the Intelligence modifier of the protected target, whichever is higher.

After you reach 11th level, whenever you cast *aegis of ensnarement* in this way, you cast it as a 6th-level spell. When you reach 17th level, you cast it as a 9th-level spell.

Final Stand

At 10th level, you can inspire your followers or allies to fight through adversity. When you use your Second Wind feature, you can choose up to six creatures within 30 feet that can see or hear you. Each chosen creature gains a number of temporary hit points equal to half the number of hit points you regain from your use of Second Wind (adding your Constitution modifier to that number if they are the subject protected by your Aegis of Red Wizardry).

Zulkir's Champion

At 15th level, you are an expert in fighting alongside spellcasting allies. When you use your action to cast a cantrip that requires an attack roll, you can make one melee weapon attack as a bonus action. In addition, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. Provided it can hear or see you, that creature can use its reaction to make one melee or ranged weapon attack or to cast a spell that normally has a casting time of 1 action.

Master of the Red Aegis

Beginning at 18th level, when you use your Aegis of Red Wizardry to protect an ally, you can choose up to three creatures to gain its benefits.

Monk

It is the way of monastic orders to seclude themselves, scorning lives of ease for rigorous programs of training, deprivation, and contemplation. A place as sparsely civilized as Chult presents many opportunities for isolation. The great monastery of Kir Sabal, home to a community of aarakocra that includes both monks and others, is only one example of many cloistered communities across the peninsula. Two orders with sizeable communities in Chult are described in this section.

Even if monks did not undertake intense regimens of their own, the jungles and mountains themselves are merciless teachers. Without true discipline and an instinct for survival, few new initiates last long. Those who endure to forge themselves on the jungle's harsh anvil emerge as tough in body as they are in mind.

Way of the Jangala

"The forest did not tolerate frailty of body or mind. Show your weakness, and it would consume you without hesitation."

—Tahir Shah

House of the Tiger King: The Quest for a Lost City

A small monastic order in the mountainous jungles of Chult, known as the Jangala, consists of monks of many races who have fled their old lives to seek deeper meaning through hardship. The order was founded on the idea that if one can acclimate to one of the most hostile environments on Faerûn, one can acclimate anywhere. As would be expected, life in the order is quite volatile, with many of its members leaving contemplative isolation to take up careers as jungle guides or adventurers, or simply perishing in the savage environment.



Jungle Adaptation

At 3rd level, the constant pressure of your experience in Chult has given you a tough exterior and almost preternatural reflexes, reflected in the following abilities:

- Whenever you use the Dodge action, you gain resistance to slashing, bludgeoning and piercing damage until the beginning of your next turn.
- Whenever you use the Dash action you may make a single unarmed strike as part of the action.
- Whenever you use the Disengage action the first attack made against you before the beginning of your next turn has disadvantage and you ignore difficult terrain.
- You gain proficiency with the Survival skill.

Blessing of Chult

When you choose this monastic tradition at 3rd level, mystic energies of the land connect you to the jungle. As an action, you can spend 1 ki points to cast *animal friendship* or *speak with animals*. When you reach 11th level, you can also spend 4 ki points to cast *speak with plants*. Wisdom is your spellcasting ability for these spells. You can cast all of them without components.

Raptor Strike

At 6th level, observing the hunting acumen of certain dinosaurs has helped you to strike more efficiently. Immediately after you take the Attack action on Your Turn, you can spend 2 ki points to make three unarmed strikes as a bonus action.

Spark of Ubtao

At 11th level, you have learned to repel the taint that stings your senses in the land of Chult. As an action, you can force each undead within 30 feet that can see or hear

you to make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

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

Ultimate Adaptation

At 17th level, you may spend 2 ki points to take both the Dash and Dodge, Dash and Disengage, or Disengage and Dodge actions as one bonus action.

Way of the Sightless Aim

"I do not shoot with my hand; he who shoots with his hand has forgotten the face of his father.
I shoot with my mind."

–Stephen King, *The Gunslinger*

You study a spiritual art that channels your ki through your senses, allowing to you visualize your environment and yourself within it even when you cannot see. This highly meditative martial tradition seeks to unify your body, senses, and mind. Many of its techniques are practiced blindfolded, forcing the student to rely on hearing, touch, and smell. Its primary goals are truth, self-knowledge, and presence in the moment. A primary tool for teaching this art is the bow, a weapon requiring simultaneous focus on both the self and the distant target. A monk of this tradition treats the faraway object as a mirror, bearing the reflection of their own mind. By precision and discipline, you learn to strike as well with your eyes closed as open, so long as your mind is clear.

Bow Initiate

When you choose this tradition at 3rd level, you gain proficiency in shortbows and longbows, which become monk weapons for you. You also gain proficiency with carpenter's tools, and have advantage on ability checks related to making or repairing bows or arrows.

In addition, you learn the *true strike* cantrip, and you can spend 2 ki points to cast the *hunter's mark* spell as a bonus action.

Targeted Strike

At 3rd level, once per turn, when you hit a creature with a monk weapon or an unarmed strike, you can spend a ki point to inflict one of the following effects on the target, in addition to the damage inflicted.

- ***Disarm.*** It must succeed on a Strength saving throw or drop one item of your choice that it is holding.
- ***Disorient.*** It must succeed on an Intelligence saving throw or it can't take reactions until the end of your next turn.
- ***Pin.*** It must make a Dexterity saving throw. If it fails, until the end of its next turn, its speed becomes 0, and it can't benefit from any bonus to its speed.
- ***Rattle.*** It must succeed on a Charisma saving throw, or it has disadvantage on Charisma checks for 1 minute.
- ***Scare***. It must succeed on a Wisdom saving throw or it is frightened of you until the end of your next turn.
- ***Wound***. It must make a Constitution saving throw. If it fails, until the start of its next turn, it cannot regain hit points and

has disadvantage on Constitution ability checks and saving throws.

You can spend additional ki points on this effect, inflicting an extra 1d8 damage for every ki point spent.

Spiritual Aim

Beginning at 6th level, you practice an intuitive martial technique when aiming ranged weapons (referred to in some traditions as Zen Archery). You can substitute your Wisdom modifier for your Dexterity or Strength modifier when making an attack roll with a ranged weapon.

Eyeless Sight

At 6th level, if you are able to hear, you have a natural sense for the presence of objects around you, giving you blindsight within 10 feet and allowing you to add your Wisdom bonus to your initiative rolls. In addition, you can spend 3 ki points to cast *detect thoughts*, *find traps*, or *see invisibility*.

Fighting Style

At 11th level, you adopt a particular style of fighting as your specialty. Choose a fighting style from the list of options below. You can't take the same Fighting Style option more than once, even if you get to choose again.

- ***Archery.*** You gain a +2 bonus to attack rolls you make with ranged weapons.
- ***Close Quarters Shooter.*** You are trained in making ranged attacks at close quarters. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls you make with ranged or thrown weapons.
- ***Mobility.*** When you are not using a shield or wearing any kind of heavy armor, you receive a +1 bonus to AC, and you gain a swimming speed and climbing speed equal to your walking speed.



Blind Mastery

Starting at 17th level, whenever you miss with an attack roll during your turn using a monk weapon or an unarmed strike, you can immediately make an additional attack. You can only gain one additional attack during your turn with this ability.

In addition, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Paladin

Many folk tend to associate paladins with the cultures of the Sword Coast and Central Faerûn more than isolated southern lands such as Chult. Their notions of paladinhood are tied-up in idealized visions of the knighthoods serving the Triad (the lawful good gods Ilmater, Torm, and Tyr), with images like jousting lances, heavy plate mail, heraldic banners, and charging warhorses on open fields. Since such accoutrements are often impractical on the Chultan peninsula, most don't imagine paladins fitting into such a wild region.

Yet paladins are just as likely to arise among the people here as they are among residents of Cormyr or Elturel. They may eschew heavy armor in the humid heat of their peninsula, and prefer a dinosaur mount to a white destrier, but they honor the same virtues as the knightly paladins of other lands. Many of these devoted warriors follow the Oath of the Ancients, serving the primal nature spirits of the jungle, but paladins of Chult follow other, lesser-known sacred oaths as well.

Oath of Defiance

"This country, with its institutions, belongs to the people who inhabit it. Whenever they shall grow weary of the existing Government, they can exercise their constitutional right of amending it, or their revolutionary right to dismember or overthrow it."

—Abraham Lincoln, 1861

The Oath of Defiance binds a paladin to resist tyranny and oppression with all their might. Sometimes called knights of the shadows, liberators, or cloaked knights, these paladins are sworn to undermine the authority of unjust rule, preserving common folk from its injustice and overthrowing such regimes if they can.

There are quite a few adherents of this oath who serve gods of chaos and good, and express their deity's teaching in resistance to unjust rule. Because they must often work in secret, these paladins almost always wear cloaks or similar garments, both for practical reasons and as tokens of their work. The traditional symbols of freedom and justice—including the torch of liberty, the scales of justice, an eagle or other bird in flight, the gavel of a just judge or magistrate, a blindfold, or the anthropomorphic representations of liberty or blind justice as divine female humanoids bearing one or more of the other symbols—are also important signs they use to recognize their allies, and such heraldry is often worked into their arms or armor.

Some years ago, Chult's Port Nyanzaru was only a colony of Amn, whose aims were the same kind of exploitation and profiteering they had an inflicted on the distant lands and peoples of Maztica. The departure of Ubtao served as wake-up call to the Chultans, who united to take back their lands and control of their destinies. Today, having been "convinced" by the Ytepka (Triceratops Society), the Amnians have ceded rule of the peninsula's greatest center of commerce to its native peoples. Paladins of the Oath of Defiance contributed greatly to this achievement. Many remain agents of the Triceratops Society to this day, eliminating threats to the balance of power which preserves this hardworn freedom for the people of Chult.

Loyal Equivocation

As part of the protocols by which they protect themselves and their comrades, paladins of this oath practice a philosophy that they refer to as "Loyal Equivocation." This system of belief requires them to speak only truth. However, it also assumes that when they are asked a question that could affect someone's safety, there is a fundamentally different question behind the words being posed to them. They respond to what the person is *truly* asking, rather than what the mere words of their question seem to say.

An example of this might be if a loyal subject of a lord whose domain had been invaded by enemy soldiers were hiding that lord in her home, and those enemy soldiers came to her door, asking "Is your lord here?" Under the philosophy of Loyal Equivocation, the sinister purpose of the soldiers makes their deceptively simple question a mask for what they really want to know. What they're truly asking when they say "Is your lord here?" is "May we murder your houseguest?" Thus, it is both ethical and honest for the loyal subject to answer, "No." Conversely, the situation is very different if a knight following these tenets is approached by someone with no ill intent–such as a scared commoner seeking help–and asked "Are you a Knight of the Shadows?" To such a question and such a questioner, the paladin is honor-bound to answer "Yes, I am."

Tenets of Defiance

Clarity. The better future you fight for is more important than the difficulties of the present, and though you may not live to see it, keeping that vision at the forefront of your mind will sustain you in spite of dungeon, fire, and sword. They can kill you, but no one can kill your vision.

Conviction. Do not entertain doubts about your cause, but devote yourself to freedom and justice for those around you. Never surrender to an unjust authority.

Discretion. The lives of those who fight alongside you are in your hands, and their silence preserves your life as well, earning your devotion and loyalty. You must tender



their secrets as dearly as your own, and sacrifice when necessary to help your allies fight on.

Equivocation. Never speak words you know to be lies in your heart, but when your revelation could cause evil to occur, answer the real question behind your enemies' interrogations. (See *Loyal Equivocation*, on the previous page, for details).

Tradecraft. Your trade is as practical and specific as that of any artisan or guildmaster, but your vocations are spying and armed resistance. Never deviate from the procedures and protocols that keep you and your co-conspirators alive.

Oath Spells

You gain oath spells at the paladin level listed.

Oath of Defiance Spells

Paladin Level	Spells
3rd	*disguise self, illusory script*
5th	*calm emotions, invisibility*
9th	*beacon of hope, nondetection*
13th	*freedom of movement, hallucinatory terrain*
17th	*modify memory, hold monster*

Channel Divinity

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

- ***Hidden Purpose.*** You can use your Channel Divinity to dissuade enemies from attempting to discern your secret cause. You use your action to pray silently for good fortune, and for 1 minute any creature that takes an action to discern information about you, your plans, your location, or your thoughts (including effects that would read your thoughts or compel you to speak the truth) must first make a Wisdom saving throw against your paladin spell DC. On a failed save, the creature takes psychic damage equal to your half your paladin level, and they must choose to either take some other action—one that would not attempt to discern such information—or waste their action second-guessing themselves. They do not realize you are the source of this effect. When you reach 5th level in your paladin class, you can use this effect as a reaction when a creature attempts to discern information of the types described above. When you reach 7th level in your paladin class, when a creature takes psychic damage from this effect, you may choose to expend one spell slot to do additional psychic damage to that creature. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8.
- ***Prayer of Liberation.*** You can use your Channel Divinity to liberate those around you from fear, hatred, and other effects that would enslave or entrap them. As an action, you present your holy symbol, and for 1 minute, each creature of your choice within 30 feet is immune to being charmed or frightened, and they gain advantage on saving throws against effects that would reduce their speed or cause them to be restrained or paralyzed. If a creature you target with this effect is already charmed or frightened, any effect causing them to be so is suppressed for the duration. When the duration ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Divine Freedom

Beginning at 3rd level, you add your Charisma modifier to all ability checks to avoid being grappled, and all saving throws

against effects that would reduce your speed or cause you to be charmed, frightened, or restrained.

Aura of Escape

At 7th level, creatures of your choice within 10 feet of you have advantage on ability checks to avoid being grappled, and opportunity attacks against those creatures are made at disadvantage. At 18th level, the range of this effect increases to 30 feet.

Justice Unfettered

Beginning at 15th level, you are always under the effects of a *freedom of movement* spell.

Unbound

When you reach 20th level, your prayers for liberation are answered with the power to defy all tyranny and restraint. Using your action, you gain the following abilities for one minute:

- You gain the benefits of the *mind blank* spell.
- Any creature within range of your weapon that makes an opportunity attack against you or an ally within 10 feet of you provokes an opportunity attack from you.
- You have advantage on all saving throws against divination and enchantment spells.

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

Oath of the Ebony

I suggest you leave these children be. They may be poor, but the gods protect them by means you do not see.

—Onyx Doreah
Dragonborn Teacher of Malar's Maw

The ebony tree, famous for its dark, dense wood, and often found in tropical regions like



Chult, has long been associated with protection and with power. The ebony knights, as they sometimes call themselves, swear an oath associated with these traits. They focus their efforts on two goals: to shelter and defend others and to cultivate strength. The ebony knights are often teachers, as one of the tenets of their oath is not only to seek strength in oneself but to help those around you achieve it as well.

Many ebony knights choose to travel, seeking to meet those in need of assistance and offer it. Such traveling paladins are often accompanied by an aspiring ebony knight as an apprentice or squire, or keep an eye out for someone who might fill that role. Others settle in a village and become its champion, alternating the occasional demands of a warrior with the more everyday responsibilities of a teacher—Woe betides the would-be raider who fails to see that under the mild schoolmaster's robes are the trained muscles of a warrior.

Those who undertake this oath often carry an ebony staff or wear a small ebony carving as an amulet (often using such ebony holy symbols as foci for spellcasting).

Tenets of the Ebony

Make Yourself and Others Stronger. To seek perfection in mind and body, to become stronger, is righteous. It is equally righteous to help others achieve this goal, too, to help the weak become strong. Offer instruction to those who would take it.

Offer Aid and Succor to Those in Need. When others call for help, or if they are unable to call but you can see that aid is needed, offer it. Use your strength to guard and shelter others.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Ebony Spells

Paladin Level	Spells
3rd	*mage armor, shield*
5th	*barkskin, enhance ability*
9th	*aegis of ensnaring*, speak with plants*
13th	*stoneskin, locate creature*
17th	*hallow, hold monster*

Bonus Proficiencies

When you choose this oath at 3rd level, you complete deep studies of the ebony tree, its place in the natural world, and its qualities as a wood. You gain proficiency with the Nature skill and with woodworking tools if you are not already proficient with them.

Channel Divinity

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

Strike Blind the Evil Eye. You can use your action to touch a willing creature and use your Channel Divinity to hide that creature from divination magic. For 10 minutes, that creature cannot be targeted by any divination magic or perceived through magical scrying sensors, as if were the subject of a *nondetection* spell. In addition, if any divination spell is already perceiving the target creature when you use this effect, that spell ends if it is of a level equal to or less than half your paladin level (rounded down).

If the target is being perceived by a creature which is sharing its senses (such as a familiar), any creatures sharing their senses and any creatures perceiving the target through those senses must make Constitution saving throws against your paladin spell save DC or be blinded for 10 minutes. Creatures blinded by this feature make another Constitution saving throw at the end of each of their turns, ending the blindness if they succeed.

Draw the Wound. All paladins can heal others by laying on hands, but you can do more, if you are willing to pay the price. As a reaction when a creature within 5 feet of you takes damage, you can use your Lay on Hands feature to heal them, using your Channel Divinity to utter a powerful prayer. However, rather than expending hit points from the pool created by your Lay on Hands ability, you draw from your own vitality, losing a number of hit points equal to the amount you give to the other creature. This loss of hit points cannot be reduced or avoided in any way. In effect, you have drawn the wound into yourself so that another is spared. This works even if damage reduces to the target to 0 hit points, but not if they are already dead. The maximum number of hit points you can restore with this use of Channel Divinity must be less than or equal to the number of points remaining in your Lay on Hands pool.

At 7th level, you increase the range of this ability beyond that of Lay on Hands, and can use it on any creature within 30 feet that



takes damage, rather than just on those you can touch.

Ebony Strike

At 7th level, your devotion allows you to harden your limbs so that your hands are like daggers. You can roll 2d4 in place of the normal damage of your unarmed strike, and you may choose to inflict piercing or slashing damage for unarmed strikes instead of bludgeoning damage.

Aura of Scrying Sense

At 7th level, you instantly know whenever a creature within 10 feet of you is targeted or perceived by divination magic (such as a scrying sensor) or by a creature which is sharing its senses with another creature (such as a familiar).

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

Ebony Arrow

By 15th level, you have learned to focus the energy of your devotion to strike distant targets. As an action, you can point your finger at a target up to 60 feet away and a polished black needle of magical energy will be fired at your opponent. Make a ranged spell attack, inflicting 3d8 force damage on a hit (or 4d8 if you are 17th level or higher).

Gift of Restoration

At 15th level, when you use your Draw the Wound Channel Divinity feature, you can do so as a reaction when a creature within 30 feet of you takes damage or is afflicted with a condition that your Lay on Hands feature could cure. This otherwise works as the Lay on Hands feature, but you must still expend healing from your own hit points rather than from your normal healing pool when you use this reaction.

Ebony Blast

At 20th level, you can radiate a blast of magical force in all directions. As an action, you radiate shimmering black energy out in a wave that targets all creatures in a 60-foot sphere centered on you. All targets that you wish to harm within the blast radius must make a Constitution saving throw against your paladin spell save DC, taking 12d8 force damage on a failure or half as much on a success. For 1 minute after you use this feature, a strong smell of wood smoke fills the area of the blast.

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

Ranger

In Chult, especially outside of the major settlements, rangers may have the most vital skillset of any of the classes. The vast majority of the peninsula is truly dangerous wilderness. Anyone who ventures beyond the coastal settlements without a skilled guide is courting death.

The importance of a ranger's ability to avoid danger in the untamed wilds cannot be overstated. Those capable of navigating the jungles, mountains, rivers, and marshes of the interior hold the power of life and death in their hands for those in their company. These hunters and explorers often have agendas of their own, however. As masters of the frontier at civilization's edge, rangers understand better than anyone the looming threats in the peninsula's heart of darkness.

Even outside the jungle, rangers familiar with the coasts and the seas hold commanding advantages. Their skills at navigation and extreme survival are no less useful on a merchant vessel or pirate ship.

Alternate Rangers

If you're playing or playtesting an alternate version of the ranger that does not grant the Extra Attack feature, add that feature to the ranger archetypes featured in this document at 5th level, as follows:

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Ghostwalker

I'm just passing through.

—Demon-slaying Liberator of Mulltown (Name Unknown)

A mysterious figure becomes visible at the edge of town. Unheralded and unnoticed until their first step onto the dried-mud street, the stranger's only companion is silence. Children cease their play and scurry to seek a hidden place to watch this newcomer, wordless and unseen. From behind shuttered windows and closed doors, parents and shopkeepers end their conversations as their eyes follow the stranger's slow steps. The din of the blacksmith dies, and the sudden whinny of a horse is blasphemously loud.

This stranger is you. No one saw you coming before you appeared like a phantom out of the summer's haze. But now that you're here, they know their lives will never be the same.

You are just as real and tangible as any other living mortal, but you've seen the other side. You died, and traveled across the boundary between life and death, but then came back. You retain hazy memories of your time on the Fugue Plane, the place in the afterlife where dead souls are judged. For whatever reason, the judgment you received there was a rare and strange one: that you must return to the world. Regardless of your own moral code, you are compelled to wander from place to place, and in every new community, there is some injustice which requires your correction.

Now, you feel a stronger pull than you have ever felt. You know without being told that some unnatural force now prevents souls from going to the Fugue Plane. The authorities that returned you to the world command you to track down those who disrupt the natural cycle of life and death and deliver a reckoning they won't forget.

Painful Reckoning

At 3rd level when you take this archetype, if a creature that has inflicted damage on you within the last 24 hours hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see it. If that attack hits, the creature takes an extra 1d8 psychic damage if you have seen it reduce another creature to 0 hit points within the last 24 hours. You can deal this extra damage only once per turn.

Ghostwalker Magic

At 3rd level, whenever you make Charisma (Intimidate) checks against creatures who don't know your name, you are considered proficient in the Intimidate skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 17th level. When you gain ghostwalker spells, they count as ranger spells for you, but don't count against the number of ranger spells you know. The spells you gain are listed in the following table.

Ghostwalker Spells

Ranger Level	Spells
3rd	*compelled duel, frightful strike**
5th	*find steed, zone of truth*
9th	*feign death, intellect redoubt**
13th	*blight, compulsion*
17th	*mislead, hold monster*

Fugue Plane's Drifter

At 7th level, you can call on your obscured past memories of your time as a soul drawn to the Fugue Plane to temporarily transform yourself in the present, and possibly affect others as well. As a bonus action on your turn, you can use this feature to either cast the *etherealness* spell or cast one of the spells you've already gained access to from your Ghostwalker Magic feature. The casting time is changed to one bonus action for this casting. If you use this feature to cast *etherealness*, the spell ends at the end of the current turn.

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

Ghostwalker's Resolve

Starting at 11th level, once on each of your turns when you miss with an attack, you can make another attack.

Into the Sunset

At 11th level, as an action, you can enter the Border Ethereal and use it as a quick means of travel. You can only use this ability when in an area of dim light or darkness. When you use this ability, you and up to 15 willing creatures you choose within 30 feet of you who are also in dim light or darkness effectively teleport via the Border Ethereal. This is not instantaneous travel, however; you move a number of miles per hour equal to your proficiency bonus times 10. You can travel this way for up to 3 hours.

Because of the blurring of reality between planes, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making this feature virtually useless for scouting or spying. Furthermore, at the end of your travel, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 × 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the

nearest empty space available, but the strain of this activity causes each creature transported to suffer one level of exhaustion.

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

Unfinished Business

When you reach 15th level, physical harm does little to deter you from your calling. As a reaction when you take damage that reduces you to half your hit points or fewer, you regain hit points equal to 1d10 + your ranger level. If you are frightened or charmed when you use this feature, you become immune to the frightened and charmed conditions until the end of your next turn.

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



The Fugue Plane

A recent disturbance in the cosmology of the Realms has caused the souls of the deceased to be consumed by some other mysterious force rather than departing this plane for the next. Normally, when mortals die in Faerûn, their souls are drawn to the Fugue Plane.

The Fugue Plane exists outside the normal cosmology of Toril. Souls naturally travel from the Material Plane to the Fugue Plane at death, but they cannot leave of their own volition. Divine servants can travel here from the realms of their deities and bring souls back with them, as long as those souls properly belong to the deities they serve. Portals from the Nine Hells open into the Fugue Plane because of the devils' agreement with the god Kelemvor, and demon lords sometimes create portals leading here from the Abyss. In both cases, the fiends can carry souls back to their home planes through these portals. Any other travel to or from the Fugue Plane is impossible. Mortals cannot travel to the Fugue Plane while their bodies live, and no color pools leading here exist on the Astral Plane.

The vast majority of this plane is flat, gray, bland, and nondescript, with no notable topographical features. The only feature of this generally featureless plane is the City of Judgment, in the center of which stands the Crystal Spire, the shared realm of Kelemvor and Jergal. The city is a gray, bland, tightly packed metropolis populated by the judged dead, and the Crystal Spire is a glittering tower of transparent rock. When Cyric was god of the dead, this tower was called the Bone Castle, but Kelemvor transformed it as a symbol of his commitment to open and fair judgment of the dead.

The Fugue Plane's main inhabitants are the souls of the dead awaiting transport to the planes of their deities. After the Time of Troubles, Kelemvor struck a new deal with the gods to ensure souls would not remain here too long. Now, souls can reside in the city for up to a tenday before a divine servant comes to collect them.

During this time, such souls often completely clueless to the fact that they are dead. During that time, demons are allowed to inform souls of their state and bargain with them. Souls are offered the chance to become devils themselves, usually starting as a lemure but having the chance to advance through the devilish ranks, possibly even becoming a pit fiend. This is said to be the main way devils propagate. The prospect of becoming a devil may seem abhorrent to good-aligned mortals, but those who follow evil deities and those who fear what awaits them in the afterlife are much more likely to take up the offer.

There are three other noteworthy groups of souls dwelling in the Fugue Plane, none of whom are likely to ever move on elsewhere.

- The False are the souls of those individuals who intentionally betrayed their deities after making a commitment to them during their lifetimes. If judged and found guilty by Kelemvor, they are punished. The punishment varies depending on the severity of the crime, and could be anything, from spending eternity escorting visitors to the City of Judgment to unspeakable torture. Most often, they are sentenced to servitude within the City, but are sometimes tortured by devils in the course of their work.
- The Faithless are mortals who do not have a divine patron. This could be because the mortal never worshiped a deity, because they outright rejected the worship of any deity, because their divine patron has died, or because their divine patron rejected them for some reason. A soul who does worship a deity but did not sufficiently uphold their patron's dogma is instead judged False. A Faithless soul receives only one sentence when it reaches the City of Judgment on the Fugue Plane: the Wall of the Faithless. This living wall surrounds the City of Judgment. The soul is bound onto the wall by a green mold that binds the Faithless (and only the Faithless) to the wall. Over time, the soul dissolves into the very substance of the wall, becoming a part of the plane itself. However, some souls are stolen from the wall; demons propagate by raiding Faithless souls and retreating with them back to the Abyss.
- The remaining spirits here serve Kelemvor or Jergal, and their reward in the afterlife is dwelling here in the service of their deity. They assist in and administer the judgment and punishment of the False and Faithless, and also act as a militia defending the plane. In this capacity, they protect against demon raids on the Wall of the Faithless and, on rare occasions, attack the Abyss to punish demons for attacking the city.

Mariner

Mariners are rangers born not to the desert or forest, but the sea. You are the daring merchant-princess, the cunning freebooter, or the bold explorer. As a traveler between the great seaports, with no single home, you exist on the borders of society. When your luck or patience runs out in one port, you move on, seeking out new adventures. Your fighting style reflects the common traits of sailors everywhere, prizing freedom, mobility, and swift reciprocity.

Pirates are fierce and plentiful in Chult's waters. They prey on traffic in and out of Port Nyanzaru with shocking effectiveness, seldom fooled by attempts at misdirection or ambush. The Flaming Fist mercenary leader of Fort Beluarian, Liara Portyr, seems to have made some arrangement that keeps the ships of Baldur's Gate safe from such depredations, but such deals are notoriously short-lived. Rumors say many are based out of a hidden anchorage where they can stow goods and prisoners. Whether you associate with such pirates, keep to yourself, or oppose them, navigating these treacherous waters is crucial to survival around the peninsula.



Corsair Fighting Style

When you choose this archetype at 3rd level, you receive a second fighting style, chosen from either Mobility or Two-Weapon Fighting.

- ***Mobility.*** When you are not using a shield or wearing any kind of heavy armor, you receive a +1 bonus to AC, and you gain a swimming

speed and climbing speed equal to your walking speed.

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

You can never take the same Fighting Style option more than once.

Seafarer

You gain proficiency with navigator's tools and vehicles (water). When you make ability checks for either of these proficiencies, or Strength (Athletics) checks related to climbing or swimming, your proficiency bonus is doubled. For purposes of holding your breath and avoiding suffocation, you may treat your Constitution as if it were 19.

Sailor's Luck

Once per round, when you miss with a weapon attack against a creature that has attacked you within the last minute or that is your favored enemy, you can re-roll that attack roll. You must use the result of the second roll.

Slippery Opponent

At 7th level, when you hit an opponent with a weapon attack during your turn, that opponent's attack rolls against you are made at disadvantage until the end of your turn. In addition, whenever you fail a saving throw to avoid being frightened, you can use your reaction to roll that saving throw again.

Seasoned Sailor

At 7th level, you learn three languages you did not already know and the *druidcraft* cantrip.

Mariner Retreat

At 11th level, whenever an opponent makes an opportunity attack against you, they provoke an opportunity attack from you in turn.

Overwhelming Counterattack

Starting at 11th level, once per turn, when you hit a creature that has attacked you within the last minute with an attack, you can choose one of the following options:

- Inflict an additional 1d10 damage on that creature.
- Make a weapon attack against any number of creatures within 5 feet of that creature, with a separate attack roll for each target.

Rolling with the Waves

At 15th level, you gain a special defensive ability. Choose one of the following features.

- ***Evasion.*** You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- ***Outmaneuver.*** When you make an opportunity attack, after the attack resolves, you can move 10 feet as part of the same reaction. This movement does not provoke opportunity attacks.
- ***Retaliation.*** When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Rogue

Thieves, tricksters, assassins, and crimelords are stereotypical rogues, but members of this class can be much more than that. Their precise command of many specialized skills serves them just as well as be explorers, swashbucklers, investigators, pirates, or even sharp-witted local business owners in places like Port Nyanzaru. It is often assumed that rogues adventure only in the name of personal gains, and their reputation for wanting to know "what's in it for them" is well-deserved in many cases. Yet such characters are just as likely to adventure to ensure the safety of a loved one or to gain the satisfaction of a mystery solved. With the rise of the death curse, these latter motivations are often what brings rogues of other lands to Chult.

Those who do seek profit will find ample opportunity in settlements like Port Nyanzaru, where commerce is constant and gambling events like the dinosaur races can make fortunes overnight. Yet such wealth is meagre compared to the hoards of treasure, both magical and mundane, hidden in lost cities such as legendary Mezro and Omu. Finding such ruins can be difficult, but allies and hirelings can be of great help, and there are few problems the focused application of guile, stealth, and cunning cannot solve.

Gambler

Go ahead–tell me the odds!

–Jhewan Ravenwind

All of life is a game, really. You place your bet, collect your winnings (or rue your losses), then line up to play again. You seem win more often than not—it's not a skill, it's a gift.

In Chult, opportunities abound. You can derive a steady income from betting on the dinosaur races of Port Nyranzaru, gladiatorial games at the Grand Coliseum, and endless card games against sailors and soldiers of the Flaming Fist, but that is only the beginning. The wild interior of the peninsula is filled with lost cities, treasure-stocked ruins, and strange magic that wealthy patrons are eager to see investigated. The dangers are great but the rewards are exceptional. You like your odds.

Charmed Life

You are hard to kill. If you fall off a cliff, you always land on in the branches of a tree or a pool of soft mud. If you are stabbed with a sword, it always seems to just miss your vital organs. Starting at 3rd level, you double your proficiency bonus when adding it to Dexterity saving throws and gain advantage on all death saving throws.

Fortunes Friend

There is no denying it – you are just plain lucky. Things seem to work out for you more often than for other people. Starting at 3rd level, when you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and use the new roll. If you have the Lucky trait from being a member of a certain race (such as a halfling), you can use this feature when you roll a 1 or a 2 on the d20.

Golden Streak

Success breeds success, and once things start going well for you, they seem to keep going well. Starting at 9th level, when you

make an attack roll, ability check, or saving throw, instead of rolling the die, you may choose to use the result of your most recent d20 roll instead. You must complete a short or long rest before using this ability again.

Last Chance

You have an uncanny ability to snatch victory from the jaws of defeat. Starting at 13th level, if you fail a saving throw, you can choose to succeed instead. You must complete a short or long rest before using this ability again.

Lucky Strike

You have become remarkably lucky in combat, and always seem to land a strong blow at the critical moment. Starting at 17th level, instead of making an attack roll you can choose to score a critical hit. You must take a short or long rest before using this feature again.

New Feat: Competitor

If your DM allows the use of feats, any characters with an interest in games or competitions can take the following feat:

Competitor

You are an expert in games, tourneys, jousts, and other competitions. You gain the following advantages:

- Increase one of your ability scores by 1, to a maximum of 20.
- You gain proficiency in the Athletic skill or with one type of gaming set or vehicle.
- You always know the current gambling odds on any public game, competition, or sport.
- You have 3 *competition points*. Whenever you make an ability check that is directly related to a game, sporting event, or competition, or that is opposed by another creature's ability check, you can spend a competition point to gain advantage on that roll. You regain your expended competition points when you finish a long rest.

Tomb Robber

"Any relic of the dead is precious, if they were valued living."

— Emily Brontë, *Wuthering Heights*

Many rogues covet riches, but you have a higher calling: the treasure you seek is history. You are a well-educated scholar, but you do not confine yourself to libraries or academic institutions. Instead, you know that the physical remnants of the past of lie buried beneath the dust of ages and the sands of time. While others merely speculate on the insights such evidence might convey, you are a two-fisted expert with a hands-on approach: you go out there and get it.

Chult is filled with the kind of hidden history you yearn to uncover. The peninsula's tomb robbers are hardly a community, but you all know each other by reputation. Those of your vocation often form great rivalries. Tomb robbers foster their own renown by specializing in certain cultures or historical epochs, writing memoirs of their dangerous expeditions, and carrying specialized tools and equipment. Most of all, they become famous for their advanced prowess with a signature weapon, usually one with other uses beyond battle. A long or extending staff useful for probing potential traps and a light hammer good for both pounding in pitons and bashing skulls are good examples. Less commonly used armaments—such as blowguns, nets, or whips—are especially favored for this purpose, the better to grow one's personal reputation.

Scholar of Danger

Beginning when you choose this archetype at 3rd level, you can add your Intelligence modifier to Dexterity saving throws. You also gain proficiency in any one martial weapon of

your choice and one of the following skills: Arcana, History, or Religion.

Signature Weapon

At 3rd level, choose one type of weapon with which you are proficient. This becomes your signature weapon. Whenever you gain a level, you can change your signature weapon to a different weapon if you wish. You can only have one weapon type as your signature weapon.

When you take the attack action with that weapon, you can then use a bonus action to force the creature you attacked to make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity or Intelligence modifier (your choice)). If they fail, you choose one of the following effects:

- The target falls prone
- The target takes damage equal to your Intelligence modifier
- The target drops one item of your choice that it is holding
- The next attack made against the target has advantage

In order to use your bonus action this way, you must still be wielding your signature weapon, and the target must be within that weapon's range.

In addition, you may choose one kind of adventuring gear worth 10gp or less with a weight that does not exceed that of your signature weapon by more than 5 lbs. It cannot be a spellcasting focus of any kind. Whether by clever engineering or some special move you've mastered, you can always use your signature weapon in place of that particular piece of gear, with no penalty or loss of effectiveness.



Historical Insight

When you roll a Charisma check or a Wisdom (Insight) against a creature (living, undead, or otherwise) that was born more than 500 years ago, you can use your reaction to roll again, but you make an Intelligence (History) check instead of a Charisma check for the second roll. You must use this ability after the roll is made, but before the DM tells you if you succeeded. You must use the second roll.

Well-Planned Strike

At 9th level, when you add your sneak attack damage to an attack with your signature weapon, you may choose to reroll some of the damage dice. The maximum number of dice you can reroll in this way is equal to your Intelligence modifier. You must use the new rolls. You may use this ability twice. You regain all expended uses when you complete a short or long rest.

Signature Strike

At 13th level, when you add your sneak attack damage to an attack with your

signature weapon, you can sacrifice 2d6 of the damage dice you would have rolled to force the creature damaged to make a Dexterity saving throw against one of the effects of your Signature Weapon feature. In addition, when you use your bonus action for your Signature Weapon ability, the target does not have to be the creature you attacked with your attack action on that turn, but can be any creature within the signature weapon's range.

Adept in Darkness

At 17th level, when you hit a creature with an attack, if you and that creature are both heavily obscured by darkness, you can deal your sneak damage even if you do not have advantage on the attack roll. This ability does not function if the creature struck has blindsight or truesight, the rogue's Blindsense feature, or the warlock's Devil Sight eldritch invocation ability.

Signature Precision

Beginning at 17th level, if you miss with an attack made with your signature weapon during your turn, you can immediately make an additional attack with your signature weapon. You can gain one additional attack during your turn with this ability. In addition, once per turn, you can inflict an extra 1d8 damage with your signature weapon on a successful attack that does not include sneak attack damage

Sorcerer

Like nearly every region of the Realms, Chult has its share of sorcerers. The inborn potential to see and manipulate the Weave of magic that infuses all of Faerûn is as widespread as the Weave itself. Places where many cultures meet and commerce weaves together disparate destinies, such as Port Nyanzaru and the cities of the Sword Coast, are especially likely to attract those with sorcerous gifts.

Native sorcerers of these islands often trace their magical power to descent from the primordial deity Ubtao himself, or from his most powerful servants. Though few true dragons call the peninsula home, every tribe seems to have members who claim descent from the black, blue, green, red, or bronze dragons said to lair near their ancestral lands. Since the Time of Troubles and the Spellplague, wild magic areas have been a feature of the Chult's landscape, and children with the gift for wild magic are often born near such places. More common than these other types, however, are the "Children of the Rains," born during tropical storms when whole communities share shelter, who sages say often bear the power of elemental air.

Whatever the type of sorcerer, those born into human Chultan tribes in remote areas have long been the subjects of fear and hate. Many tribes had their own mage hunters, wizards trained to defeat and destroy those with such gifts (see the Wizard section for details). Fortunately for Chult's native sorcerers, undead and other threats have driven most tribes out of the interior, and the larger coastal settlements are places for where magic is generally accepted.

Ancient Artifact



"Curious indeed how these things happen. The wand chooses the wizard, remember... I think we must expect great things from you, Mr. Potter... After all, He-Who-Must-Not-Be-Named did great things—terrible, yes, but great."

—J.K. Rowling

Harry Potter and the Sorcerer's Stone

Your magic doesn't come from within, but rather from an ancient magical artifact that has chosen you as its bearer. You may have received it as an inheritance, discovered it while exploring the ruins of an ancient culture, or simply been chosen when the artifact suddenly appeared before you. In any case, this item's power is tied to yours, and it cannot access its full might until you grow into the sorcerous potential it has stirred within your soul.

Ancient Artifact

At 1st level, you have mastered the rudiments of the magical power conferred by your artifact, but have only begun to know its true nature. Choose a trinket (rolled or chosen from the Trinket Table in the *Player's Handbook* or an expansion of it) or a piece of adventuring gear worth 15 gp or less that is not a weapon or armor. Your ancient artifact is a magical version of this item. (As an alternative, if your character's background includes the benefit of the Inheritor background described in the *Sword Coast Adventurers Guide*, your ancient artifact can be the same item as your inheritance from that benefit). Your ancient artifact is a magical item, and can be detected as such, though the *identify* spell yields no useful information about it. You are attuned to your ancient artifact, but it does not use up one of your attunement slots. No one can attune to your ancient artifact but you.

Your ancient artifact protects you magically, guides your spellcasting, and sometimes shares the memories of its past bearers with you, granting you the following benefits while it is on your person:

- Your Armor Class cannot be lower than 12 + your Dexterity modifier, no matter what armor you may wear.
- You add a bonus equal to half your proficiency bonus (minimum of 1) to all Intelligence checks which do not already include your proficiency bonus, and to your saving throws against becoming charmed, frightened, or stunned.
- You can cast the *guidance* cantrip, targeting yourself, as a sorcerer spell.
- You can grant yourself advantage on a spell attack roll or grant another creature disadvantage on a saving throw it makes against a spell you cast. Once you use this benefit, you must finish a long rest before you can use this feature again.

The magical power of your ancient artifact is tied to your very soul. It disappears if it is more than 5 feet away from you for 1 minute or more, or if you choose to hide it. When it disappears, it is shunted away into an

extradimensional space from which you can summon it back at any time as an action or bonus action. When you summon it back, it appears in your hand, on your person, or at your feet, as you choose.

If you lose your artifact or it is somehow destroyed, the loss is only temporary. The next time you finish a long rest, it is restored, whole and intact, within the extradimensional space from which you summon it.

If you cast a spell of 1st-level or higher while your ancient artifact is not within 5 feet of you, the spell is difficult to control, and you must roll on the Wild Magic Surge table of the Wild Magic Sorcerous Origin described in the *Player's Handbook* to create a random magical effect.

Spell Containment

At 6th level, your ancient artifact gains the same magical abilities as a *ring of spell storing*. However, the maximum number of spell levels it can contain is equal to half your sorcerer level (rounded down), rather than the usual amount, and it can only contain spells of a level less than or equal to the highest level of sorcerer spell you can cast.

Surging Spell

At 6th level you gain the Twinned Spell metamagic option if you don't already have it. When you use Twinned Spell on a spell you cast, if you roll an 18, 19, or 20 on the die for a spell attack with that spell, or if a creature rolls a 1, 2, or 3 on the die for a saving throw made against that spell, you regain the sorcery points you spent to use Twinned Spell.

Life Preservation

At 14th level, you and your ancient artifact have truly become one, and it uses its magical power to preserve your life. If you are reduced to 0 hit points, you can choose to instead be reduced to 1 hit point, and each creature within 10 feet of you takes psychic damage equal to half your sorcerer level + your Charisma modifier. For the next minute after you use this feature, you gain resistance to all damage except psychic damage, and any creature that hits you with an attack roll takes psychic damage equal your Charisma modifier.

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

Controlled Surge

At 18th level, your most prodigious moments of spellcasting achievement unlock brief surges of power from your ancient artifact. Whenever you cast a 9th-level spell, whenever you roll an 18, 19, or 20 on the die for a spell attack, or whenever a creature rolls a 1, 2, or 3 on the die for a saving throw made against a spell you cast, you can choose any number of creatures within a 30-foot sphere centered on you to roll a Constitution saving throw.

A creature that fails its saving throw against this feature takes 4d8 force damage and treats the area of this effect as difficult terrain until the end of your next turn. A creature that succeeds takes half as much damage. Whether a creature succeeds or fails, if it takes at least 1 point of force damage from this effect, you can push that creature up to 10 feet away from you.

Soulmonger's Chosen

I don't know why I was spared, or why it the Soulmonger made me what I am, but I'll not be anyone's pawn. I'm going to Chult to find the truth. And death's coming with me.

—Lethea Steeltoe,
Halfling Plague Survivor

All of Faerûn, it seems—especially Chult recently—is plagued by grasping necromancers. These macabre spellcasters have a seemingly endless hunger to created undead and bend them to their own ambitions. You, however, did not seek your bond to the magical powers of death.

You nearly died, and your soul left your body, but rather than going to the afterlife, you sensed that you were being summoned to an inescapable power with a consumptive hunger all of its own. Yet then you sensed something else. This presence—which you and many in the land have come to know as the Soulmonger—had some other, deep and unknowable purpose for you in the world. You returned to your mortal husk and regained consciousness, alive and well, but changed. You have been infused with magical power, an unnatural gift for sorcery that hungers to be used. You also feel an unearthly bond with the dead, even those that walk. Now one of these walking dead has come to you, unbidden, to act as your servant and protector. You know this is all part of a plan that cannot come to good, but you also know the necromantic power within you cannot be contained, only channeled.

Returned Mysticism

The arcane magic you command is born of your death and rebirth. When you make a Charisma check against undead creatures, you do so with advantage. In addition, you gain the following spells, each at the listed sorcerer level. These spells do not count against the number of sorcerer spells you know.

Soulmonger's Chosen Spells

Sorcerer Level	Spells
1st	*false life*
3rd	*shroud of undeath**
5th	*animate dead*
7th	*death ward*
9th	*soul scour**

Undead Guardian

At 1st level, your arcane magic raises another of the fallen to stand at your side in unlife, forging a bond of trust and loyalty. Choose an undead creature with a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. It must be of Medium size or smaller, have 15 or fewer hit points, and cannot deal more than 8 damage with a single attack (though your Deathly Bond feature may improve it beyond these limitations). Typically, this is either a skeleton or a zombie, though your DM may have more options for you.

This undead creature gains all the benefits of your Deathly Bond feature. You can have only one Undead Guardian at a time. If your Undead Guardian is ever slain, the magical bond you share allows you to recall it the next time you finish a long rest. It may come to you in a different body than it had before, but you sense the same dark sentience within it, bonding its existence to yours. It returns to you with full hit points and in fresh condition, just as when it first appeared.

Deathly Bond

Your Undead Guardian gains a variety of benefits while it is linked to you. The Guardian obeys your commands as best it

can. It acts on its own turn in the initiative, immediately after the end of your turn, and you determine its actions. If you are incapacitated or absent, your Guardian acts on its own, but its only goals are to defend itself, defend you, obey your prior commands, and to serve any simple goals it could sense in your mind before you lost contact.

- Your Undead Guardian has abilities and game statistics determined in part by your level. Your Guardian uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an Undead Guardian also adds its proficiency bonus to its damage rolls.
- If your Undead Guardian's Intelligence is 5 or lower, its Intelligence is increased to 6.
- While your Undead Guardian is within 100 feet of you, you can communicate to it telepathically. It cannot communicate back to you or share its senses with you, though your bond always gives you a rudimentary sense of whether or not your Undead Guardian is wounded or in danger.
- For each sorcerer level you gain after 1st, your Undead Guardian gains an additional Hit Die and increases its hit points accordingly.
- Your Undead Guardian gains proficiency in two skills of your choice. It also becomes proficient with Strength and Constitution saving throws, simple and martial weapons, light, medium, and heavy armor, and shields.
- Whenever you gain the Ability Score Improvement class feature, your Undead Guardian's abilities also improve. Your Undead Guardian can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. (Your DM may allow it to gain a feat instead.) As normal, your Undead Guardian can't increase an ability score above 20 using this feature unless its description specifies otherwise.



- The Undead Guardian loses its Multiattack action, if it has one.
- The Undead Guardian has little in the way of personality, though that can change over time. It has no Ideals, one Flaw which you may create, and the Bond "I must protect the sorcerer I am bound to serve at all costs."

Graven Surge

Starting at 6th level, if your Undead Guardian is within 100 feet of you when you use your action to cast a spell of 1st-level or higher, it can use its reaction in one of three ways:

- It can make a weapon attack as a reaction.
- It can take the Dash action, but must end this movement closer to you than it was when it began.
- If the spell has a range of touch or of 5 feet or greater, you can have your Undead Guardian use its reaction to deliver the spell as if it had been the one to cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Gravestride

At 14th level, you gain the ability to phase between the Material Plane and the Border Ethereal. When you move on your turn, you can teleport for some or all of that movement. The total distance you move, whether by teleporting or otherwise, cannot exceed your walking speed.

On its turn, your Undead Guardian can teleport for some or all of its movement just as you can, but it must end that movement closer to you than it was when it began.

Journey of the Damned

At 18th level, your Undead Guardian's connection to you is at its apex, granting both of you traits you derive from each other. You gain immunity to necrotic damage, and whenever you cast a spell that deals necrotic damage, you also gain resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 hour. You no longer need to eat, drink, or breathe.

In addition, your Undead Guardian grows much more powerful, as follows:

- Its Wisdom score becomes equal to your Charisma, unless it is higher.
- Any other ability scores it has that are 12 or lower are increased to 13, except Charisma.
- It gains one Fighting Style option from those listed for the Fighter class.
- Your Undead Guardian gains one 1st-level spell slot, one 2nd-level spell slot, and one 3rd-level spell slot. It can use these slots to cast spells from the list of sorcerer spells you know, and regains its expended slots whenever you finish a long rest. It casts spells as a sorcerer, but does not require verbal or somatic components, and Wisdom is its spellcasting ability score instead of Charisma. When it casts these spells, it casts them using your proficiency bonus.
- It can attack twice, instead of once, whenever it takes the Attack action on your turn.
- When a creature makes an attack roll against you, if it is within reach of your Undead Guardian's weapon, it provokes an opportunity attack from your Undead Guardian.

Warlock

Mass immigration to places like Port Nyanzaru has compelled many once-insular tribes to move past their superstitious intolerance of the magical arts. Nevertheless, warlocks are still the subjects of dark tales across Chult. Their sinister pacts with otherworldly entities fuel many suspicions. Even in the most cosmopolitan and civilized areas, their dealings with fey, fiends, or worse are barely tolerated at best. Most warlocks prefer to keep their true nature secret in Chult, no matter where they are.

Yet many patrons have deep ties to Chult's history and culture. Many local snake cults, whether wicked or benevolent, consider Dendar the Night Serpent their sleeping patron. The Wind Dukes of Aaqa offer pacts not only to the native aarakocra but to those who dwell among them or make separate homes upon Chult's other great heights. The primal dinosaur spirits, abandoned by their father Ubtao, seem to seek mortal servants more eagerly than before. Fey crossings abound in the jungles, and the peculiar local fey whisper in many ears.

For all its tribulations, Chult never received much attention from the most powerful fiends, unlike many less fortunate places on the larger continent. However, even beings with lower positions in their fiendish hierarchies can channel the energies of whichever Lower Plane they call home to empower a warlock pact. The cambion Lorcan, for example, possesses a mere fraction of the power commanded by pit fiends and balors, yet he collects warlocks like butterflies. He and others like him have made their fair share of pacts in Chult.

Pact Boon: Pact of the Hex-Fetish

Art can be created in any medium. Painters draw images on canvas, bards write epic narratives, and musicians compose sweet harmonies. I spit curses of such beauty and potency that all who hear them are stricken.

—Mkele O'Tamu,
Hex Artisan for Hire

Your patron gives you a fetish—a totem, effigy, or other symbol of power related to your patron. A Fiend might grant its servant a twisted idol, whereas a Great Old One gifts a follower with a twisted eldritch symbol, yet the doll-like effigy granted by some of the Archfey is said to look most horrifying of all. Your Hex-Fetish acts as an arcane focus for your warlock spells.

In addition, as long as you are holding your Hex-Fetish, you can cast the *hex* spell once using a warlock spell slot, regaining the ability to do so when you finish a short or long rest. Whenever you cast the *hex* spell while your Hex-Fetish is on your person, the initial target of the spell has disadvantage on the first saving throw it makes before the end of your next turn for the ability score you chose to affect with the *hex* spell.

If you lose your Hex-Fetish, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous Hex-Fetish.

Otherworldly Patron: The Absolute Authority

I will return order to my city, then to Chult, then to all the holdings of Faerûn, and then to the world. After that, I have more ambitious plans...

–Mwaxanaré of Omu

Your power comes from an extraplanar being or group of beings devoted to cosmic ideals of perfect law, order, or even tyranny. This may a powerful servant of a lawful god, or great hierarchial entity of another sort, such as Primus, lord and creator of the modrons on the lawful plane of Mechanus, or the legendary Wind Dukes of Aaqa, who created the famed Rod of Seven Parts.

By making this pact, you have intertwined your own future with a larger destiny, and connected yourself with inexorable forces advancing a grand cosmic plan. Whatever the nature of your patron, this pact also ties you to one or more Inner or Outer Planes, especially most lawful of planes, the clockwork domain of Mechanus, where endless gears turn in a precise cycle.

Despite your patron's lawful nature, their agenda is not always easy to discern. The Absolute Authority's reach extends through all of creation, and it pursues its aims according to lawful and orderly principles. You may not share your patron's goals or alignment; it is certain you will serve the purpose it has chosen for you in the Grand Plan, whether or not you do so willingly.

Expanded Spell List

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.

Absolute Authority Spell List

Spell Level	Spells
1st	*command, detect thoughts*
2nd	*calm emotions, heat metal*
3rd	*aegis of shielding*, magnetism**
4th	*compulsion, fabricate*
5th	*animate objects, modify memory*

Defensive Telepathy

Starting at 1st level, your patron grants you insight into others' thoughts that may allow you to predict their actions. Whenever you are not concentrating on a spell, you can communicate telepathically with any creature within 30 feet of you, provided that creature shares a language with you. You can speak telepathically in this way to one creature at a time.

In addition, if an attack hits you while you are concentrating on a spell, as a reaction you may force the attacker to reroll the attack, using the lower of the two rolls. Until the end of your next turn, all attack rolls against you are made at disadvantage. Once you force the reroll an attack of an attack roll with this feature, you cannot do so again until you finish a long rest.

Axiomatic Hierarchy

At 1st level, you learn the Modron language. Modrons (as described in the *Monster Manual*) communicate with you as if you were a member of their hierarchy, of equivalent rank to a monodrone. As you gain warlock levels, they treat you as if your rank in the modron hierarchy had also increased, treating you as a duodrone at 2nd level, a tridrone at 3rd level, a quadrone at 4th level, and a pentadrone if you are 5th level or higher in your warlock class. However, no matter what level you attain, modrons will never obey orders from you that are not harmonious with those issuing from above the ranks of the pentadrones, such as those

from Primus himself. (At the DM's option, this feature can be customized to grant you knowledge of another language and influence over a different type of creature that serves entities of Law; as an example, at least one warlock in Chult has a pact with the Wind Dukes of Aaqa, and that character has learned Auran and has a special place in the society of aarakocra.)

Your understanding of these unique embodiments of the plane of Law not only grants you insights into other constructs, but into other extraplanar creatures whose natures are tied to those of their home planes. However, you must concentrate on such creatures to gain benefits from this in combat. Whenever the subject of a concentration spell you are maintaining (such as the *hex* spell) is a celestial, construct, elemental, fey, or fiend, your attacks inflict extra damage on that creature. Once per turn, when you successfully hit the target with an attack roll, you inflict extra psychic damage equal to your proficiency bonus.

Modron Servant

At 6th level, your patron grants you the service of a pentadrone, a five-armed construct that is the most advanced form of modron (as described in the Monster Manual). Your pentadrone is your devoted servant, obeying your commands without hesitation and working to protect you in combat. It has the following modifications:

- It is a construct instead of a beast.
- It can magically disguise itself as a Large beast of your choice with a Challenge rating of 2 or lower (such as warhorse), physically rearranging its form to appear to be the new creature, but not gaining any of its traits or abilities.
- It understands the languages you can speak when you create it, but it can only speak the Modron language.
- If you are the target of a melee attack and your modron servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.
- It does not have the truesight sense, but instead has darkvision with a range of 120 feet that is not impeded by magical darkness. When you reach 11th level as a warlock, this becomes truesight with a range of 120 feet.

The pentadrone considers you to be one rank above it in the grand hierarchy to which it is devoted, and it recognizes no other authority beyond yours and that of your patron. It obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own. If the pentadrone is killed, it disintegrates, meaning it cannot be returned to life via normal means. However, whenever you finish a long rest, you can choose to have your patron send you a new modron servant—if the previous pentadrone still exists, it disintegrates as soon as your new servant appears to replace it.

Partial Construct

At 10th level, parts of your body have been replaced by eldritch machinery, enabling it to function more efficiently. You no longer need to breathe, eat, or drink, and you gain resistance to poison damage as well as nonmagical bludgeoning, piercing, or slashing damage that is not adamantine.

Mind of Metal and Wheels

Starting at 14th level, you can temporarily allow the influence of your patron to alter your mind and body, giving you the perfect and emotionless logic of a construct and the ability to project this way of being into the minds of those around you. As a bonus action, you can enter this unique mental state, gaining the following traits:

- You are immune to psychic damage and the charmed and frightened conditions.
- You gain a +2 bonus to AC.
- Once during your turn, if you move at least 20 feet in a straight line towards a target before making an attack roll against it, you gain advantage on that attack roll.
- While in this state, you can cast the *calm emotions* spell at will, without expending a spell slot or material components. When you cast calm emotions in this way, it is not considered a concentration spell for that casting, but the duration is decreased to 1 round, with the spell lasting only until the end of your next turn.
- You have disadvantage on all Wisdom and Charisma checks and opportunity attacks.

This state lasts for one minute or until you end it with a bonus action. You can use this feature a number of times equal to half your proficiency bonus (rounded down). You regain all expended uses of it when you finish a short or long rest.

Note: This Otherworldly Patron is a variant of the Eternal Engine patron, as featured in the DM's Guild product *Alchemical Archetypes: Created & Creators.* Either version is suitable for play, depending on what kind of warlock you wish to be.

New Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Many of the new eldritch invocation options below are associated with the Pact of the Hex-Fetish, though some require no particular pact or are tied to those listed in the *Player's Handbook.*

Crushing Hex. *Prerequisites: 5th level,* hex *spell.* When you cast the *hex* spell, the initial target you choose for the spell when you first cast it takes 1d6 magical bludgeoning damage.

Crawling Terror. *Prerequisites: 9th level, Pact of the Hex-Fetish feature.* As long as you are holding your Hex-Fetish, you can cast *giant insect* once using a warlock spell slot. If there are no target insects visible within range of the spell, your Hex-Fetish creates the insects of your choice at a point within 30 feet that you can see. Once you use this



invocation, you must finish a long rest before doing so again.

Destructive Messenger. *Prerequisite: 5th level, Pact of the Chain feature.* You can use a 10-minute ritual to turn your familiar into a nondescript commoner of a race appropriate for the nearby area, dressed in the manner of a local peasant or vagabond. They lose all of their own statistics and use those of a commoner only, but they can speak and have all the normal abilities of a commoner of that race, and you can speak through them as well as using their senses as your familiar. You can return them to their true form as a bonus action. If they are reduced to 0 hit points while in their commoner form, they immediately explode in a shadowy conflagration, forcing anyone within 20 feet of them to make a Dexterity saving throw against your warlock spell DC. Those who fail take 4d8 necrotic damage, and those who succeed take half as much.

Draining Hex. *Prerequisites: 9th level,* hex *spell.* Once per turn, when you inflict necrotic damage on a creature that is the target of your hex spell, you add your Charisma modifier to the necrotic damage inflicted.

Fetish Curse. *Prerequisite: Pact of the Hex-Fetish feature.* You can invoke the power of the Hex-Fetish to empower your warlock spells. As a bonus action, you select a creature within 60 feet of you that you can see. Before the end of your next turn, the next saving throw the target makes against one of your warlock spells is made with disadvantage. Once you use this invocation, you must finish a short or long rest before doing so again.

Fortifying Totem. *Prerequisites: 7th level, Pact of the Hex-Fetish feature.* While you are holding your Hex-Fetish, you gain advantage on saving throws that would cause you to be frightened, blinded, deafened, or petrified.

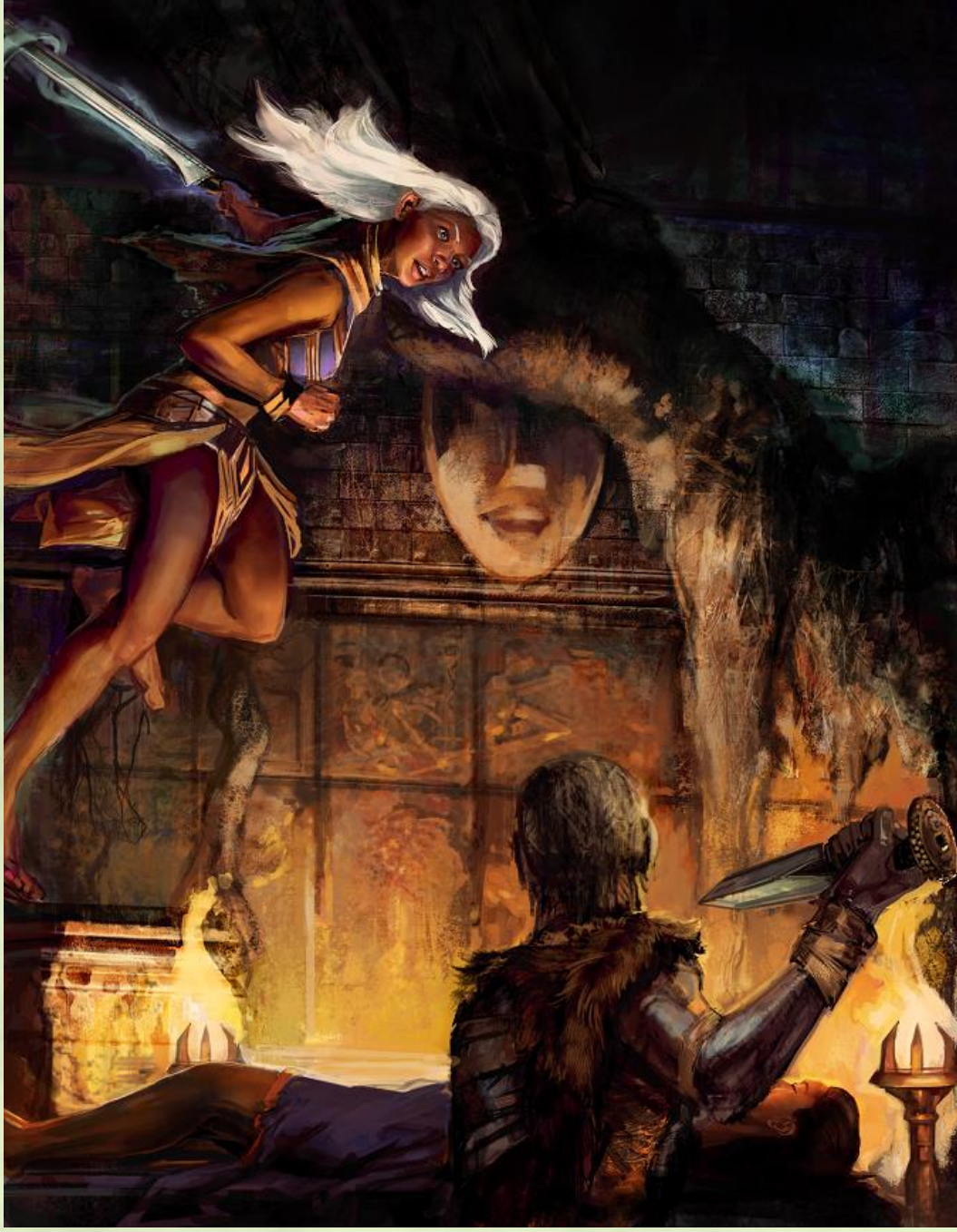
Potent Hex. *Prerequisites: Hex spell.* When you cast the *hex* spell, when you choose which of the target's ability scores suffers disadvantage on ability checks, you may choose two ability scores instead of just one.

Smoking Bolts. *Prerequisite: Pact of the Blade feature.* You can create a hand crossbow using your Pact of the Blade feature. When you load it, you draw a wisp of black smoke out of the air that magically transforms into a black crossbow bolt, which vanishes after 1 minute. When you fire it at a creature you've made a successful Wisdom (Insight) check against within the past 24 hours, you have advantage on the attack roll. When you hit a creature with it, you can expend a warlock spell slot to deal an additional 2d8 necrotic damage to the target per spell level.

Spectral Amunition. Each time you make a ranged attack that uses a piece of ammunition, this effect magically replaces it with a similar piece of nonmagical ammunition. Any piece of ammunition created by this spell dissipates 1 minute after it is created

Unleash Disease. *Prerequisites: 12th level.* You can cast *harm* once using a warlock spell slot. You can't do so again until you finish a long rest.

Wizard



Chult's tribal peoples have always been deeply fearful and suspicious of magic, and in most villages and clan groups arcane practices are outlawed or heavily regulated. These strictures have forced many magic-users to flee tribal society. Then again, most tribes did have accepted students of magic, whose vocation was fighting fire with fire to put down more sinister magic-users.

In recent years, however, the growing threats of the jungle have pushed many communities to relocate, leaving the isolated wilds behind for large coastal settlements. In places like Port Nyanzaru, the use of magic is more accepted, and the Merchant Princes have wizards of their own to protect the people from harm.

As discipline scholars of the Art, wizards may have more direct interest in the phenomenon of the death curse than any other class. It is not just a problem to be solved, but an arcane anomaly to be studied. Practitioners of the esoteric magical discipline known as "vitalism" have particular interest in the energies of life and death. Of course, given the tendency of powerful wizards to extend their lifespans by means only magic can provide, many have come to Chult with a personal stake in this as well.

Mage Hunter

I will rid the land of your filth.

— Mudiwa of Clan Zimwa

Mage hunters like you have a place in any tribe. You are a specially trained spellcaster, whose role is to hunt down renegade wizards, sorcerers and warlocks, and put an end to their unsanctioned magic use.

Many wizards of this tradition are members of the Ytepka Society, or Triceratops Society. They keep track of users of magic who arrive at the peninsula's ports,

send warnings to nearby villages, and when necessary, they remove threats to the people.

Mage Sense

Starting at 2nd level, the presence of strong magic registers on your senses like a powerful odor. You can use your action to open your awareness to detect such magic. Until the end of your next turn, you know the location of any spellcasting creature within 60 feet of you that is not behind total cover (including those with the Innate Spellcasting feature). Alternatively, you can focus your concentration on a single item, and determine whether it is magical or not.

You must complete a short or long rest before using this ability again.

In addition, the *hunter's mark* spell is considered a wizard spell for you (though you must still learn it normally), and when you make an Intelligence check related to magic that does not already include your proficiency bonus, you can add half your proficiency bonus to the roll.

Magic Barricade

Starting at 2nd level, you develop an invisible barricade to protect yourself from magical attacks. The barricade has hit points equal to your wizard level + your Intelligence modifier. Whenever you take damage from an attack, the barricade takes the damage instead. If the damage is caused by a spell, the barricade takes only half damage from it. If damage taken by the barricade reduces it to 0 hit points, you take any remaining damage.

The barricade is restored to full strength when you finish a long rest.

Daze Quarry

Starting at 6th level, your soft words and enchanting gaze can magically enthrall your enemies, especially mages. As an action, choose one creature that you can see within 30 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. Non-spellcasters have advantage on this saving throw. While it is charmed, the creature is visibly dazed, its speed is reduced to 0, and it is incapacitated.

On subsequent turns, you can use your full action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 30 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

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 short or long rest.

Improved Magic Barricade

Starting at 6th level, your magic barricade is restored to full strength after a short or long rest. You can also spend a spell slot to replenish your magic barricade, causing it to regain a number of hit points equal to 1d4 + the spell slot's level.

Magical Ambush

Starting at 10th level, creatures from which you are hidden have disadvantage on saving throws against your spells.

Greater Magic Resistance

Starting at 14th level, you have advantage on saving throws against spells and other magical effects, and resistance to all damage from spells.

School of Vitalism

"It was on a dreary night of November that I beheld the accomplishment of my toils. With an anxiety that almost amounted to agony, I collected the instruments of life around me, that I might infuse a spark of being into the lifeless thing that lay at my feet. It was already one in the morning; the rain pattered dismally against the panes, and my candle was nearly burnt out, when, by the glimmer of the half-extinguished light, I saw the dull yellow eye of the creature open; it breathed hard, and a convulsive motion agitated its limbs."

–Mary Shelley
Frankenstein; or, The Modern Prometheus

You are student of vitalism, an arcane philosophy that identifies life-sustaining energies as form of magic. As a vitalist, you begin your studies with the basics of alchemy, but also learn to draw life energy out of creatures directly and use it to fuel magical effects. Eventually, you learn to infuse this vitality into lifeless matter, including unmoving plants, inanimate objects, and even fallen corpses. This lifeforce sparks and crackles like lightning when you retain or channel it, the potential energy of life roiling beneath your attempts at control.

Manipulate Lifeforce

At 2nd level when you choose this arcane tradition, you identify the energies that sustain living creatures around you as a form of magic that you can harvest and control for a variety of benefits. You learn the *reaver's touch** and *shocking grasp* cantrips if you don't already know them, and you add the *false life* and *soul homunculus** spells to your spellbook.

Alchemical Vitalism

At 2nd level, you can distill magical energy to life-giving force in the form of a quick elixir that accelerates a body's healing powers. In order to use this benefit, you must have alchemist's supplies with you, and you must have at least one vial of mundane water. By performing an alchemical ritual that takes 10 minutes, you expend a spell slot to change one or two vials of water into the same number of curative admixtures. Unlike a potion, the admixture does not need to be imbibed, merely inhaled or applied to the body. As such, it can be used as either an action or a bonus action. When a curative admixture is used, the creature who uses it can heal either itself or another creature within 5 feet of it for a number of hit points equal to the level of the spell slot used to create it. When a creature is healed in this way, it may also spend one of its own Hit Dice as a reaction to regain additional hit points.

Only two curative admixtures you create with this feature can retain their effectiveness at one time. If you create a third one when two others are currently active, the oldest of the active admixtures is immediately transformed back into mundane water. When you reach 10th level, performing the alchemical ritual can change up to three vials of water into curative admixtures, and you can have up to three curative admixtures active at once instead of two. All your curative admixtures lose effectiveness 8 hours after you create them.

Convert Vitality

Starting at 6th level, you can manipulate the raw substance of vitality more directly, drawing it out of others with necromantic techniques or using it to empower spells as a crackling magical energy like lightning. Once during your turn, when you inflict 10 or more necrotic damage on one or more creatures,

you can use your reaction to either spend a single Hit Die or regain a single Hit Die. However, the hit points gained from spending a Hit Die in this way are only temporary hit points with one exception: if the necrotic damage reduced one or more creatures to 0 hit points, you may choose to gain actual healing from the spent Hit Die instead.

When you cast a spell that inflicts lightning damage, if you have used this feature to regain one or more Hit Dice within the past hour, you can add your Intelligence modifier to one damage roll of that spell.

In addition, you add the *animate dead* and *revivify* spells to your spellbook as wizard spells.

Construct Rebirth

At 10th level, you add the *animate objects* and *reincarnate* spells to your spellbook as wizard spells. However, when you cast *reincarnate*, you roll on the table below to determine the new race of the reincarnated creature, rather than the normal table listed in the spell description. If you wish, immediately after the roll is made, you may spend your own Hit Dice (without regaining any hit points) to increase or decrease the roll by a number equal to twice the number of Hit Dice spent, changing the final result.

d100	Race
01-20	Half-golem (clay)
21-50	Half-golem (flesh)
51-70	Half-golem (iron)
71-90	Half-golem (stone)
91-100	Half-golem (serpentflesh)

Rules for the half-golem race appear near the beginning of this document.

Reanimation in Tomb of Annihilation

During the events of *Tomb of Annihilation*, a powerful death curse prevents the dead from being returned back to life by any means. However, your mastery of this arcane tradition grants a certain limited ability to circumvent this limitation.

If you are able to begin casting the special version of *reincarnate* granted by this arcane tradition on a dead creature within 1 minute of its death, you manage to catch its soul before it is trapped by the soulmonger. If you finish the 1-hour casting time for this spell, the creature is reincarnated as a half-golem (as described above). Given the macabre nature of that "race," beings you *reincarnate* in this way may not thank you. In addition, despite having evaded the trapping of their soul, this being has still been returned to life. Therefore, it still suffers all of the other death curse effects that befall a creature that has been brought back to life, such as beginning to decay and an ongoing decrease to its hit point maximum.

A creature that has been reincarnated as a half-golem once with this feature cannot benefit from it again while the death curse is still active.

Life Magic

At 10th level, you can use your vital energies to replace depleted magic. As a bonus action on your turn, expend two or more Hit Dice (without regaining any hit points from them) to regain an expended spell slot. The level of the spell slot you regain is equal to half the number of Hit Dice spent. You cannot regain a spell slot above 5th-level with this feature.

If, when you use this feature to regain a spell slot, you have also used your Convert Vitality feature to regain one or more Hit Dice within the last hour, you gain an additional benefit: You have resistance to lightning damage for 1 hour.

Eldritch Reanimator

At 14th level, you add the *simulacrum* spell to your spellbook. In addition, you can spend 1 hour, one spell slot of 6th level or higher, and 5,000 gp to complete a ritual which transforms a blank book into a *manual of golems*. You do not roll to determine what

type of *manual of golems* it is; it can only be of the type which creates flesh golems.

No one but you can use this *manual of golems*. No one but you sees the text on the *manual*'s pages, and it cannot be sold or traded. As an action, you can will the book to destroy itself, causing it to be consumed in eldritch flames (it is also destroyed as normal when it is used to create a golem). You cannot regain the spell slot used to create the manual until the manual is destroyed. If you use this feature to create a second manual, the first one is immediately destroyed.

Duplicates you create with the *simulacrum* or *clone* spells, golems you create with a *manual of golems,* and undead you create with *animate dead* gain special benefits: they have advantage on all Charisma (Intimidate) checks, as well as all Strength checks and Strength saving throws, and their carrying capacity (including maximum load and maximum lift) is doubled. However, they also have disadvantage on Charisma (Persuasion) and Charisma (Deception) checks against humanoids and beasts, who sense something unnatural and feel an instinctive distrust. Only one creature you have created with can have these benefits at one time. If you grant these benefits to another duplicate creature, those benefits are lost by any other creatures who had them. If you wish, when you create a duplicate with the *simulacrum* or *clone* spell, you can cause the duplicate's race to be changed to half-golem when it is created, as if you had cast *reincarnate* on it.

Manipulate Lifeforce

At 14th level, your magic sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water, and you gain resistance to necrotic damage.



New Class: The Hex Witch (Courtesy PB Publishing)

Black hair waving in the sharp crisp wind, she sees her foe, he is about to attack her companion… of course this is before anything has actually happened. The premonition gives the witch time to act, casting her *fireball* spell before the attacker can make his move.

He flies through the air in agile speed, standing atop two orc skulls, their eye sockets glowing green with the raw mystical energies imbued into them by the witch himself. He artfully turns side-on between trees before spinning to fly in reverse.

The witch recites his hex incantation, and then the mystical energies of the hex make their impact on the pursuer. The aarakocra becomes dizzy and disorientated, before crashing heavily into the hard and thick mass of a tree trunk.

The Wiccan Coven

Hex witches are usually taught the art of witchcraft and more than often adopted into a coven. Some witches are natural users of the raw earthly energies that fuel the wiccan power, and find their own pathway. Witches channel raw arcane energies through the use of bewitching incantations, molding it to suit their purposes and magically influencing the world around them.

Creating a Witch

One of the first and most important things to ask yourself when creating a witch, is; what role do you want the witch to fulfill? There are three roles that the witch can fill; the seer role that the Augury Witch fulfills the combat spellcaster role that the Fey Witch fulfills, and the utility/healer role, covered by the Wyld Witch. Each has larger benefits which will influence the party.



Table: The Hex Witch

Level	Proficiency Bonus	Hex Points	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Wiccan Pathway	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Bewitching Incantation	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Accursed Invocation	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	—	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	Wiccan Pathway feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Accursed Invocation	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	Wiccan Pathway feature	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	—	6	14	4	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	17	Accursed Invocation	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Wiccan Pathway feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Wiccan Transportation	6	15	4	3	3	3	3	2	2	1	1

Quick Build

You can make a witch quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the hermit background. Third, choose the *light, guidance, fire bolt* and *shocking grasp* cantrips, along with the 1st-level spells *healing word* and *witch bolt.*

Class Features

As a witch, you gain the following class features.

Hit Points

Hit Dice: 1d6 per witch level

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

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

Proficiencies

Armor: Light Armor

Weapons: Sling, dagger and sickle

Tools: Herbalism kit and Alchemist's supplies

Saving Throws: Wisdom, Constitution

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Nature, Medicine and Persuasion

Equipment

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

- *(a)* a sickle or *(b)* any simple weapon
- *(a)* a component pouch or *(b)* an arcane focus
- Leather armor, and an explorer's pack

Spellcasting

During some point in your younger life, you were influenced by the cult like fellowship of the witch-hood, an old outcast found deep in the woods, or your elderly grandmother who no one knew exactly how old she really was. You were shown the power of witchcraft, hidden deep and raw within the fabric of reality. You learned to channel such raw arcane energies through bewitching incantations, molding it to suit your purposes and influencing the world around you.

Cantrips

At 1st level, you know four cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

Spell Slots

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these witch 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 *ray of sickness* and have a 1st-level and a 2nd-level spell slot available, you can cast *ray of sickness* using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the witch spell list at level 1. The Spells Known column on the Witch table shows when you learn more witch spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you become a 5th-level witch, you can learn one new spell of 1st, 2nd or 3rd level. Additionally, when you gain a level in the class you can choose one of the witch spells you know already, and replace it with another spell from the witch spell list. This must also be a spell of a level by which you have spell slots.

Spellcasting Ability

The spellcasting ability for the witch class is Charisma. This is because the witch relies heavily on influencing the world around them, including other creatures, whether it be to frighten or charm, or even inspire and lead. Use your Charisma in any case where a spell might refer to your spellcasting ability. You utilize your Charisma modifier when you roll to hit with a spell and to work out your spellcasting saving throw DC.
Spell save DC = 8 + your proficiency bonus + your Charisma modifier
Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

When casting a witch spell, you may have the option of preparing it as a ritual, if that spell's description has the ritual tag and is a known witch spell. You don't expend a spell slot when casting a ritual spell, though it takes 10 minutes longer to cast, as such any

spell cast via ritual may not be cast at higher levels.

Spellcasting Focus

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your witch spells.

Wiccan Pathway

Choose a wiccan pathway which describes the path by which you have pledged your life, and by which you draw your power from: Augury Witch, Fey Witch, or Wyld Witch. All three are detailed at the end of the class description.

Bewitching Incantation

At 2nd level, you learn how to hone your mystical energies and imbue them into objects, yourself or even other creatures. This power is represented by hex points, which allow you to effect things in the physical world such as editing their appearance, complete transmutation or even cursing the target.

Hex Points

You have 2 hex points, and you gain more as you reach higher Witch levels, as shown in the Hex Points column of the Witch table. You can never have more hex points than shown on the table for your level. You regain all spent hex points when you finish a long rest.

Hex of Life

You can spend a bonus action to use your hex points to heal your own wounds suffered, or sacrifice some of your max hit points to regain hex points. You learn other ways to use your hex points as you reach higher levels.

Self-Healing with Hex Points. You can use any unexpended hex points to imbue healing magic upon yourself as a bonus action on your turn. The Self-Healing with Hex Points table shows the cost of healing of a given amount of hit points.

Self-Healing with Hex Points

Heal Dice	Hex Point Cost
1d4+2	2
1d6+3	3
1d8+5	5
1d10+6	6
1d12+7	7

Sacrificing Hit Points to Regain Hex Points. Using blood magic, the witch can draw on the magical essence of life to drain from herself by drawing blood and performing a quick enchantment. With this she is able to reclaim expended daily hex power.
All true power comes at a price. As a bonus action on your turn, you can sacrifice any number of hit points **(deducted from your HP maximum)** and regain a third of that number back in hex points.

For example, the Witch sacrifices 6 hit points from their max HP and regains 2 hex points in return. The more a Witch sacrifices max HP per day, the more haggard their appearance becomes. The witch cannot regain this lost maximum HP until a long rest.

Accursed Invocation

At 3rd level, you expand your ability to invoke mystical magicks on things. You gain two of the following hex effects of your choice. You gain another at 10th and 17th level.
You can only use one hex effect per turn, unless otherwise noted.

Unlucky

When you place this hex on a creature you can cause it to be unlucky with any ability they may wish to attempt. You can use your reaction to place this hex on any creature that you can see. The creature must succeed a Wisdom saving throw or suffer disadvantage on ability checks. This may also be used out of combat at any time. The creature can make a Wisdom saving throw against the witch's spellcasting DC at the end of its turn, on success the hex ends. This hex costs 1 hex point.



Disorientation

When you place this hex on a creature, its mind becomes cloudy, dizziness seeps in and the creature will find it hard to balance and concentrate. You can use your reaction to place this hex on any creature that you can see. The creature must succeed a Wisdom saving throw or suffer disadvantage on attack rolls. This may also be used out of combat at any time. The creature can make a Wisdom saving throw against the witch's

spellcasting DC at the end of its turn, on success the hex ends. This hex costs 1 hex point.

Amnesia

When placing this hex on a sentient creature, you can cause it to temporarily forget the past 24 hours. If this is used against a spellcaster that requires daily spell preparation the caster will forget their prepared spells rendering those spells unusable until the hex ends. You can use your standard action to place this hex on any creature that you can see. The creature must succeed a Wisdom saving throw or suffer the effects of the hex. This may also be used out of combat at any time. The creature can make an Intelligence saving throw against the witch's spellcasting DC at the end of its turn, on success the hex ends. This hex costs 2 hex points.

Voodoo Doll

When using this hex, you retrieve a voodoo doll from a hidden pocket and insert pins into certain body parts whilst imbuing it with raw mystical energies directed at any creature. The targeted creature will suffer injury as a reflective reality of the pinned voodoo doll. You can use your standard action to place this hex on any creature that you can see within 60ft. The creature must make a Wisdom saving throw or suffer 3d6 piercing damage. This hex costs a minimum of 3 hex points.

You can choose to invoke this hex using more hex points. For every additional hex point used, the damage dealt will increase by 1d6. For example; the Hex Witch uses 5 hex points on her voodoo doll hex, dealing 5d6 piercing damage to the intended target.

Living Object

Using this hex enables you to cause objects to come to life at your command. Choose up to 4 non-magical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects. You can't animate any object larger than Large. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures.

Once given an order, the creature continues to follow it until its task is complete. This hex lasts for up to 1 minute and costs 3 hex points.

Living Object Statistics

Size	HP	AC	Attack	Str	Dex
Tiny	10	16	+4 to hit, 1d4 damage	2	16
Small	12	14	+3 to hit, 1d6 damage	6	14
Medium	20	11	+2 to hit, 1d8 damage	8	11
Large	25	8	+3 to hit, 1d10 damage	12	8

Temporary Foresight

When you cast this hex, you gain a short peep into the near future, enabling you to act in combat at an advantage. You gain +3 bonus to your initiative rolls for the next 10 minutes (DM's discretion) and you can't be surprised while you are conscious and the hex is still in effect. This hex costs 2 hex points.

Understand Languages

This hex grants the creature you touch the ability to understand any spoken language it

hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says. This hex lasts for 1 hour and costs 1 hex points

Darkest Fear

Using this hex will grant you the ability to cast a 10-foot radius shadow at a point of your choice. Any creature must succeed on a Wisdom saving throw when it enters the hex's area for the first time on a turn or starts its turn there, else become frightened. Within the shadow each creature that is frightened will see its worst fear at a point directly in front of it, or as chosen by the witch casting the hex. This hex costs 4 hex points.

Croaking Transmutation

This hex transforms a creature that you can see within range into a frog. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw. The transmutation lasts for up to 1 minute or until the target's hit points drop to 0 or dies. The target's game statistics, including mental ability scores, are replaced by the statistics of the frog. It retains its alignment and personality. The target assumes the hit points of its new form.

When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. This hex costs 4 hex points.

Ability Score Improvement

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

Wiccan Transportation

At 20th level, you can spend 10 minutes casting a ritual spell that will imbue the power of flight into one of the following objects. The witch can utilize this object as a mode of transportation to fly through the air at their control.

Broomstick

A speed of 10mph, disadvantage on rolls to hit.

2 x humanoid skulls

One for each foot to stand/balance on, a speed of 8mph.

A large cauldron

A speed of 4mph, creatures have disadvantage to hit you.

A small house

A speed of 2mph (less than walking speed), you are completely covered against outside attacks whilst inside the house (DM's discretion).

Wiccan Pathways

Different hex witches practice their witchcraft in different ways, though they mostly fall into one of the following three categories

Augury Witch

Similar to a shaman in practice, the augury witch will help to direct those on a spiritual quest by interpreting the signs and symbols the witch encounters.

Please see the full Hex Witch player class, available on the DMs Guild at: http://www.dmsguild.com/product/200586/Hex-Witch--5E-Player-Class

Fey Witch

An eclectic witch who seeks to commune, and companionship, with faery folk and nature spirits in their magick workings.

Please see the full Hex Witch player class, available on the DMs Guild at: http://www.dmsguild.com/product/200586/Hex-Witch--5E-Player-Class

Wyld Witch

A practitioner of witchcraft whose focus is on the use of natural items and places. The goal of the Wyld Witch is to master magic through communion with Mother Nature. The Wyld Witch makes his or her own tools from accessible materials that can be found about the wilderness.

Nature's Gift

Once per short or long rest, as an action, at 1st level you draw from the natural energies of nature to evoke healing energy that can restore a number of hit points equal to three times your witch level. Choose any creature within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Witch's Pouch

At 1st level, while in possession of their pouch, Wyld Witches can create potions, as listed in the below table up to their witch level, as an action. As the witch must imbue the potion with her natural magic, they remain potent for only 1 minute before turning into useless, innocuous (if flavorsome) concoctions.

Wyld Witch's Potions

Level	Potions	Effects
1st	*Potion of healing*	Regain 2d4 + 2 HP
1st	Alchemist's fire	On a hit, the target takes 1d4 fire damage at the start of each of its turns. (PHB p.148)
1st	Antitoxin	A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 minute. (PHB p.151)
5th	*Potion of resistance*	Resistance to fire, acid, cold, lightning or poison for 1 minute
5th	*Potion of hill giant strength*	Strength increases to 21 for 1 minute
5th	Basic poison	You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. (PHB p.153)
5th	*Potion of gaseous form*	You gain the effects of *gaseous form* spell for 1 minute.
11th	*Potion of invisibility*	You become invisible for 1 minute
11th	*Potion of flying*	You gain a flying ability and speed equal to your walking speed for up to 1 minute.
11th	*Potion of speed*	Your speed is doubled, you gain +2 to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns for 1 minute.

Beast Transformation	
d4	Beast
1	Scorpion
2	Frog
3	Gecko (Lizard)
4	Bat

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

Healer's Brew

At level 6 the Wyld Witch can use their expanded knowledge of herbalism, alchemy and enchantment to mix healing potions. Once per short or long rest, you can spend 10 minutes brewing 1d4 potions of healing (ref. DMG p.188).

Curse of the Beast

At 14th level, and once per long rest, the wyld witch can cast a strong hex known as a curse on any creature within sight. An effected target will need to succeed on a Wisdom saving throw against the witch's spellcasting DC. On a failed save the creature will need to roll on the ***Beast Transformation table*** below, and suffer the resulting transformation effects for the next 24 hours.

The afflicted creature must roll a Constitution saving throw every hour whilst under the effect of the curse, on fail the creature must roll again on the ***Beast Transformation table*** and again suffer the new results. Whilst in beast form, the cursed creature adopts the relative form's stat block as found in the *Monster Manual.* The curse is released when either the creature has successfully passed a total of 3 Constitution saving throws, the duration ends, or if the witch chooses to release it.

Wyld Healing

As a devout healer, using the raw magics of the earth, at 18th level you have learned to cast the spell *heal*, with no spell slot expense. This feature can only be used up to an amount of times equal to the witch's spellcasting ability modifier per long rest.

Hex Witch Spells

Cantrips (0 Level)

acid splash
chill touch
fire bolt
guidance
light
mage hand
message
minor illusion
poison spray
prestidigitation
ray of frost
resistance
shocking grasp
thaumaturgy

1st Level

charm person
cure wounds
disguise self
faerie fire
false life
fog cloud
healing word
mage armor
magic missile
purify food and drink
ray of sickness
shield
sleep
speak with animals
tasha's hideous laughter
witch bolt

2nd Level

alter self
blindness/deafness
blur
calm emotions
crown of madness

darkness
detect thoughts
enhance ability
enlarge/reduce
hold person
invisibility
lesser restoration
levitate
locate animals or plants
locate object
phantasmal force
protection from poison
see invisibility
spider climb
suggestion
web

3rd Level

call lightning
clairvoyance
create food and water
fear
feign death
fireball
gaseous form
hypnotic pattern
lightning bolt
mass healing word
major image
meld into stone
protection from energy
remove curse
slow
speak with plants
stinking cloud
tongues
water breathing
water walk
wind wall

4th Level

banishment
confusion
conjure woodland beings
dimension door
dominate beast
greater invisibility
hallucinatory terrain
polymorph
wall of fire

5th Level

animate objects
antilife shell
awaken
creation
contact other plane
cloudkill
dominate person
dream
greater restoration
insect plague
mass cure wounds
scrying
telekinesis
teleportation circle

6th Level

chain lightning
circle of death
conjure fey
create undead
disintegrate
flesh to stone
globe of invulnerability
heal
mass suggestion
true seeing
wind walk

7th Level

etherealness
finger of death
mirage arcane
plane shift
regenerate
reverse gravity
teleport

8th Level

antipathy/sympathy
demiplane
feeblemind
glibness
incendiary cloud
power word stun

9th Level

foresight
power word kill
shapechange
true polymorph
true resurrection

Chapter 4: Backgrounds

Lycanthrope Kin

I can see my destiny in the face of the moon, and I call to it in greeting.

–Cora Ironheart, Dwarf Moonstalker

Thickly or thinly, the blood of lycanthropes runs in your veins. All living things have primal instincts, but whether you are a lycanthrope, a shifter, or merely kin to such creatures, you understand the beast within better than most, and this background works equally well for you.

There are several regions in the Forgotten Realms where shifters and others with lycanthropic blood are found, and they can appear among members of nearly any race. Use the regions described here, along with the questions and suggestions in the background options below, to inspire your character's history and origins.

How do you feel about your ancestry? Were you raised in wilder places or amid the trappings of civilization? Did you have to negotiate between your warring unique instincts on your own, with no guidance from those who understood your internal conflict firsthand? Were their shifters or other beings more in touch with their bestial sides around you growing up, to mentor you in understanding yourself? What drove you to take up the life of an adventurer?

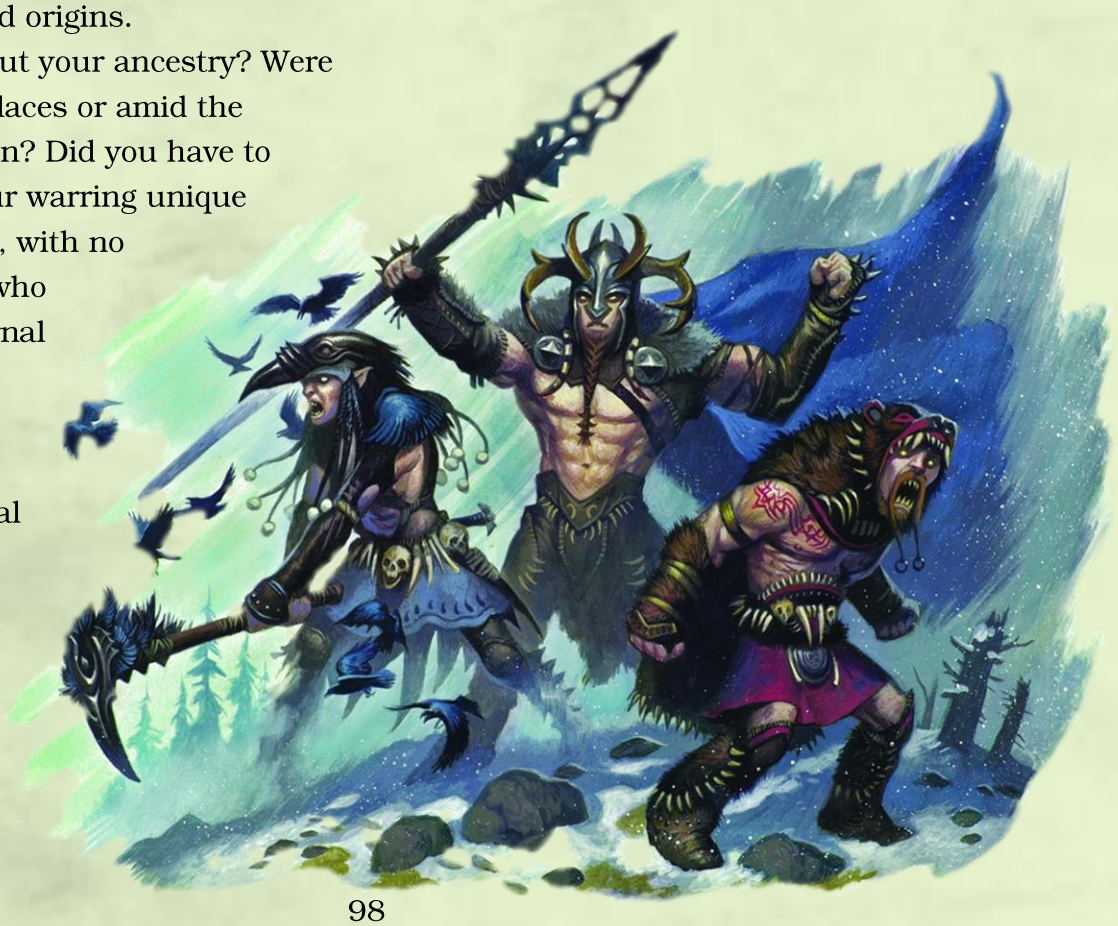
Skill Proficiencies: Stealth, Survival

Tool Proficiencies: One type of artisan's tools (or you may choose proficiency with a type of vehicle)

Languages: Choose either Chultan or Sylvan

Equipment: A set of traveler's clothes, a small knife, a necklace made from the tooth of a fallen ancestor (or you may roll for a random trinket on the Trinkets table in the Equipment section of the *Player's Handbook*), a bedroll, a tinderbox, and a belt pouch containing 10 gp

Note: This is a variant of the Weretouched Kinfolk background, as featured in the DM's Guild products *Forgotten Realms Archetypes: Savagery & Shadow*. This one is specifically adapted for D&D games set in Chult, while the other version includes more regional homeland options.



What is your home region?

When creating a character who is lycanthrope kin, it is is important to determine the region where the relatives who shared your lycanthropic ancestry dwelt. Determine your home region from the options below, choosing as you wish, or using the random table below. Alternately, you may wish to consult with your DM and create your own unique origin.

Lycanthrope Kin Regional Homelands	
d12	Homeland
1-6	*Chult*
7	*Durpar*
8	*The Glimmerwood (Silverymoon)*
9	*Luskan*
10	*Tethyr*
11	*Vehlarr (Baldur's Gate)*
12	*Ylraphon (The South Moonsea)*

Chult. You never knew the mysterious parent who passed you your tie to the beasts, but your tribe told many tales of your strange relatives, whether they were weretigers, wereserpents, or some other kind of lycanthrope. The family you did know growing up they once ruled their own jungle domain. Growing darkness in Chult's interior drove them to resettle in Port Nyanzaru, where you came of age, still close to the wilds but protected by the boundaries of civilization. After the Merchant Princes took over the port from the Amnian colonizers, it was a good place to live, but you have always felt the call of the jungle. There is too much of the beast in you for a city to ever be your true home. You became an adventurer to satisfy your yearning to dwell away from the things of man. Somewhere in the jungle lies the home territory of both sides of your family. Perhaps you will reclaim the site of your old village for the kin who raised you, or finally meet the other side of your family.

Durpar. Inhuman things live in dungeons beneath Old Vaelan. You descend from a union between a being of bestial blood and one of the slaves the dark creatures' leader demanded from the townsfolk. Perhaps you grew up in the dungeons beneath Old Vaelan, and your parent or parents (whether good or evil) kept you hidden for as long as they could, shielding you from the dark secrets of the catacombs, before finally sending you to the surface for your own safety. Or maybe you were born to a shifter who had come up from the dungeons themselves, and the dark ruins of the old city were never your home. Were you raised in one of the wealthy ruling merchant houses for some or part of your childhood? How were you treated and viewed by your family? What led you to adventure in the lands of Chult?

The Glimmerwood (Silverymoon). Growing up in the primeval forest among the People of the Black Blood, there were few moments of your tribe's existence not devoted to savagery. Though you came to take some solace in these moments, they were not enough. You simply took no pleasure in the bestial violence or cruelty your tribe's lycanthrope leaders sought at every turn. Eventually, you sought out the famed hospitality of Silverymoon in the hopes of learning more about another way of life. Your attempt did not go smoothly, and you found yourself rejected both by the People of the Black Blood and by the citizens of the city. You resolved to forge your own path, getting as far away from the North as the local ships would carry you. You were warned about the uncivilized dangers of Chult by well-meaning fools with no idea what kind of savagery you have already lived through.

Luskan. Your life began in Luskan's sewers, and for years you followed in the footsteps of the wererats and shifters that made up your extended "family." However, no matter how much violence and struggle you endured, nothing good ever came of your kinfolk's efforts. In fact, things seemed to get worse every year. You knew you had to get out, but it's never easy to leave home behind—especially when you're enmeshed in a criminal underworld. But a hard life has taught you hard lessons, and you shared what you learned with whomever got in your way. What was life like for you in Luskan? Did you live only in the sewers, or did you find shelter among the surface gangs? A Shou crime syndicate infiltrates the city's powerful—did you learn your trade from them? Perhaps you have some exotic skills gained through association with the foreign pirates who brought you south.

Tethyr. Born in Zazesspur to the Tethyrian noble family of House Janor, you bear the heritage of wereserpents, yuan-ti, or both. The family's ties to these monstrous bloodlines is a secret they must hide for their very survival. Eventually, events forced you to leave Zazesspur to avoid revealing your family's secret. How do the qualities of your serpentine heritage show themselves in you? How were you hidden from public view? Perhaps you were trained as an assassin for those who command your family members with seductive whispers. Maybe you were only allowed on the streets at night. Do you know who controls your family's fate? Do you want to save your family from itself, or have you made enemies of too many of them?

Vehlarr (Baldur's Gate). The legends of the lost city of Vehlarr are true. Long ago this city of lycanthropes was moved to the Feywild by the goddess of the moon. You grew up in Vehlarr, feeling the erratic influence of both worlds. Vehlarr appears on Faerûn only under the full moon, existing both in the Werewood and the Feywild, forming an unstable bridge between planes. Though centuries have passed since its unmooring in the world, Vehlarr has felt only 75 years of that time. When you learned of the Band of the Red Moon's plans to conquer Baldur's Gate, you felt you had to help. You disregarded the warnings of your leaders and left, but you waited too long. Due to the disconnected passage of time between your home and the mortal world, by the time you reached Baldur's Gate, the Band of the Red Moon's initial attack had been routed. Now you can't return home for fear of the welcome you'll get from the werewolves and other lycanthropes who rule there. And since the vanishing city's time and yours are out of joint, their anger at your betrayal will remain fresh for a very long time. A ship from Baldur's Gate was headed to Fort Beluarian, an outpost of the Flaming Fists in Chult. Most outsiders find these lands too wild for their liking, but you feel right at home.

Ylraphon (The South Moonsea). The feud between your tribe and another group of lycanthropes, shifters, and their kin was a part of your life as long as you could remember. Then a mysterious druid came and ended it with the message she claimed to bear from Malar. Though open hostilities ceased, perhaps it was naïve of you to believe the bloodfeud was truly over. When you saw a shifter who was a member of your rival tribe struggling to escape quicksand on the edge of the Flooded Forest, you gave them aid—and earned the ire of your own people. Fleeing to escape mistreatment, you found

your way to the nearby settlement of Ylraphon, an outpost ruled by adventurers, and quickly fell in with a group of dungeon delving mercenaries. You traveled west with them to seek the solution for a deathly curse. Do you hope to return to your kin one day, or do you prefer your new life to your old one?

Feature: Kinfolk Network

Those who share your blood don't always get along, but necessity has made them a sort of informal network that exchanges information about places to hideout and take refuge. If you are in the wild or near a place with a sizeable population of shifters, you can always find a place to hide, rest, or recuperate, whether it is a secluded wilderness location or the home of other kinfolk. This place of rest is secure enough to conceal you from most natural threats. Threats that are supernatural, magical, or are actively seeking you out might do so with difficulty depending on the nature of the threat (as determined by the DM). However, this feature doesn't shield or conceal you from scrying, mental probing, nor from threats that don't necessarily require the five senses to find you.

Suggested Characteristics

Use the tables in the Outlander background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries as appropriate to suit your region of origin. In addition, you have a personality quirk that is tied to your lycanthropic ancestry. You may not manifest such traits physically, but inside you know the beast in your blood can never be entirely tamed.

Lycanthrope Kin Quirks

d8	Quirk
1	*I'm almost always either eating or seeking food for my next meal.*
2	*When crossed, I often respond with a deep growl or even a baring of teeth.*
3	*I use few words and let my actions speak for me.*
4	*I can never rest somewhere until I circle the area a few times, pacing around and looking out for threats.*
5	*Shiny things always attract my attention.*
6	*The bedding in most civilized places is far too soft. I much prefer my own bedroll, whether on soil or even a hard floor.*
7	*The slightest mistreatment of animals upsets me as much as (or more than) abusing people the same way.*
8	*My personality changes with the phases of Selûne, making me rambunctious and passionate when the moon is full, but quiet and withdrawn when it is new.*

Treasure Hunter

"Professor of Archaeology, expert on the occult, and... how does one say it... obtainer of rare antiquities."

–Raiders of the Lost Ark

Whether guiding explorers to ancient ruins, pouring through the archives of forgotten temples, or helping catalogue the holdings of a wealthy collectors or museums, in all of your previous occupations you've been drawn to the physical remnants of antiquity. You are no historian, however, though you have gained a deep education in history. Rather, your imagination is fired by the great treasures of the past. To you, the best use of your scholarly knowledge always seemed to be tracking down ancient relics, coins, art objects, and artifacts. You gained a lot of experience crawling around old abandoned dungeons and ruins. You can read the signs around you in such places the way seasoned hunters reads the signs in a forest or jungle.

Skill Proficiencies: History, Sleight of hand

Tool Proficiencies: Thieves' tools, cartographer's tools.

Equipment: A seemingly worthless ancient medallion with undecipherable inscriptions. a crowbar, a set of dark common clothes including a hood, one toolset with which you are proficient, a simple weapon or whip, and a belt pouch containing 10 gp,

Treasure Hunter's Specialty

There are many kinds of treasure hunters. Some come from a humble and quiet life of study in museums and libraries, whilst others have been exploring the ruins and ancient sites for years. Choose the role you played in your years as a treasure hunter, or roll on the table below.

d6	Specialty
1	Shipwreck diver
2	Underdark spelunker
3	Museum archivist
4	Antiquities smuggler
5	Adventuring cartographer
6	Rare book collector

Feature: Relic Seeker's Nous

When moving through ancient passageways or ruins, you have a perfect memory of the way you came, and you always recall the path back to where you entered. You have a precise memory for the locations of traps, secret doors, markings, and turns you encountered on your way, though you have no special insight into hidden things you didn't notice the first time around. Your memory is good enough to draw maps of such places long after you visit them.

Suggested Characteristics

d8	Quirk
1	I am always flirty and fun, which sometimes gets me the information I need.
2	I don't have time to waste; every moment that passes is a missed opportunity.
3	I am very jolly, unless you insult my expertise.
4	The hungrier I get, the grumpier I get.
5	I like the solitude of an empty ruin, ah the peaceful bliss.
6	High adventure is what gives me kicks, take the leap I say!
7	I am a hopeless romantic, and I fall in love far too often than is good for me.
8	A quiet library serves me best, I am forever the academic.

d6	Ideal
1	Respect – I have a great respect for scholars and sages, and I expect the same from them (Neutral).
2	Promptness – A man on time is a man who can be trusted (Lawful).
3	Acquisition – I will do whatever it takes to get the treasure I seek (Evil).
4	Vengeance – If someone else claims my prize, I go right after something they want (Neutral).
5	Sharing – Great treasures should be recovered and displayed from everyone to see (Good).
6	Superiority – There is nothing others can possess that I cannot take away (Evil).

d6	Bond
1	One of my parents died trying to recover a lost artifact, and I've sworn to complete their quest.
2	I never remove my medallion, because it is the key to lost city that I know it is mmy destiny to find.
3	An older treasure seeker saved my life once, and I will repay that debt.
4	Finding a lost relic is the only way I can ever return home.
5	I keep a gold coin bearing the image of a long-forgotten emperor, to remind me that nothing is forever.
6	A ruthless rival collector murdered my loved ones, and I will have my revenge.

d6	Flaw
1	I never finish what I–
2	I have an irrational fear of snakes.
3	I have a gambling problem, especially when ancient coins or treasures are at stake.
4	I can't help but lie and add a century to the age of my discoveries.
5	My insatiable curiosity gets me in trouble more often than not.
6	I saw something that was never meant to be unearthed, and I stay drunk to forget.

Chapter 5: New Spells

Artificer Spells

1st Level

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
thundering armor (abjuration)*
trapspringer (enchantment)*

2nd Level

arcane springboard (transmutation)*
decastave (conjuration)*
lifetap (necromancy)*
sudden transposition (conjuration)*

3rd Level

aegis of shielding (abjuration)*
charge of the triceratops (transmutation)*
magnetism (transmutation)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*

4th Level

lesser water to poison (transmutation)*
serenity of stone (abjuration)*
watchware (abjuration, ritual)*

Bard Spells

Cantrips (0 Level)

create item (conjuration)*
echoing blow (abjuration)*
far hearing (divination)*
jinx shot (enchantment)*
project object (conjuration)*
warning roar (evocation)*

1st Level

create poison (transmutation, ritual)*
dread mercy (enchantment)*
enrage animals (enchantment)*
frightful strike (enchantment)*
prophesied strike (enchantment)*
protection from aerial attack (abjuration)*
thundering armor (abjuration)*
trapspringer (enchantment)*

2nd Level

lifetap (necromancy)*
sudden transposition (conjuration)*
unluck (enchantment)*

3rd Level

berserk (enchantment)*
hearth spirit (conjuration)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*

4th Level

lesser water to poison (transmutation)*
premonitory vision (divination, ritual)*
prescient sense (divination)*
watchware (abjuration, ritual)*

5th Level

greater water to poison (transmutation)*
guiding snarl (conjuration)*

6th Level

martyr's cry (evocation)*
read object (divination, ritual)*

7th Level

inevitability of the grave (necromancy)*

8th Level

pummelling drumbeat (evocation)*

9th Level

saga of foretold doom (enchantment)*

Cleric Spells

Cantrips (0 Level)

blood curse (necromancy)*
challenger's mark (enchantment)*
reaver's touch (necromancy)*

1st Level

frightful strike (enchantment)*

prophesied strike (enchantment)*
protection from aerial attack (abjuration)*
thundering armor (abjuration)*

2nd Level

lava missile (conjuration)*
lifetap (necromancy)*
unluck (enchantment)*
zealous sanction (evocation)*

3rd Level

berserk (enchantment)*
hearth spirit (conjuration)*
lava splash (conjuration)*
shroud of undeath (necromancy)*
venomfire (transmutation)*

4th Level

Laogzed's breath (conjuration)*

5th Level

earth reaver (transmutation)*
soul scour (necromancy)*

6th Level

gravedust cloud (necromancy)*
martyr's cry (evocation)*
volcanic rage (enchantment)*

7th Level

create revenant (necromancy, ritual)*

9th Level

volcanic eruption (transmutation)*

Druid Spells

Cantrips (0 Level)

catfeet (abjuration)*
create item (conjuration)*
far hearing (divination)*
fire hawk (evocation)*
frostwind blade (evocation)*
internal compass (divination)*
punishing strike (necromancy)*
reaver's touch (necromancy)*
uncanny balance (transmutation)*
warning roar (evocation)*

1st Level

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
elemental burst (transmutation)*
enrage animals (enchantment)*
fiery wrath (conjuration)*
frightful strike (enchantment)*
great watcher spirit (conjuration)*
ironbreaker claws (conjuration)*
magmin grasp (conjuration)*
scattered form (transmutation)*
tearing claws (conjuration)*
thunder lizard's fury (evocation)*

2nd Level

decastave (conjuration)*
lava missile (conjuration)*
lifetap (necromancy)*
razorscales (transmutation)*

3rd Level

charge of the triceratops (transmutation)*
guardian's shield (enchantment)*
handfang (transmutation)*
hearth spirit (conjuration)*
junglerazer (necromancy)*
lava splash (conjuration)*
pyroclastic tide (evocation)*
sustaining meditation (transmutation, ritual)*
tattoo projectiles (illusion)*
venomfire (transmutation)*

4th Level

fang trap (abjuration)*
Laogzed's breath (conjuration)*
lava eruption (transmutation)*
lesser water to poison (transmutation)*
premonitory vision (divination, ritual)*
prescient sense (divination)*
serenity of stone (abjuration)*

serpent arrows (transmutation)*
venom bolt (evocation)*

5th Level

dinosaur stampede (conjuration)*
greater water to poison (transmutation)*
guiding snarl (conjuration)*
hornet shot (transmutation)*
jungle's rapture (transmutation)*

6th Level

unleash instincts (transmutation)*
volcanic rage (enchantment)*
whirl of fangs (evocation)*

7th Level

inevitability of the grave (necromancy)*
vipergout (conjuration)*
bite of the king (necromancy)*

8th Level

transmute rock to lava (transmutation)*

9th Level

volcanic eruption (transmutation)*

Paladin Spells

1st Level

dread mercy (enchantment)*
dread provocation (enchantment)*
frightful strike (enchantment)*
protection from aerial attack (abjuration)*
thundering armor (abjuration)*

3rd Level

aegis of assault (conjuration)*
aegis of shielding (abjuration)*
junglerazer (necromancy)*
ray of reprisal (evocation)*

4th Level

hero's defiance (enchantment)*
killing ground (conjuration)*
serenity of stone (abjuration)*

Ranger Spells

1st Level

bloodhound (divination)*
create poison (transmutation, ritual)*
dread mercy (enchantment)*
enrage animals (enchantment)*
frightful strike (enchantment)*
ironbreaker claws (conjuration)*

2nd Level

razorscales (transmutation)*

3rd Level

charge of the triceratops (transmutation)*



guardian's shield (enchantment)*
pyroclastic tide (evocation)*
sustaining meditation (transmutation, ritual)*
tattoo projectiles (illusion)*
venomfire (transmutation)*

4th Level

lesser water to poison (transmutation)*
premonitory vision (divination, ritual)*
prescient sense (divination)*
serenity of stone (abjuration)*
serpent arrows (transmutation)*

5th Level

greater water to poison (transmutation)*
hornet shot (transmutation)*
jungle's rapture (transmutation)*

Sorcerer Spells

Cantrips (0 Level)

challenger's mark (enchantment)*
create item (conjuration)*
echoing blow (abjuration)*
far hearing (divination)*
frostwind blade (evocation)*
looming shadow (illusion)*
project object (conjuration)*
punishing strike (necromancy)*
steal speed (necromancy)*

1st Level

elemental burst (transmutation)*
fiery wrath (conjuration)*
frightful strike (enchantment)*
magmin grasp (conjuration)*
protection from aerial attack (abjuration)*
tearing claws (conjuration)*
thought projection (enchantment)*

2nd Level

razorscales (transmutation)*
unluck (enchantment)*

3rd Level

aegis of ensnarement (enchantment)*
handfang (transmutation)*
improved mage armor (abjuration)*
junglerazer (necromancy)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*

4th Level

Laogzed's breath (conjuration)*
lesser water to poison (transmutation)*
premonitory vision (divination, ritual)*
prescient sense (divination)*
venom bolt (evocation)*

5th Level

earth reaver (transmutation)*
greater water to poison (transmutation)*
weaken ability (necromancy)*

6th Level

awaken undead (necromancy)*
read object (divination, ritual)*
unleash instincts (transmutation)*

7th Level

vipergout (conjuration)*

8th Level

lasting breath (evocation)*

9th Level

sphere of ultimate destruction (conjuration)*
transmute rock to lava (transmutation)*

Warlock Spells

Cantrips (0 Level)

blood curse (necromancy)*
challenger's mark (enchantment)*
echoing blow (abjuration)*
far hearing (divination)*
frostwind blade (evocation)*
jinx shot (enchantment)*
looming shadow (illusion)*
project object (conjuration)*

punishing strike (necromancy)*
reaver's touch (necromancy)*
steal speed (necromancy)*
warning roar (evocation)*

1st Level

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
dread provocation (enchantment)*
enrage animals (enchantment)*
frightful strike (enchantment)*
scattered form (transmutation)*
thundering armor (abjuration)*
trapspringer (enchantment)*
your glorious sacrifice (necromancy)*

2nd Level

decastave (conjuration)*
lifetap (necromancy)*

3rd Level

aegis of assault (conjuration)*
berserk (enchantment)*
handfang (transmutation)*
improved mage armor (abjuration)*
junglerazer (necromancy)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*

4th Level

killing ground (conjuration)*
Laogzed's breath (conjuration)*
lesser water to poison (transmutation)*
serpent arrows (transmutation)*

5th Level

greater water to poison (transmutation)*
hornet shot (transmutation)*
jungle's rapture (transmutation)*
soul scour (necromancy)*
weaken ability (necromancy)*

6th Level

awaken undead (necromancy)*
gravedust cloud (necromancy)*
unleash instincts (transmutation)*
volcanic rage (enchantment)*
whirl of fangs (evocation)*

7th Level

create revenant (necromancy, ritual)*
inevitability of the grave (necromancy)*
vipergout (conjuration)*

8th Level

bite of the king (necromancy)*

9th Level

sphere of ultimate destruction (conjuration)*

Wizard Spells

Cantrips (0 Level)

blood curse (necromancy)*
challenger's mark (enchantment)*
create item (conjuration)*
echoing blow (abjuration)*
far hearing (divination)*
frostwind blade (evocation)*
launch ammunition (transmutation)*
looming shadow (illusion)*
project object (conjuration)*
punishing strike (necromancy)*
reaver's touch (necromancy)*
steal speed (necromancy)*
uncanny balance (transmutation)*

1st Level

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
elemental burst (transmutation)*
fiery wrath (conjuration)*
frightful strike (enchantment)*
magmin grasp (conjuration)*
protection from aerial attack (abjuration)*
tearing claws (conjuration)*
thundering armor (abjuration)*
trapspringer (enchantment)*

2nd Level

arcane springboard (transmutation)*
decastave (conjuration)*
lifetap (necromancy)*
sudden transposition (conjuration)*
unluck (enchantment)*

3rd Level

aegis of assault (conjuration)*
aegis of ensnarement (enchantment)*
aegis of shielding (abjuration)*
berserk (enchantment)*
handfang (transmutation)*
improved mage armor (abjuration)*
junglerazer (necromancy)*
magnetism (transmutation)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*

4th Level

fang trap (abjuration)*
Laogzed's breath (conjuration)*
lava eruption (transmutation)*
lesser water to poison (transmutation)*
prescient sense (divination)*
serpent arrows (transmutation)*
venom bolt (evocation)*
watchware (abjuration, ritual)*

5th Level

earth reaver (transmutation)*
greater water to poison (transmutation)*
hornet shot (transmutation)*
weaken ability (necromancy)*

6th Level

awaken undead (necromancy)*
gravedust cloud (necromancy)*
read object (divination, ritual)*
unleash instincts (transmutation)*

7th Level

create revenant (necromancy, ritual)*
inevitability of the grave (necromancy)*
vipergout (conjuration)*

8th Level

lasting breath (evocation)*

9th Level

sphere of ultimate destruction (conjuration)*
transmute rock to lava (transmutation)*
volcanic eruption (transmutation)*

Spell Descriptions

All new spells referenced in this document are listed alphabetically in this section.

Aegis of Assault

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range hits one of your allies with a melee attack
Range: 30 feet
Components: V, M (a weapon)
Duration: 1 round

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- Teleport to an unoccupied space within 40 feet, as long as that space is not farther away than you are now from the creature that made the triggering attack.
- Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this

attack if you choose. If that attack hits, it deals an extra 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, the creature who made that attack has disadvantage on attack rolls against creatures besides you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the radiant damage increases by 1d4 for each slot level above 3rd.

Aegis of Ensnarement

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range hits one of your allies with a melee attack

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

Your magic ensnares the enemy, compelling it to attack you instead of your ally. The creature that made the triggering attack must roll a Charisma saving throw before that attack is resolved. If it fails, you teleport it to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and has disadvantage on attack rolls against creatures besides you until the end of its next turn.



At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level above 3rd.

Aegis of Shielding

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range of you hits one of your allies with a melee attack

Range: 30 feet

Components: V, M (a weapon)

Duration: Instantaneous

You protect your ally with a gleaming barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage, as well as a +5 bonus to AC, including against the triggering attack. After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and has disadvantage on attack rolls against creatures besides you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

Arcane Springboard

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small square of specially prepared cloth)

Duration: Concentration, up to 1 minute

You infuse a section of the ground with arcane energy, creating a bouncy surface that launches any who step on it in a desired direction. Choose a 5-foot square space within range. Any creature who enters that space during their turn can immediately use their bonus action to make a Strength (Athletics) check to jump in any direction they wish. Their jump distance for that check is multiplied by 5.

Awaken Undead

6th-level necromancy

Casting Time: 10 minutes

Range: 5 feet

Components: V, M (a humanoid finger bone)

Duration: Permanent

You whisper a secret incantation to an undead creature, awakening a glimmer of intelligence in its dead mind. Choose a Huge or smaller undead creature within range that is not hostile to you. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. If its Intelligence was higher than 10 when it died, it may or may not regain that Intelligence score, at the DM's discretion. The target also gains the ability to speak one language you know, as well as any languages it knew in life. It also gains proficiency in simple weapons. If the DM rules it had any proficiencies in life, it regains those as well.

The awakened undead creature is charmed by you, but is not under your control unless you control it by other means. It remains charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened undead creature chooses whether

it will remain friendly to you, based on how you treated it while it was charmed.

Berserk

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bear claw)

Duration: Concentration, up to 1 minute

You drive an intelligent creature around you into a frenzied rage. Choose one creature within range, which must make a Wisdom saving throw. On a failure, the creature gains temporary hit points equal to your proficiency bonus + your spellcasting ability score, and is temporarily overwhelmed by an unreasoning battle fury.

While berserk, the target has the following traits:

- They have advantage on Strength checks, Strength saving throws, and melee weapon attacks.
- When they make a melee weapon attack using Strength, they add their proficiency bonus to damage if the attack hits.
- They have resistance to nonmagical bludgeoning, piercing, and slashing damage.
- They are unable to cast or concentrate on spells.
- Attack rolls against them have advantage.

In addition, at the beginning of their turn, if the creature has no creatures within reach, they must move towards the nearest creature and attack it. Otherwise, the target must use its action



before moving on each of its turns to make a melee attack against a creature other than itself. If, after moving at its full speed towards the nearest creature, the target still has no creatures within reach, it uses its action to dash towards the nearest creature. If it cannot do so, it attacks an object within range, which may be the ground or a wall. Whenever there are multiple creatures equally close to the target, the DM randomly chooses which one they move towards or attack.

At the end of each of its turns, if the target has made a melee attack since the end of its previous turn, it can make a Wisdom saving throw. On a success, the spell ends. It also ends early if the target is incapacitated.

Bite of the King

8th-level necromancy

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Concentration, up to 1 minute

You appear to devour an enemy creature, banishing it to a claustrophobic demiplane that resembles the belly of some horrid beast. Choose a Medium or smaller creature within range and make a melee spell attack against it. If you succeed, the target vanishes to the demiplane, where it remains for the duration or until it fights its way free.

At the start of each of its turns, the confined target must make a Constitution saving throw. It takes 3d6 acid damage and 3d6 bludgeoning damage on a failed save, or half as much on a success.

The target can use its action to attack the fleshy walls confining it, or try to damage them by other means. The Armor Class of the walls equals 10 plus your spellcasting ability modifier. The walls automatically succeed on all Strength and Constitution saving throws or checks, but automatically fail all other saving throws or checks.

The walls are immune to all conditions. They have resistance to acid damage and vulnerability to poison damage. If the walls take a total of 60 or more damage, the target escapes, and the spell ends.

When the spell ends, a rift in space slashes open in the nearest unoccupied space to you, and the creature emerges from it into that space.

Blood Curse

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You gamble some of your own life force on a curse that bedevils your enemy but may empower you. You may not cast this spell if you currently have less than 5 hit points. Choose a target within range that can see or hear you. The target makes a Wisdom saving throw. If it fails, the target takes 1d4 psychic damage. You also take the same amount of psychic damage, which cannot be reduced or redirected in any way. Before the beginning of your next turn, if the target is hit with an attack, it takes an additional 1d4 necrotic damage, and the spell ends. When this happens, you also gain temporary hit points equal to your spellcasting ability modifier plus the amount of necrotic damage the creature took.

The necrotic damage increases by an extra 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Bloodhound

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

When this spell is cast, you gain excellent tracking instincts. For the duration of the spell, you have advantage on Wisdom (Survival) checks to track other creatures, and on all Wisdom (Perception) checks related to smell.

In addition, if you lose a quarry due to changing conditions or some other nonmagical effect, you can make another check with advantage to pick up the trail.

Catfeet

Abjuration cantrip

Casting Time: 1 reaction, which you take when you would take damage from falling

Range: Self

Components: V

Duration: Instantaneous

You gain resistance to damage from falling. If you fall less than 30 feet, you land on your feet instead of falling prone unless you take damage from the fall equal to more than half your maximum Hit Points.

Challenger's Mark

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

You bellow out a magical challenge that your opponent finds difficult to ignore. As part of the action -of casting this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and until the beginning of your next turn, the target has disadvantage on the next attack roll it makes that does not target you. Also, if the target willingly moves more than 30 feet away from you, or makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you or making an attack that suffers disadvantage from this spell increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Charge of the Triceratops

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of a triceratops corpse or fossil)

Duration: Concentration, up to 1 minute

Your fingers imitate the horns of a triceratops against your own head before you touch your intended target, which then grows large horns, a bony skull plate, and a thickened hide. You change a willing creature you

touch into a saurian form which resembles a hybrid of their natural form and that of a triceratops. For the duration of the spell, the target gains the following traits:

- They have advantage on all Strength checks and Strength saving throws.
- Their carrying capacity is doubled.
- Their horns act as a gore attack, a natural weapon with which they are proficient. This is a melee attack which inflicts 2d8 piercing damage.
- Their armor class cannot be lower than 13 + their Dexterity modifier, no matter what kind of armor they are wearing.

If they move at least 20 ft. straight toward a creature and then hit it with a gore attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. If they take the attack action on their turn, they can make a gore attack against a prone creature as a bonus action.

Create Item

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

From thought you create matter, equipping yourself with a simple implement you need. You summon one piece of adventuring gear worth 2 gp or less which you can hold in one hand, and which must weigh less than 10 pounds. If the item is more than 10 feet away from you at the end of your turn, the spell ends. This object may simulate the effects of a tool which requires proficiency, but it can only be used to make one ability check, for a task that takes 1 round or less, after which time the spell ends. Anyone who holds the item or examines it closely can tell it is not real.

When the spell ends, the item disappears.

Create Poison

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Self (one vessel on your person)

Components: V, S, M (a small bottle or other container that can hold a draught of water)

Duration: Instantaneous

You use some combination of scavenged substances, focused meditation, and magic to transform the water in a container you have on your person into one dose of improvised poison. This dose can be applied to one weapon, up to three pieces of ammunition, or up to three separate portions of food or drink. Once applied, the poison retains potency until someone must roll a saving throw against it, or for 1 minute, after which point it dries or dissolves. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for 1 minute and take 1d8 poison damage, or 2d8 if the poison is ingested). Creatures that succeed on their save take half damage, but suffer no other effects.

A poison you create can only be used by you, and has no value if you try to sell it. If you cast this spell again, any doses of poison you have previously created with this spell instantly become water again. Otherwise, poison doses created with this spell retain their potency until the next time you finish a long rest, at which point they return to being water.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional dose of poison for every two levels above 1st. When you cast this spell using a spell slot of 4th level or higher, the poison gains an extra effect: if a creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4.

Create Revenant

7th-level necromancy (ritual)

Casting Time: 10 minutes

Range: 10 feet

Components: S, M (the corpse of a blackbird and one black onyx stone worth 250 gp)

Duration: Concentration, up to 24 hours

You raise one corpse of a Medium or Small humanoid as a **revenant** under your temporary influence. (The DM has game statistics for revenants).

Once raised, the **revenant** is friendly to you and your companions for the duration. It obeys any verbal commands that you issue to it. The **revenant** is under your control for 24 hours, after which time it stops obeying any command you have given it.

When you cast this spell, you must choose one unfriendly creature within 1 mile of you on which you wish to seek revenge, and against whom the revenant also swears vengeance (though only for the duration). If you do not choose a target for vengeance, the **revenant** ceases to be under your control.

If you don't issue any commands to the **revenant**, it attacks the subject of its sworn vengeance, moving toward that creature if it can, and defends itself from hostile creatures.

If you cast this spell while you already have a **revenant** under your control from a prior casting of this spell, the previous spell ends and the existing revenant leaves your service as described above.

The **revenant** will not seek revenge against you for animating it with this spell. Once this spell ends, however, if you wronged it during its life, or if you stirred its vengeance against you by any of the deeds you committed or forced it to commit during its service to you, it may make you a target for its vengeance.

If the **revenant** has vengeance in its heart towards another creature, it will seek revenge against it once your control ends. If the **revenant** does not burn with the need for vengeance, it becomes a dead corpse once more.

Once a corpse has been the subject of this spell, it cannot be transformed into a **revenant** again by this spell for 100 years.

Dead Man's Tell

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch (one dead body part)

Components: V, M (one part of a criminal's corpse, which must be flexible in some way)

Duration: Until dispelled

You imbue a body part taken from a criminal's corpse—such as a hand, finger or head—with divinatory powers that cause it to react. Choose one of the categories of things it can detect and react to below. When something that falls within the chosen category or selected subcategories comes within 30 feet of the body part that has become the dead man's tell item, it activates. You can choose one of the following categories of things to activate the dead man's tell item:

- ***Alignment.*** Choose one of the following alignments: good, evil, lawful, or chaotic. The *dead man's tell* item activates when it is within 30 feet of a creature that has such an alignment.
- ***Consecration/Desecration.*** The *dead man's tell* item activates when it is within 30 feet of a place or object that has been magically consecrated or desecrated (as with the *hallow* spell).
- ***Creature.*** Select one or more types of creatures from the following list: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You can also choose one or more races of humanoids (such as humans or goblins). You can choose as many or as few of these types as you like. The *dead man's tell* item activates when it is within 30 feet of one of the chosen creature types.
- ***Disease.*** The *dead man's tell* item activates when it is within 30 feet of an object or creature that carries a disease with which it can infect other creatures.
- ***Magic.*** Choose magic items, spellcasting, scrying attempts, or general magical effects. The *dead man's tell* item activates when it is within 30 feet of one of the chosen effects.
- ***Poison.*** The *dead man's tell* item activates when it is within 30 feet of poison or poisonous creatures,
- ***Secret Door.*** The *dead man's tell* item activates when it is within 30 feet of a secret door.
- ***Trap.*** The *dead man's tell* item activates when it is within 30 feet of a hidden trap or disguised pit or snare.

The first time the *dead man's tell* item detects one or more of the chosen category or subcategories of subjects within 30 feet, it activates. When activated, the item violently spasms for one round; a hand clenches, a finger jerks, jaws chatter and the like. The *dead man's tell* item does not indicate the power or location of the subject it has detected, merely its presence within 30 feet at the time of its activation. After being activated, the spell ends, and the body part rapidly decays and dessicates (meaning the same body part cannot be used for this spell again once it has been activated).

Subjects are not detected by the *dead man's tell* item if they are separated from it by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood of dirt, or if they are protected by an effect that prevents divination (such as a *nondetection* spell).

The same spellcaster cannot have multiple *dead man's tell* items affected with this spell at once. When you cast the *dead man's tell* spell again, any previous castings of this spell end immediately.

Decastave

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a duskwood club or quarterstaff of duskwood)

Duration: Concentration, up to 1 minute

You transform a club or quarterstaff carved of duskwood into a 10-foot long staff made of punishing magical force. For the duration, you can use your spellcasting ability instead of Strength for melee attack and damage rolls using that weapon, your reach with the

weapon becomes 10 feet, and you inflict 1d12 force damage when you hit with it, instead of the weapon's normal damage. The weapon is considered magical for the duration. The spell ends if you cast it again or if you let go of the weapon.
In addition, once per turn, when you hit with the weapon you can choose to inflict an additional 1d8 necrotic damage. If the target takes any of this damage, you regain hit points equal to half the amount of necrotic damage you inflicted.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d8 for each slot level above 2nd.

Dinosaur Stampede

5th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a fossil)

Duration: Concentration, up to 1 minutes

You call forth the intangible but terrifying spirits of ancient dinosaurs, who rise up from beneath the earth to trample your enemies. You choose a 40-foot-radius, 20-foot-high cylinder anywhere within range to contain a herd of stampeding dinosaur spirits. At least part of this cylinder must be touching the ground.



When the stampede area appears, each creature in it must make a Dexterity saving throw. A creature takes 4d12 force damage on a failed throw, or half as much damage on a successful one. A creature must also make this saving throw when it ends its turn within the stampede area.

While this spell is active, you must use your bonus action to choose a new cylinder of the same size within range to be the stampede area. The center point of the new cylinder must be at least 15 feet from the center point of the previous one, but can be no more than 40 feet away from it. If there are creatures within the new stampede area, those creatures must make the saving throw against the stampede's damage. If you end your turn without having moved the stampede area in this way, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d12 for each slot level above 5th.

Dread Mercy

1st-level enchantment

Casting Time: 1 reaction, which you take when you reduce a creature within 60 feet to 0 hit points with a weapon attack

Range: 60 feet

Components: V

Duration: Concentration, up to 10 minutes

You offer an opponent mercy in exchange for its cooperation. Choose one creature within range that you have just reduced to 0 hit points. You instead reduce that creature to 1 hit point and immediately command its surrender. It must make a Wisdom saving throw. On a successful save the creature is frightened of you for the spell's duration, and suffers only the normal effects of being frightened. On a failure, the creature is still frightened, but rather than fleeing, the frightened creature stays where it is and does not move unless you tell it to.

For the duration, the creature (that failed its save) will not attack you, and it fearfully obeys any instructions it can hear and understand that will not directly harm it (for example, it will not knowingly drink poison or walk off a cliff).

While affected, the creature will not deliberately say anything to you that it believes to be a lie, though it can simply remain silent if you do not ask any direct questions.

Whenever you or one of your allies attempt to harm the creature, or if you give it instructions that would harm it or force it to make a saving throw against another effect, it repeats its Wisdom saving throw against this spell, ending the spell on a success. You always know if a creature has succeeded or failed on a saving throw against this spell. When the spell's effect ends, a creature that never succeeded on any saving throws against this spell is unaware it was magically influenced, believing its fear of you was merely natural.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is increased to 1 hour. If you cast this spell using a spell slot of 6th level or higher, the duration is increased to 8 hours.

Dread Provocation

1st-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

After a feint and an attack against your foe, you appear defenseless, but otherworldly power disguises your cunning readiness to capitalize on their next move. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d10 psychic damage, and until the start of your next turn, you and the target have advantage on attack rolls against each other, but disadvantage on attack rolls against all other creatures. In addition, the next time the target attacks you before the start of your next turn, it provokes opportunity attacks from you and any other allies of yours within 5 feet of it.

Earth Reaver

5th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pyramid-shaped carving of obsidian)

Duration: Instantaneous

With one stern, commanding word, you gesture to a point on the ground within range, and the indicated spot erupts in a shower of rock, dirt, and fire. Each creature in a 20-foot radius sphere centered on that point takes 5d6 fire damage and must make a Dexterity saving throw. A target that fails the saving throw is knocked prone and takes additional bludgeoning damage equal to the fire damage. The fire also ignites flammable objects in the area that aren't being worn or carried.

After the spell ends, the area of the spell becomes difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. **Firenewts**, earth-based elemental creatures (such as **gargoyles**), or fire-based elemental creatures (such as **salamanders**), do not take damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the fire damage increases by 1d6 for each level above 4th.

Echoing Blow

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or weapon attack against one creature within range. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell when this attack hits, the attack deals an extra 1d6 thunder damage, which creates a loud noise that can be heard up to 100 feet away. In addition, until the start of your next turn, the next time the target you hit with this cantrip makes a Constitution saving throw to maintain concentration (such as against damage from this spell), it does so with disadvantage.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 thunder damage to the target, and the damage the target suffers if it is concentrating on a spell increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.



Elemental Burst

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, water and sand for water, or any kind of vegetable matter for wood)

Duration: Instantaneous

You release the magical energy from one of the elements in an explosive burst. You choose a point within range that contains one of the following five elements of your choice: air, earth (which includes soil, metal, or stone), fire, water, or wood. That material releases its elemental energy. Each creature within a 15-foot cone emanating from that point must make a saving throw. The victim takes 2d6 damage on a failed save, or half as much damage on a successful one.

The type of saving throw required and damage inflicted depend on the element, as determined by the table below:

Elemental Burst Effects

Element Type	Saving Throw	Damage Type
Air	Dexterity	Lightning
Earth	Strength	Acid
Fire	Dexterity	Fire
Water	Constitution	Cold
Wood	Constitution	Poison

In addition to taking damage, each creature that fails its saving throw suffers an additional effect, depending on the element type. These effects are detailed below, along with descriptions of each element's exact effect:

- ***Air***. There is a sudden flash of light and peal of thunder as a gust of wind whips up out of nowhere, heavy with static electricity that shocks those nearby. Creatures that fail their save are knocked prone. Objects that aren't being worn or carried become electrified, inflicting 1d6 lightning damage on the next person who touches them within the next minute.
- ***Earth***. Clumps of metal and rock spray out, oozing a corrosive substance. Creatures who fail their save are pushed back 10 feet away from the point at the center of the effect, as are objects weighing less than 100 pounds that aren't being worn or carried.
- ***Fire***. The fire shoots out glowing sparks. It ignites flammable objects in the area that aren't being worn or carried, and creatures who fail their save take an additional 1d6 damage at the beginning of their next turn.
- ***Water***. Icy water pushes out in a freezing wave that crashes into those nearby. Creatures who fail their save reduce their speed by half until the end of their next turn, and objects weighing less than 100 pounds that aren't being worn or carried are pushed back 15 feet away from the point at the center of the effect.
- ***Wood***. The element throws off sharp slivers of the same material as itself, infused with a poisonous sap. Creatures who fail their save cannot take reactions until the end of their next turn. Against objects, this effect inflicts piercing damage instead of poison.
- The explosive noise of this spell can be heard up to 100 feet away. The spell does not noticeably affect the structure of any object that is the source of the elemental effect, unless it is an object that is not being worn or carried. If that is the case, the object suffers the same 2d6 damage as a creature that failed its saving throw.

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

Enrage Animals

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

This spell incites and enrages animals, making them hostile and vicious. Roll 6d10; the total is how many hit points of creatures this spell can affect. Eligible beasts within 30 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures, non-beasts, or beasts with an Intelligence score of 4 or higher, who are unaffected).

Starting with the creature that has the lowest current hit points, each creature affected by this spell enters a terrible rage for the duration. Subtract each creatures' hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

A beast that is magically bound to a master or trained only to attack on order is allowed a Wisdom saving throw against this effect; other beasts are not. Creatures who succeed on their saving throws are still deducted from the total number of hit points of creatures you can affect.

At the beginning of its turn, an affected creature must make a melee attack against a

creature within reach. If a beast affected by this spell has no creatures within reach, it will move towards the nearest creature and attack. If it cannot do so for some reason, the beast attacks an object within range, which may be the ground or a wall.

The first two attacks by beasts enraged by this spell are made with advantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st. When you cast it with a spell slot of 3rd level or higher, you can also affect abominations, celestials, fey, and fiends that have assumed an animal form (such as familiars).

Fang Trap

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rare serpent fang worth at least 100 gp, which the spell consumes)

Duration: Until dispelled or triggered

You create a magical trap that takes the form of massive poisonous fangs when activated. When you cast this spell, you create a magical trap tied to a surface (such as a table or a section of floor or wall) or an object that can be closed (such as a book, a scroll, or a



treasure chest). While casting this spell, you physically trace the area of the surface or the outline of the object to be trapped. If you choose a surface, the area of the surface can be no larger than 20 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 20 feet from where you cast this spell, the spell ends without being triggered.

You decide what triggers the trap when you cast the spell. For *fang trap*s placed on a surface, the most typical triggers include touching or standing on the trapped surface, removing another object covering the surface, or approaching within a certain distance of the surface area. For *fang trap*s inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or manipulating the object in a pre-described way. Once a *fang trap* is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or according to whether or not the creature has immunity to poison damage or the poisoned condition. Unlike a glyph of warding, it can't be made to activate on the basis of alignment. You can also set conditions for creatures that don't trigger the *fang trap*, such as those who say a certain password. You are unable to trigger the *fang trap* yourself.

Any creature that sees you cast this spell knows the exact area affected, and immediately makes an Intelligence (Arcana) check against your spell save DC, gaining advantage on that check. If the creature succeeds, it also knows what triggers the trap. Otherwise, the *fang trap*'s presence is almost undetectable and requires a successful Intelligence (Investigation) check against your spell save DC to be noticed.

When the *fang trap* discharges, the object or surface grows huge fangs that immobilize the creature who triggered it. The creature is restrained until the beginning of its next turn. At the beginning of its next turn, it must make a Constitution saving throw. If it succeeds, it is no longer restrained. If it fails, it takes 2d8 piercing damage, 2d8 poison damage, and 2d8 psychic damage, and remains restrained for 1 minute.

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

Far Hearing

Divination cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 round

For a moment, you hear even distant whispers. Choose one point within range that you can see. Until the effect ends, you hear as if you were at that point instead of where you actually are.

Fiery Wrath

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

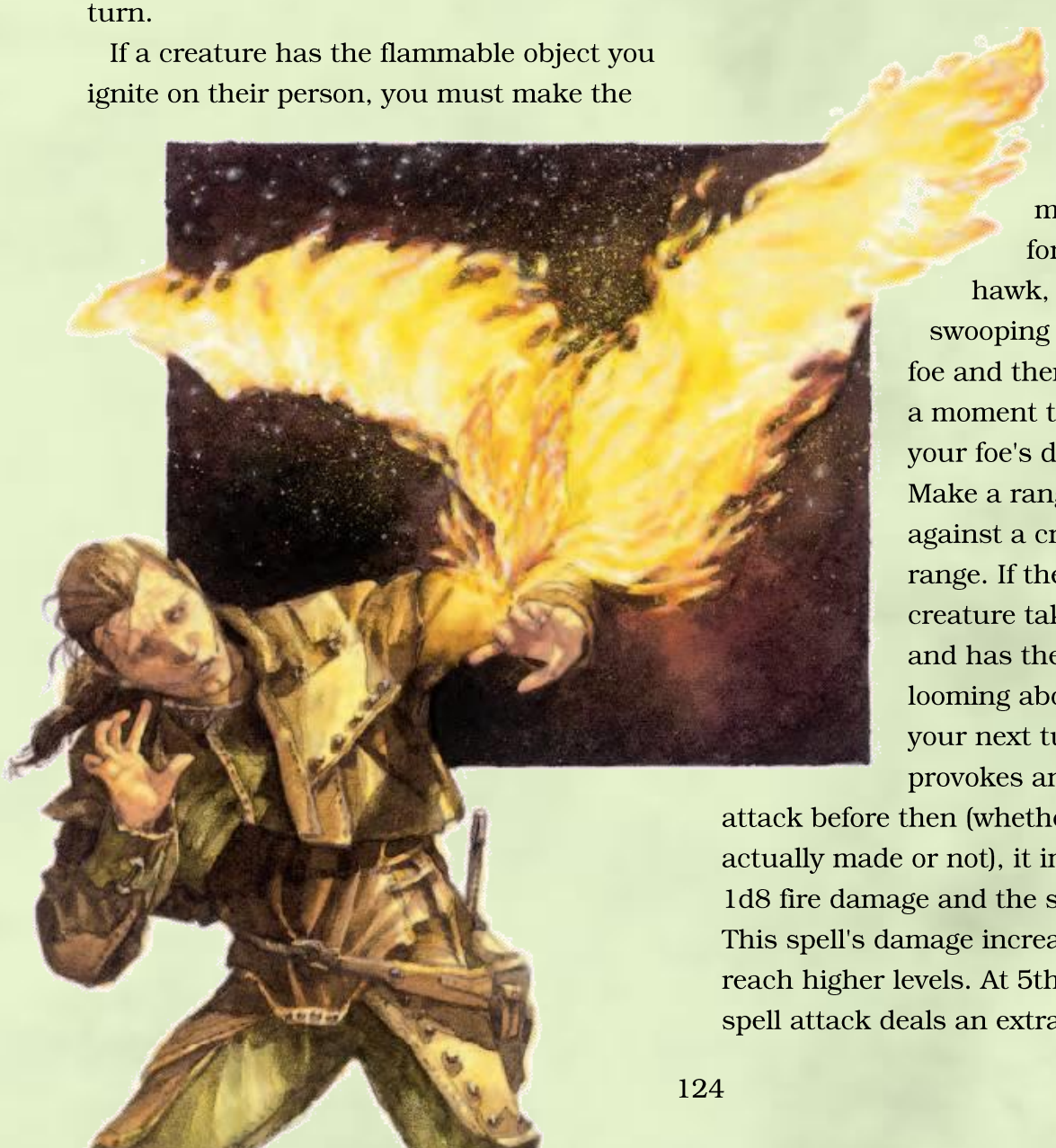
Components: S, M (a candlewick)

Duration: Instantaneous

You create fire with only the concentrated power of your inner rage. Choose any flammable object within range. If it is not on someone's person, it suddenly bursts into flames. Each creature within 5 feet of the point where the fire exploded must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or 1 point of fire damage on a successful one. You then choose one creature within the affected area and make a ranged spell attack against the creature. On a hit, that creature takes 1d6 psychic damage and must choose to either immediately fall prone or take an additional 1d6 fire damage at the beginning of their next turn.

If a creature has the flammable object you ignite on their person, you must make the ranged spell attack first, and must choose to make the attack against that creature. If you hit, it suffers the same effects from your ranged spell attack described above, and the object bursts into flames. Each creature within 5 feet of the ignited object must then make the Dexterity saving throw as normal.

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



Fire Hawk

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You conjure a minor spirit in the form of a flaming hawk, which makes a swooping attack against your foe and then circles above it for a moment to attack again if your foe's defenses falter. Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d8 fire damage and has the fiery hawk looming above until the start of your next turn. If the target provokes an opportunity attack before then (whether such an attack is actually made or not), it immediately takes 1d8 fire damage and the spell ends.
This spell's damage increases when you reach higher levels. At 5th level, the ranged spell attack deals an extra 1d8 fire damage to

the target, and the damage the target takes for provoking an opportunity attack increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Frightful Strike

1st-level enchantment

Casting Time: 1 reaction

Range: 5 feet

Components: V, M (a weapon with at least one drop of blood on it)

Duration: 1 round

You cast this spell as a reaction when you hit with a melee weapon attack. You bark or whisper a terrifying threat to the creature as your weapon strikes. In addition to the weapon's normal damage, the creature takes an amount of psychic damage equal to 1d4 + your Charisma modifier. The creature must also make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the psychic damage is increased by 1d4 for each slot level above 1st.

Frostwind Blade

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. Your weapon leaves a frosty trail as it cuts through the air, striking blows that inflict winter's wrath. On a hit, the target suffers the attack's normal effects. In addition, the next time the target makes an attack before the end of your next turn, it must choose to either make the attack with disadvantage or take 1d10 cold damage and make the attack roll normally. A creature within 5 feet of you that takes cold damage from this cantrip reduces its speed by half until the end of your next turn.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 cold damage to the target, and the damage the target suffers for not taking disadvantage on its next attack increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

Gravedust Cloud

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bag of ashes from a burnt corpse)

Duration: Instantaneous

You direct a bag of ash at your foes, which explodes in a pale cloud that saps the life out of creatures and transfers it to your allies. Each hostile creature of your choice in a 30-foot-radius sphere centered on a point you choose within range must make a Constitution saving throw. A target takes 5d8 necrotic damage on a failed save, or half as much damage on a successful one. Choose up to six creatures in the same 30-foot-radius sphere. Each target regains hit points equal to the necrotic damage that a creature would take if it had failed its saving throw (whether any creature fails its saving throw or not). This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of the 7th level or higher, the healing increases by 1d8 for each slot level above the 5th.

Great Watcher Spirit

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a peacock feather)

Duration: 1 round

A great spirit watches over a creature you choose within range, warning it of danger and helping it to take advantage of opportunities. The creature's next weapon attack that hits before the end of its next turn inflicts an additional 2d6 psychic damage.

In addition, until the end of the creature's next turn, attack rolls against it are made with disadvantage, and it has resistance to necrotic damage.

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

Greater Water to Poison

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a serpent's tooth)

Duration: Concentration, up to 1 minute

You transform any large quantity of water within a 10-foot cube centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected. Any creature with its head one of its breathing passages (such as a humanoid's nose or mouth) currently submerged into water you have transformed with this spell must make a make a Constitution saving throw at the beginning of any turn in which they are so submerged. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 3d10 poison damage. On a successful save, the spell ends.

Creatures who do not need to save against the spell but who are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the spell or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for the duration and take 1d8 poison damage, or 2d8 if the poison is ingested. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. Creatures that succeed on their save take half damage, but suffer no other effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature who is

drinking at the same time, and the damage increases by 1d8 for each slot level above 5th.

Guardian's Shield

3rd-level enchantment

Casting Time: 1 bonus action

Range: Self (15-foot cube)

Components: V, S, M (an obsidian disc)

Duration: 1 round

You draw forth a small spark of the primal flame that smolders beneath the earth, allowing life to flourish in its purifying halo. You and each ally in a 15-foot cube originating from you gain resistance to fire damage and to nonmagical bludgeoning, piercing, and slashing damage until the end of your next turn. The first time each subject of this spell takes fire, bludgeoning, piercing, or slashing damage (magical or otherwise) before the end of your next turn, the creature that inflicted that damage takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage increases by 1d6 for each slot level above 3rd.

Guiding Snarl

5th-level conjuration

Casting Time: 1 reaction, which you take when an ally within range who can hear you misses with an attack roll

Range: 60 feet

Components: V

Duration: Instantaneous

You conjure a trickster spirit who distracts an enemy, allowing your ally to strike true. The ally can reroll the triggering attack roll with advantage. If the attack hits, it deals an extra 2d10 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d10 for each slot level above 5th.

Handfang

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a fanged, biting mouth in the palm of your hand. Make a melee spell attack against a creature within your reach. On a hit, the target takes 2d6 piercing damage and 2d6 poison damage, and is restrained by the fanged mouth until the spell ends. A creature restrained by this effect can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Until the spell ends, you can make this attack again on each of your turns as an action, but if you have a creature restrained with this effect, you cannot only target that creature with this attack.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the piercing damage increases by 1d6 for each slot level above 3rd.

Hearth Spirit

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, M (the claw of a predator)

Duration: Concentration, up to 1 minute

You summon a comforting spirit of the sacred hearth, which manifests as a pillar of flame that burns enemies but soothes you and your allies. Choose a 5-foot-radius by 10-foot-high cylinder that you can see within range. Until the spell ends, sacred flames fill that space, and anyone within it when you cast this spell must make a Wisdom saving throw. On a failed save, a creature takes 3d6 fire damage, or half as much damage on a success. A creature must also make the saving throw when it enters that space for the first time on its turn or ends its turn there.

Whenever a creature that fails its saving throw takes fire damage from this spell, friendly creatures of your choice within 5 feet of the damaged creature regain hit points equal to half the amount of fire damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage increases by 1d6 for each slot level above 3rd.

Hero's Defiance

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a melee weapon)

Duration: 1 round

You demand that your foes meet you in battle, then strike fiercely against one of them. Choose any number of hostile creatures within range of this spell. You may pull each target up to 30 feet closer to you. At the end of this movement, you can make a melee weapon attack against one creature within the reach of your melee weapon. If the attack hits, it deals an extra 3d6 psychic damage, and creature you hit has disadvantage on the next attack roll it makes against any creature other than you before the end of its next turn.

Hornet Shot

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a ranged weapon)

Duration: Concentration, up to 1 minute

Your weapon buzzes with toxic energy as you infuse it with magic, and when it strikes your target it emits a cloud of hornet-like motes that sting your foe and nearby enemies. As part of the action used to cast this spell, you must make a ranged weapon attack, otherwise the spell fails. If that attack hits, the target takes an additional 3d10 piercing damage, and attack rolls against it from more than 10 feet away are made with advantage for the duration. At the end of each of the target's turns before the spell ends, it must succeed on a Constitution saving throw or take 2d10 poison damage. On a successful save, the spell ends.

For the duration of the spell, a creature that moves within 5 feet of the target for the first time during its turn or starts its turn there is attacked by the motes and must make a Constitution saving throw. The creature takes 2d6 poison damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the piercing damage increases by 1d10 for each slot level above 5th.

Improved Mage Armor

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V,S,M (a handful of chainmail links)
Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a reactive ward of magical force surrounds it until the spell ends. The target's base AC becomes 15 + its Dexterity modifier. In addition, as a reaction when struck by an attack, the target of this spell can force the attacker to reroll its attack, using the lower of its two attack rolls. However, if the subject uses this reaction, the spell ends immediately.

The spell also ends early if the target dons armor or if you dismiss the spell as an action.

Inevitability of the Grave

7th-level necromancy
Casting Time: 1 bonus action
Range: 90 feet
Components: V, S, M (the petrified eye of a newt)
Duration: Concentration, up to 1 hour

You recite a deadly cursing dirge, predicting impending doom for a creature you can see within range. You place this curse upon the chosen creature, and until the spell ends, the target has disadvantage on Wisdom checks, and your attacks deal an extra 1d8 psychic damage against it. Also, whenever the target misses you with an attack roll during its turn, it takes 1d8 psychic damage.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on your next turn to place the curse upon a new creature. When you move the curse in this way, the newly cursed creature takes 4d10 psychic damage and is frightened until the end of its next turn if it saw the previous target drop to 0 hit points.

Internal Compass

Divination cantrip
Casting Time: 1 bonus action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

With a moment's concentration, you sense which way is true north. Until this cantrip ends, you always know which way is north and cannot become lost except by magical means. If you make a Wisdom or Intelligence check to navigate natural terrain, you may choose to roll a d6 and add the number rolled to your result. If you do so, the spell ends immediately.

Ironbreaker Claws

1st-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V, M (the claw of a predator)
Duration: Instantaneous

You summon the spirit of a clawed predator, which latches onto your foe and twists it off balance, leaving it open to an ally's attack. Choose one creature in range, which must make a Dexterity saving throw. If it fails, the creature takes 2d10 slashing damage, and it provokes an opportunity attack from any allies of yours within 5 feet of it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the

slashing damage increases by 1d10 for each slot level above 3rd.

Jinx Shot

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a ranged weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged weapon attack against a creature within range or the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

Jungle's Rapture

5th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bottle carved of obsidian)

Duration: Permanent

Spitting, you curse a creature, causing its body to become more rigid, and whorls of wood grain to appear on its skin as it begins a slow transformation into a tree. Make a ranged spell attack against a creature within your range that is not undead or a construct. On a hit, you curse the creature with a hardening of the limbs and skin as its flesh slowly turns to wood, inflicting the following effects upon it until the spell ends:



- Any speed it has becomes 5 feet, unless the speed was lower.
- It has disadvantage on Dexterity checks and Dexterity saving throws.

At the end of each of the target's turns, it must make a Wisdom saving throw. After succeeding on three of these saving throws, the creature defeats the curse, and the spell ends. After failing three of these saving throws, the creature stops making these saves, and it becomes a tree, replacing the previous effects of the curse with the following, which last until the spell ends:

- Its creature type becomes plant
- It is restrained
- Its size becomes Large unless it was already larger
- Its reach with melee attacks increases to 10 feet
- It has disadvantage on Dexterity checks and Charisma checks
- It cannot speak any language
- It is indistinguishable from a normal tree unless it moves

Every morning at dawn, the creature must make another Wisdom saving throw. Whenever it succeeds, it regains the ability to speak until the next time it fails the saving throw. If it succeeds on two of these saving throws in a row, the spell ends.

A greater restoration, true polymorph, shapechange, or wish spell can also end this spell.

Junglerazer

3rd-level necromancy

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a pinch of ash from a burnt plant)

Duration: Instantaneous

Invisible destructive energy springs silently forth from you in a direction you choose, destroying natural life in a line 100 feet long and 5 feet wide, leaving a path of ash in its wake. Creatures of your choice within the area must make a Constitution saving throw, taking 3d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

Magical plants or creatures of the beast, fey, or plant types damaged by this spell take double the normal necrotic damage. Any nonmagical plant in the spell's area that isn't a creature, such as a tree or shrub, doesn't make a saving throw, it simply withers and dies.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8 for each slot level above 3rd.

Killing Ground

4th-level conjuration

Casting Time: 1 reaction, which you take when you reduce a creature to 0 hit points

Range: Self (30-foot cone)

Components: V

Duration: 1 round

You issue a primal cry of victory that creates a 30-foot cone infused with necromantic power harvested from the death of your foe. The area within the cone is difficult terrain for all creatures besides you. Each creature in the cone when you cast this spell must make a Constitution saving throw. Undead, constructs, and creatures immune to necrotic damage automatically succeed on this saving throw. On a failed save, a creature takes 2d8 thunder damage, and is vulnerable to necrotic damage for the spell's duration. A hostile creature that starts its turn within the spell's area takes 1d10 necrotic damage.

A creature that failed its saving throw can make a Constitution saving throw at the end of each of its turns. On a success, it is no longer vulnerable to necrotic damage.

In addition, for the spell's duration, the first time you hit a creature in the spell's area with a melee attack on each of your turns,

that attack deals an extra 1d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the necrotic damage increases by 1d10 for every two slot levels above 4th.

Laogzed's Breath

4th-level conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a vial of troglodyte saliva)

Duration: Concentration, up to 1 minute

You breathe forth a cloud of noxious gas. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 2d10 poison damage and 2d10 acid damage on a failed save, or half as much damage on a successful one.

Once you breathe out the cloud, the poisonous cloud lingers in the air for the duration. It spreads around corners, and its area is heavily obscured.

Any creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. For the duration of the spell, you do not need to breathe, and are therefore immune to these effects as well.

The magical nature of the cloud means that it does not disperse until the spell ends, at which time it vanishes immediately. However, if there is a strong wind at the end of your turn while you are concentrating on this spell, you must make a Constitution saving throw to maintain your concentration, as if you had taken damage equal to the speed of the wind in miles per hour.

Lasting Breath

8th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a vial of dragon saliva)

Duration: Concentration, up to 1 minute

You unleash a breath weapon like that of a dragon, which then hangs in place for the duration and draws your enemies' attention. You choose acid, cold, fire, lightning, or poison for this spell, and force each creature in a 60-foot cone to make a Dexterity saving throw. A creature takes 6d6 damage of the type you chose on a failed save, or half as much on a successful one.

The cone lingers until the spell ends, and its area is lightly obscured. Any creature that enters the spell's area or starts its turn there must make a Dexterity saving throw, taking 6d6 damage of the type you chose on a failed save, or half as much damage on a successful one. A creature that fails its saving throw also has disadvantage on attack rolls against creatures other than you for the rest of that turn.

Launch Ammunition

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S (a piece of ammunition)

Duration: Instantaneous

You touch a piece of ammunition and instantly make a weapon attack with it, just as if you were attacking with a weapon that

is normally used to fire that type of ammunition. If multiple weapons use that type of ammunition, you choose which of those weapons this attack emulates. This attack is made exactly as if you were using the weapon emulated, and the cantrip does not confer any other benefits (such as weapon proficiency).

This spell's damage increases when you reach higher levels. At 5th level, if the attack hits, it deals an extra 1d4 force damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

Lava Eruption

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bottle carved of obsidian)

Duration: Concentration, 1 minute

Choose a point you can see on the ground within range. A fountain of liquid hot magma erupts in a 20-foot sphere centered on that point. For the duration, the area of the spell (including all portions of that area, above the ground or beneath it) becomes difficult terrain, and the lava ignites flammable objects in the area that aren't being worn or carried.

A creature takes 3d6 bludgeoning damage and 3d6 fire damage when it enters the spell's area for the first time on a turn or starts its turn there.

After the spell ends, the area of the spell remains difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts, earth-based elemental creatures (such as **gargoyles**), or fire-based elemental creatures (such as **salamanders**), do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only **firenewts** or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage and fire damage each increase by 1d6 for each level above 4th.

Lava Missile

2nd-level conjuration

Casting Time: 1 action

Range: 90 Feet

Components: V, S, M (any object made of glass)

Duration: Instantaneous

You conjure handfuls of liquid-hot stone from the elemental planes and hurl them at foes with unerring accuracy. You create four lava missiles, each of which hits a target of your choice that you can see within range. A lava missile deals 1d4 fire damage and 1d4 bludgeoning damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. The darts can also target objects that are not being worn or carried, and ignites them if they are flammable.

If a lava missile strikes a **firenewt** or an earth-based or fire-based elemental creature (such as a **gargoyle** or **salamander**), it does not inflict damage on the creature. Instead, that creature is healed, regaining 1d4 hit points for each lava missile that hits it. Only **firenewts** or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the

spell creates one more dart for each slot level above 2nd.

Lava Splash

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a fist-sized lump of volcanic rock.)

Duration: Instantaneous

You conjure a wave of burning lava that rises up and showers an area within range. The affected area is a 30-foot cone originating from a point you choose within range. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 3d6 bludgeoning damage and 3d6 fire damage, and its speed is reduced by half until the end of its next turn.

The area of the spell becomes difficult terrain, and the lava ignites flammable objects in the area that aren't being worn or carried. The difficult terrain cannot be cleared for 1 minute, after which the lava cools. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts, earth-based elemental creatures (such as **gargoyles**), or fire-based elemental creatures (such as **salamanders**), do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only **firenewts** or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage and fire damage each increase by 1d6 for each slot level above 3rd.



Lesser Water to Poison

4th-level transmutation

Casting Time: 1 reaction, which you take when a creature within 30 feet drinks

Range: 30 feet

Components: S, M (a vessel of water or a beverage which is partially water, with which you make a toasting gesture to the target as you both drink)

Duration: Concentration, up to 1 minute

Waiting for just the right moment, you transform the water someone is drinking into deadly poison. The quantity of water does not matter, just that the target drinks more than a sip. It can also be a beverage that is partially water (such as wine, beer, or juice).

The creature who drinks makes a Constitution saving throw. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 4d8 poison damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 4th.

Lifetap

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: S, M (two identical needles)

Duration: Instantaneous

You launch two magical darts, one at an ally and one at an adversary, and the foe's dart transfers life force to your friend in a golden flash. Make a ranged spell attack with the same range as a dart (20/60) against a hostile creature. On a hit, the target takes necrotic damage equal to 2d10 plus your spellcasting ability modifier, and a friendly creature within range gains temporary hit points equal to the damage dealt. On a miss, a friendly creature of your choice within range gains temporary hit points equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d10 for each slot level above 2nd.

Looming Shadow

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make a thrown or ranged weapon attack against one creature within the spell's range, otherwise the spell fails. If the weapon or ammunition hits the target, a shadowy duplicate of it appears, hanging in the air just short of where the original struck, and you choose one of your allies within 30 feet of the target. The first time the target attacks the chosen ally, forces the chosen ally to make a saving throw, or includes that ally in

a harmful area of effect before the end of your next turn, the second weapon or piece of ammunition automatically strikes, inflicting 1d10 psychic damage.
This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d10 psychic damage to the target, and the damage the target suffers for acting against the chosen ally increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

Magnetism

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S, M (a lodestone)

Duration: Concentration, up to 1 minute

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray. Choose one object within range that is nonmagical and made of ferrous metal. This object must weigh less than 40 pounds. Each round the spell lasts, you can target one object you can see within range of the spell with this effect using an action.

If the object isn't being worn or carried, it immediately flies into your space, where you can either catch it with your hand (requiring no action) or let it fall at your feet.

If the object is being held or carried by a creature, that creature must roll a Strength saving throw. On a failure, the creature drops the object, and it flies to your space, where you either catch it with your hand or let it fall at your feet. If the object is being worn by a creature (like a helm or a chain shirt), the creature makes the same Strength saving throw, but has advantage on the roll.

If the item is secured in some way (such as being chained to a wall or tied down with a rope), you make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your spellcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your space as described above.

You can also attempt to move a metal creature that weighs less than your limit for this spell (such as some kind of tiny construct). The creature makes a Strength saving throw with advantage against this effect. If the save fails, you can move the creature toward you just as you would any other metal object.

Until this spell ends, your ability to carry, lift, push, or drag any objects you have moved to your space with this spell is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 pounds and allowing you to push, lift, or drag up to 600 pounds, if you are Small or Medium sized).

If you move during the spell's duration, you can choose any object that you moved to your space with this spell which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you have moved an object to your space with this spell, you have advantage on saving throws and opposed rolls against effects that would cause you to drop it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the spell ends, if you are holding,

wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weight limit of objects you can move with this spell increases by 10 pounds for each slot level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this spell, instead of just one. If the spell slot is 7th level or higher, you can choose up to three objects instead.

Magmin Grasp

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a speck of glass or obsidian)

Duration: Concentration, up to 1 minute

You cause a grasping, clawed arm of living molten earth like that of a magmin to erupt from the ground as grasp your enemy. Choose a Medium or smaller creature within range. The target takes 2d4 fire damage, has its speed reduced by half until the end of its next turn, and must make a Dexterity saving throw. If it fails, it takes additional bludgeoning damage equal to the fire damage and becomes restrained. Creatures with resistance or immunity to fire damage have advantage on the saving throw.

While restrained by this spell, the target takes 1d4 fire damage at the start of each of its turns. A creature restrained by the grasping claw or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

When a target begins its turn restrained by this spell, all flammable objects in its space that aren't being worn or carried are ignited.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can choose an additional target for each slot level above 1st.

Martyr's Cry

6th-level evocation

Casting Time: 1 reaction, which you take in response to an attack made by a creature within range that inflicts damage reducing you to half your maximum hit points or fewer

Range: 30 feet

Components: V

Duration: 1 minute

You cry out in pain at your wounds, and your suffering weakens the enemy who inflicted them. The creature who damaged you takes 2d12 thunder damage and must succeed on a Charisma saving throw or become poisoned and restrained for the duration. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target. It also ends if you regain hit points that bring your current total to higher than half your maximum.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the range increases by 30 feet for each slot level above 6th.

Premonitory Vision

4th-level divination (ritual)

Casting Time: 1 reaction, which you take when you finish a short or long rest

Range: Self

Components: V, S

Duration: Instantaneous

While resting or sleeping, you perceive a series of images that show you future events. You ask a single question concerning a specific goal, event, or activity to occur within seven days. The DM offers a truthful reply.

The reply might be a short phrase, an explanation of your own emotional reaction, or a description of a single image you saw. The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells, or the loss or gain of a companion.

After you cast this spell, unless you treat yourself with a special calming tincture that uses 25 gold pieces worth of ingredients, you have disadvantage on Wisdom, Dexterity, and Intelligence checks, and on Constitution saving throws to maintain concentration for 10 minutes.

If you cast the spell two or more times before finishing your next long rest, you receive increasingly confusing visions that muddle your mind. For each casting after the first, the duration of the negative effects for not imbibing a calming tincture increase by an additional (cumulative) 10 minutes, and there is a cumulative 25% chance that the information you perceive is random and possibly unrelated to the question you asked. The DM makes this roll in secret.

Prescient Sense

4th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You extend your senses to perceive the near future. For the duration of the spell, you gain the following benefits:

- You have advantage on all Wisdom checks and initiative checks.
- Once per round, when you hit a creature that has not yet acted in this combat with an attack roll, that attack deals an extra 1d8 damage.
- If you are surprised, you can end this spell immediately to no longer be surprised.
- If you are attacked, you can use your reaction to end this spell immediately and give yourself a +5 to AC, including against the triggering attack, until the beginning of your next turn.
- If you roll a Dexterity save, you can use your reaction to end this spell immediately and give yourself advantage on that Dexterity save and all other Dexterity saves until the beginning of your next turn.

Project Object

Conjuration cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your force of will teleports an object a short distance away. You teleport one object you are holding to an unoccupied space within range. Alternatively, you can teleport the object to a willing creature within range. You can either cause the object to land at the creature's feet, or you can give the creature the option to grasp it with a free hand, which requires the creature to make a Strength (Athletics) or Dexterity (Acrobatics) check with a DC of 11 to catch it. If the creature succeeds, it is instantly holding the object. If



the check fails, the object falls to its feet. This cantrip can only teleport objects that weigh 25 pounds or less. In addition, it cannot affect objects that you are not already holding when you cast the spell.

Prophesied Strike

1st-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a melee weapon)

Duration: Instantaneous

You cast your mind's eye forward a split second, predicting the best moment for a telling blow. As part of the action used to cast this spell, make a melee weapon attack against a creature within range. You can use your spellcasting ability modifier instead of your Strength modifier for the attack and damage rolls of this attack. If the attack hits, it inflicts an additional 2d6 damage of the weapon's type, and the next attack roll made against the target before the end of your next turn is made with advantage.

Protection from Aerial Attack

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a heavy lead weight shaped like a shield)

Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against flying creatures. A creature with a fly speed has disadvantage on attack rolls against the subject, and when such a creature causes the subject to make a Dexterity saving throw, it has advantage on that roll. The target also can't be charmed or frightened by flying creatures. If the target is already charmed or frightened by such a creature, the target has advantage on any new saving throw against the relevant effect.

Pummelling Drumbeat

8th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a drum, which you play during the casting of the spell)

Duration: Instantaneous

Your allies' attacks fall like the beats of your drum, pummelling your foes. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 10d8 thunder damage on a failed save, or half as much damage on a successful one.

If a creature that failed its saving throw is hit by an attack roll from one of your allies before the end of your next turn, it is stunned until the end of its next turn.

Punishing Strike

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. In addition, a black web of necrotic energy radiates across its skin from where it was struck until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d8 necrotic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the damage the target suffers for taking a reaction increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Pyroclastic Tide

3rd-level evocation

Range: Self (10-foot radius sphere)

Casting Time: 1 action

Components: V, M (a melee weapon)

Duration: Instantaneous

You strike a blow fueled by the fury of the earth, channeling volcanic energy into the very ground beneath your feet. As part of the action used to cast this spell, make a melee weapon attack against a creature within range. If the attack hits, the target is knocked prone, and the ground within a 10-foot radius sphere centered on you becomes difficult terrain until it is cleared. All creatures besides you within the affected area must roll a Strength saving throw. A creature takes 2d6 bludgeoning damage and 2d6 fire damage and is knocked prone on a failed save. If the saving throw is successful, the creature takes half the damage, and isn't knocked prone. Molten lava ignites flammable objects in the area that aren't worn or carried.

The spell's area remains difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts, earth-based elemental creatures (such as **gargoyles**), or fire-based elemental creatures (such as **salamanders**), do not take damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage and fire damage both increase by 1d6 for each slot level above 3rd.

Ray of Reprisal

3rd-level evocation

Casting Time: 1 reaction, which you take when a creature within 30 feet of you hits one of your allies with an attack roll

Range: 30 feet

Components: V, S

Duration: Instantaneous

You direct a beam of fierce radiance against an enemy and force it to feel the pain of the wounds it inflicted on your comrade. Make a ranged spell attack against the attacker. If the attack hits, it inflicts 4d6 radiant damage on the target.

Razorscales

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a thin-bladed razor)

Duration: Concentration, up to 1 minute

Your skin transforms into razor sharp scales. Your Armor Class cannot be lower than 15, no matter what armor you wear. In addition, any creature that grapples you or hits you with a melee attack during the duration must roll a Dexterity saving throw. On a failed save, the creature takes 2d4 slashing damage, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Read Object

6th-level divination (ritual)

Casting Time: 10 minutes

Range: Touch (1 object)

Components: V, S

Duration: Concentration, up to 1 hour

You can concentrate on an object you are touching, reading psychic impressions left on it by recent events. At the end of the time you spend casting this spell, you learn of any events within the past 24 hours that occurred within 30 feet of the object. You see, hear, and smell those events from the object's point of view, as if you had been there at the time.

You also see a mental image of the last creature that handled the object, also from the object's perspective, no matter how long ago the object was last held. The only information you receive about the creature is its appearance at that time (including a sense of its size), whether it was alone (although you can't see any other creatures that might have been there), and a one or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as "Enraged", "Extremely Agitated", "Relaxed", "Satisfied", "Utterly Emotionless", etc.). If the creature was not capable of emotion, or if its mental state was too alien for you to understand, the DM will tell you that instead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time the same way you would normally receive about the last creature who handled it.

Reaver's Touch

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The touch of your hand drains a target's life energy, allowing you to sacrifice animals or sometimes other creatures to make their vitality your own. Make a melee spell attack against the target. You have advantage on the attack if your target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage dealt (rounded up). The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Saga of Foretold Doom

9th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a ranged weapon)

Duration: Concentration, up to 1 minute

As you strike, you call out an ancient prophecy that seems to have predicted your opponent's defeat long ago. As part of the action of casting this spell, make a ranged weapon attack against a creature within range. You can use your spellcasting ability instead of Dexterity for the attack and damage roll for this attack. If the attack hits, it inflicts an additional 2d12 psychic damage, and all attack rolls against the target are made with advantage for the spell's duration.

At the end of each of the target's turns before the spell ends, the target must make a Wisdom saving throw. On a failure, it takes 6d12 psychic damage and is frightened until the end of its next turn. On a successful save, the spell ends.

This spell immediately ends if you cast it again before the end of its duration.

Scattered Form

1st-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

Your body briefly transforms, shattering into a horde of insects to attack nearby creatures before instantly reforming. Each creature within range, other than you, must succeed on a Dexterity saving throw, taking 2d10 piercing damage on a failure, or half as much on a success. If at least one creature fails its saving throw, you gain resistance to



nonmagical bludgeoning, piercing, and slashing damage until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the piercing damage increases by a 1d10 for each slot level above first.

Serenity of Stone

4th-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: S, M (a polished obsidian mirror worth 200 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

Your body and mind are invested with the hardness of stone and the inexorable power of flowing magma. Until the spell ends, you gain resistance to fire damage and to nonmagical bludgeoning, piercing, and slashing damage, and you have advantage on Wisdom and Intelligence saving throws.

Serpent Arrows

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a serpent scale)

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 2d6 poison damage. Even if the attack misses, the target takes 1d6 poison damage.

The spell ends when ten pieces of ammunition have been drawn from the quiver.

After each attack, whether it hits or misses, the used piece of ammunition falls into an unoccupied space closest to the target, where it transforms into a **giant poisonous snake** under the control of the creature who attacked with the ammunition. The DM has the statistics for a **giant poisonous snake**.

Giant poisonous snakes created by this spell are friendly to you and your companions. They act on the initiative of the creature who attacked with the ammunition, immediately after that creature's turn ends, but act on their own. The snakes obey any verbal commands issued by the creature controlling them (no action required by you).

If that creature doesn't issue any commands, the snakes continue to attack the target of the ranged attack (even if the target has dropped to 0 hit points), but otherwise take no actions beyond defending themselves.

Each snake changes back into a piece of ammunition when it drops to 0 hit points or when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of pieces of ammunition you can affect increases by two for each slot level above 4th.

Shroud of Undeath

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (dust or bone fragments from any destroyed undead creature)

Duration: Concentration, up to 1 hour

You shroud yourself in necrotic energy, temporarily gaining the traits of undeath.

Your appearance does not change except for a very slight pallor, but your creature type changes to undead for the duration of the spell.

Nonintelligent undead creatures perceive you as one of their kind, ignoring you. Intelligent undead do not immediately recognize you as alive, but may question whether you are undead. Any ability check made to determine that you are not truly undead is made with disadvantage, and you have advantage on all Charisma checks to convince others of your undead nature.

If an undead creature does target you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw (an undead needn't make the save when it includes you in an area effect, such as the explosion or fireball). On a failed saving throw, the creature must choose a new target or forfeit targeting someone else, potentially wasting the attack or spell. A creature automatically succeeds on this saving throw if it has made a successful saving throw against this effect within the last 24 hours or it has seen you target an undead creature with an attack or other harmful effect within the last 24 hours. Because you are undead, if a spell or other effect states that it does not affect undead, then it does not affect you for the spell's duration. Conversely, effects that do affect undead (such as the Turn Undead class feature) affect you as such.

Soul Scour

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dust from the bones of a lich)

Duration: 24 hours

Your touch corrupts your victim's very soul, damaging some of its mental characteristics. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 psychic damage and has disadvantage on Wisdom checks, Wisdom saving throws, Charisma checks, and Charisma saving throws. At the end of the target's next turn, it must make an Intelligence saving throw. If it succeeds, the spell ends. If it fails, it may make another Intelligence saving throw 1 minute later. If it succeeds, the spell ends. If it fails, the spells effects last for the duration. This spell can also be ended with *greater restoration*, *heal*, or *wish*. However, the caster of a *greater restoration* or *heal* spell must choose to affect either the Wisdom or Charisma of the target of this spell. Only the effects of this spell on ability checks and saving throws for the selected ability are affected. Thus, it requires two castings of *greater restoration* or *heal* (or one of each) to remove all the effects of this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d6 for each slot level above 5th.

Sphere of Ultimate Destruction

9th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of dust from a disintegrated creature)

Duration: Concentration, up to 1 minute

You conjure a 5-foot diameter featureless black sphere of nothingness that

disintegrates almost anything it touches. The sphere appears in an unoccupied space of your choice within range and lasts for the duration.

Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The target takes 12d6 + 60 force damage on a failed save, or half as much on a success. If this damage reduces the target to 0 hit points, it is disintegrated, as if by the *disintegrate* spell. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

As an action, you can move the sphere up to 30 feet. When you move the sphere, it flies, and you can move it any direction you wish. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage. If you ram the sphere into a Medium or smaller object that is not being held or carried, that object is disintegrated. If you ram this sphere into a Huge or larger object, it disintegrates the 5-foot cube area of that object it strikes. If you ram the sphere into a creation of magical force (such as the wall created by a *wall of force* spell), it has the same effect on that magical force that it would have on an object of the same size. Magic items are not affected by this spell.

Whenever you ram the sphere into a creature or object, it uses up 10 feet of movement for every 5 feet it moves through the space occupied by that creature or object. No object or creature can be affected by the sphere more than once once in the same turn.

Steal Speed

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You slow an opponent while making yourself faster. Make a melee spell attack against the target. On a hit, it takes 1d4 psychic damage, and its speed is reduced by 10 feet until the start of your next turn. Until the start of your next turn, you add a number of feet to your own speed equal to the number of feet by which you reduced the target's speed.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). In addition, the speed you steal increases by 5 feet as well when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

Sudden Transposition

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

With a single word of magical power, you cause two creatures to swap places. Choose two Small or Medium creatures that you can see within range. You can only choose two creatures which are either standing on the same surface or standing on surfaces which are physically connected by solid ground or structures.

A creature which is unwilling to be transposed gains a Charisma saving throw against this effect. If neither creature makes a successful saving throw, both creatures are

teleported, with each reappearing in the space previously occupied by the other.

Sustaining Meditation

3rd-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 24 hours

You enter a heightened state of consciousness in which you have complete awareness and control of your body's natural processes. Until this spell ends, you are able to heal yourself for a limited number of hit points. You gain a pool of 20 hit points worth of self-healing. As a bonus action on your turn, you can draw self-healing from the pool to restore a number of hit points to yourself, up to the maximum amount remaining in your pool. Once all the self-healing of the pool is expended, it does not replenish unless you cast the spell again. When this spell ends, any unused healing in the pool is lost.

Alternatively, if you have at least 5 hit points remaining in your self-healing pool, you can use a bonus action to neutralize one poison affecting you, or to cure yourself of one disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned. When you do this, the spell ends immediately.

In addition, for the duration of this spell, you don't need to eat or sleep (though you still need to finish a long rest to prepare spells or regain any abilities that require a long rest) and whenever you hold your breath, you can do so for five times as long as normal. If you have at least 1 hit point remaining in your self-healing pool, you have advantage on saving throws against poison and resistance to poison damage.

This spell ends when you finish a long rest, or when you cast it again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the pool of self-healing it confers is increased by 5 hit points for each slot level above 3rd.



Tattoo Projectiles

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V,S,M (the ink and needles of a tattoo artist)

Duration: Concentration, up to 10 minutes

When you cast this spell, your skin appears to be etched by glowing needles that manifest around your person for a few seconds before vanishing, leaving your limbs and/or torso with colorfully stylized tattoos of darts, daggers, or throwing stars. You have six of these phantasmal tattoos, which remain on your skin for the duration of the spell.

When you cast the spell—and as a bonus action on each of your turns thereafter—you can expend one or two of the tattooed weapons, appearing to snatch them off your skin and hurl them with deadly accuracy toward a point or points you choose within 120 feet of you. As one of these phantasmal tattoo weapons reaches its destination, it multiplies, becoming a swarm of razor sharp missiles. Each creature within 5 feet of the point you chose must make a Wisdom saving throw. A creature takes 2d6 psychic damage on a failed save, or half as much damage on a successful one.

A tattoo projectile vanishes when you expend it, decreasing your total number of tattoo projectiles. When you use up all your tattoo projectiles, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of phantasmal throwing star tattoos created increases by two for each slot level above 3rd.

Tearing Claws

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V

Duration: Instantaneous

Spectral draconic claws strike out from your body, slashing at your foes and shoving them backward. Each creature in a 15-foot cone emanating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d10 slashing damage and is pushed 5 feet away from you. On a successful save, the creature takes half damage and isn't pushed. Creatures that only have hit points equal to half their hit point maximum or fewer have disadvantage on the saving throw, and are pushed back 15 feet on a failed saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by a 1d10 for each slot level above 1st.

Thought Projection

Enchantment cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: S, M (a small piece of crystal)

Duration: Instantaneous

You broadcast a mental image or telepathic message to nearby allies. Choose any number of non-hostile creatures within range. These targets (and only the targets) mentally receive the image or message you chose to convey. If it is a message, it must be 10 words or fewer.

Creatures with Intelligence scores of 2 or creatures unwilling to have you communicate with them aren't affected by this spell. You don't need to share a language with a creature for it to understand what you convey, but if you send a message rather than an image, a creature must understand at least one language to comprehend the message.

Thunder Lizard's Fury

1st-level evocation

Casting Time: 1 reaction, which you take when a dinosaur within 30 feet of you hits with a melee attack
Range: 30 feet
Components: V, S
Duration: Instantaneous

The triggering attack inflicts an additional 4d4 thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the thunder damage increases by 1d4 for each slot level above 1st.

Thundering Armor

1st-level abjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a tuning fork)
Duration: Instantaneous

You infuse a creature's armor with pulsing energy, increasing its protection and knocking a single foe away with an intense reverberation. Choose a friendly creature within range that is wearing armor. The subject gains a +2 bonus to AC until the end of its next turn. You can also choose a hostile creature within 5 feet of the ally. That hostile creature must make a Strength saving throw. On a failed save, it takes 2d8 thunder damage and is pushed 10 feet away from your ally. On a successful save, the target takes half damage and is not pushed. You cannot cast this spell on yourself.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the thunder damage increases by 1d8 for each slot level above 1st.

Transmute Rock to Lava

9th-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You transform a natural area of stone within range of up to 10 cubic feet in volume into an equal volume of red hot lava.

Any creature caught in the area when the spell is cast must make a Dexterity saving throw. On a failed save, the creature takes 15d6 fire damage, or half as much on a successful one. A creature that starts its turn in the area must make a Dexterity saving throw and take fire damage until it is no longer in the affected area.

If the rock transformed by this spell supported a structure, that structure takes the fire damage (and ignites if it is flammable), and also takes extra bludgeoning damage equal to half the fire damage. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures, as described in the *earthquake* spell.

Trapspringer

1st-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You make a creature more likely to trigger traps. Make a melee spell attack against a creature within your reach. On a hit, the target has disadvantage on ability checks to detect traps and and on saving throws against their effects for the duration. In addition, for the duration, that target is

considered to weigh an additional 250 pounds for the purpose of determining whether it triggers any trap.

Whenever the target triggers a trap, it can make a Charisma saving throw against this spell at the end of that turn. On a success, the spell ends.

This spell can also be ended by remove curse, lesser restoration, greater restoration, or wish.

Uncanny Balance

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You sense how to shift your weight from step to step, staying atop a tricky surface. For the rest of the turn, you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks, and you do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice (though you cannot walk on actual liquid with this effect). While this spell is active, difficult terrain of those types does not require extra movement.

If you are already sinking into soft terrain when you cast this spell, the spell instantly moves you up to 5 feet to the surface. When this spell ends, if you are standing in a place where you would normally fall or sink, you do so unless you have some other means of remaining there.

Unleash Instincts

6th-level transmutation

Casting Time: 1 action

Range: Self



Components: V, S, M (a piece of animal skin large enough to be worn over both shoulders)
Duration: Concentration, up to 8 hours

Until this spell ends, you unlock the primal nature of your body and mind, and you gain the following benefits:

- You can substitute your spellcasting ability score for your Strength score for purposes of unarmed strikes (including both attack and damage rolls), ability checks, and determining your jump distance or carrying capacity (including maximum load and maximum lift).
- You add your spellcasting ability modifier to Dexterity checks and Wisdom checks.
- When you make an unarmed strike, the damage you inflict is psychic damage, and you can roll a d8 in place of the normal damage.
- Your speed increases by 10 feet.
- You can use your bonus action to make an unarmed strike or take the Dash action.
- You gain darkvision up to a distance of 30 feet.
- You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

If you end your turn wearing heavy armor, you must roll a Constitution saving throw against a DC equal to your own spellcasting DC. If you fail, you lose concentration and the spell ends.

If you roll initiative before this spell ends, the remaining amount of time you can maintain concentration on this spell is immediately reduced to 1 minute, unless you already had less than 1 minute remaining.

In addition, when you make a Strength, Dexterity, or Constitution saving throw, if the number rolled on the die is 16 or lower, you can use your reaction to treat the number rolled on the d20 as a 17. If you do so, you gain advantage on all Strength, Dexterity, or Constitution saving throws until the beginning of your next turn, at which time the spell ends.

Unluck

2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, M (a broken horseshoe)
Duration: 1 round

You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune. Choose one target within range to make a Charisma saving throw. On a failure, the target takes 3d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a success, the target takes half damage, but suffers no other ill effects.
In addition, whether the target fails or succeeds on its saving throw, you can choose one ally within 60 feet to gain advantage on the next attack roll it makes before the end of its next turn.

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

Venom Bolt

4th-level evocation

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a drop of venom from any sort of poisonous snake)
Duration: Concentration, up to 1 minute

A beam forming a 5-foot wide by 100-foot line of caustic green energy blasts from your eye, mouth, fingertip, or tail tip in a direction you choose. Every creature in the affected area must roll a Dexterity saving throw, taking 3d6 acid damage on a failure or half as much on a success.

In addition, the blast poisons the area it struck with toxic energy and nauseating fumes for the duration. When a creature enters the affected area for the first time on a turn or starts its turn there, it must make a Constitution saving throw or take 2d8 poison damage and become poisoned for the duration. If it succeeds, it takes half the damage.

A creature that is poisoned by this spell but is no longer within the affected area can make a Constitution saving throw at the end of each of its turns. On a success, it is no longer poisoned.

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

Venomfire

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a long stream of flaming venom which you wield like a whip. Make a melee spell attack against a creature within your reach, which is increased to 10 feet with this attack. On a hit, the target takes 4d8 fire damage and it must make a Constitution saving throw. On a failed save, it is also poisoned until the start of your next turn. Until the spell ends, you can make this attack again on each of your turns as an action.

When a creature within 30 feet of you inflicts poison damage or the poisoned condition on another target, you can also make this attack as a reaction against the poisoning creature. When you make this attack as a reaction, the reach is increased to 30 feet, and on a hit the creature takes an additional 2d10 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage increases by 1d8 for each slot level above 3rd.

Vipergout

7th-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a snakeskin, which you swallow during the casting of the spell)

Duration: Concentration, up to 1 minute

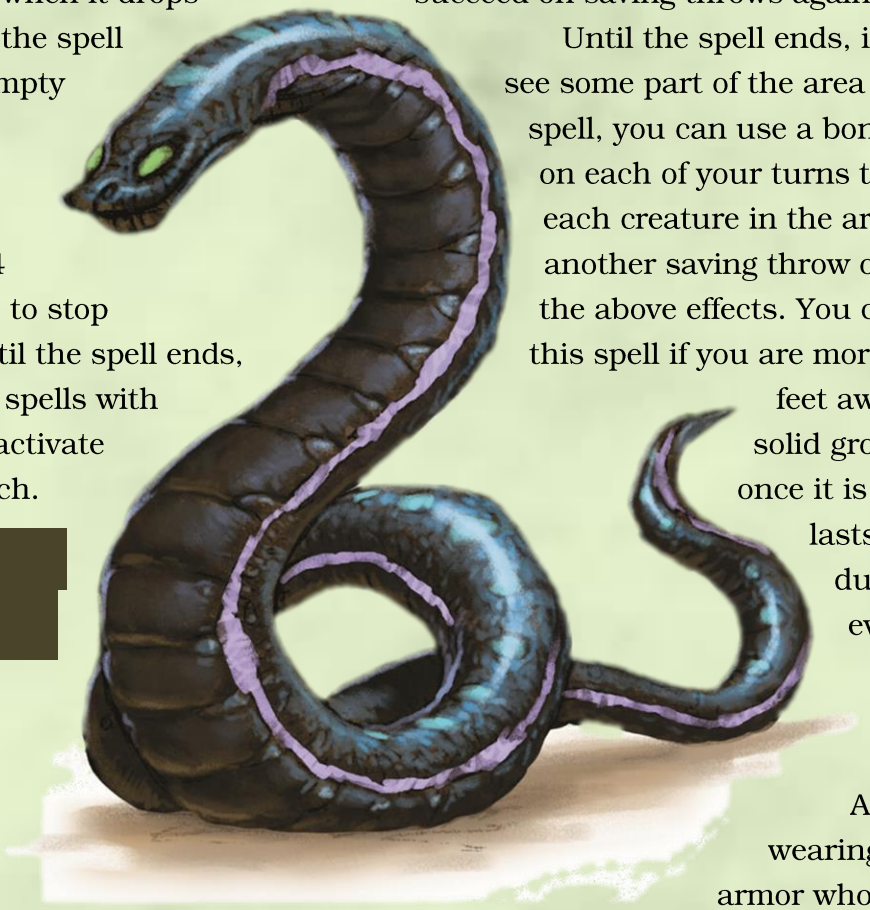
You summon vipers which leap forth from your mouth to attack your enemies. Choose three unoccupied spaces that you can see within 30 feet. Three **giant poisonous snakes** under your control leap from your mouth to land in each space. The DM has the statistics for a **giant poisonous snake**. Until the spell ends, on each of your turns, you can summon up to three more **giant poisonous snakes** from your mouth as a bonus action.

Giant poisonous snakes created by this spell are considered fiends. They are immune to fire damage and poison damage, and they can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

The snakes are friendly to you and your companions. They act on your initiative, immediately after your turn ends, but have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Each snake vanishes when it drops to 0 hit points or when the spell ends, leaving only an empty snakeskin.

The spell ends early once you have summoned a total of 24 snakes or if you choose to stop concentrating on it. Until the spell ends, you cannot speak, cast spells with verbal components, or activate items that require speech.



Volcanic Eruption

9th-level transmutation

Casting Time: 1 minute

Range: Special (360 feet)

Components: V, S, M (a blade carved of obsidian, which shatters when the spell is cast)

Duration: Concentration, up to 1 minute

You draw molten lava up through the ground, which erupts to fill a sphere with a radius of 360 feet. The entire radius (even the sky above it and the underground beneath it) immediately becomes difficult terrain for the duration, and each creature within that radius must make a Dexterity saving throw.

On a failed save, a creature takes 2d6 bludgeoning damage and 2d6 fire damage, and its walking speed is reduced to 0 until the start of its next turn. On a success, a creature takes half as much damage and suffers no other effects. A creature with full cover is still affected, but automatically succeeds on its saving throw. You take no damage from this spell, and automatically succeed on saving throws against it.

Until the spell ends, if you can see some part of the area of the spell, you can use a bonus action on each of your turns to force each creature in the area to make another saving throw or suffer the above effects. You cannot cast this spell if you are more than 360 feet away from solid ground, but once it is cast, it lasts for the duration, even if you are out of range.

A creature wearing metal armor who fails its saving throw against this effect takes 2d6 additional fire damage, and has disadvantage on attack rolls and ability checks until the start of its next turn (as if it were affected by the heat metal spell).

Firenewts, earth-based elemental creatures (such as **gargoyles**), or fire-based elemental creatures (such as **salamanders**), do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only

firenewts or creatures of the elemental type can benefit from this effect.

The volcanic eruption damages objects in the area and ignites flammable objects that aren't being worn or carried. Structures in contact with the ground in the area that take fire damage from this effect take extra bludgeoning damage equal to half the fire damage. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures, as described in the *earthquake* spell.

This spell leaves its entire area a blackened ruin incapable of supporting plant life for a full year. After that time, however, the ground is more fertile than it was before the spell was cast.

Volcanic Rage

6th-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: S, M (a ring of diamond and obsidian worth 300 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You invoke primal rage from within the earth itself, sheathing yourself and your weapon in burning magma and radiating wrath that scorches your foes. Until the spell ends, you gain resistance to fire damage and to non-magical bludgeoning, piercing, and slashing damage, and your melee weapon attacks inflict an additional 1d8 fire damage.

As a bonus action on each of your turns until the spell ends, you can cause your volcanic rage to boil over, forcing creatures within 5 feet of you to make a Constitution saving throw. They take 2d6 fire damage and 2d6 bludgeoning damage if they fail the saving throw, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the fire damage and bludgeoning damage you can inflict with a bonus action increase by 1d6 for each slot level above 6th.

Warning Roar

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 round

Menacing psychic energies transform your voice into a louder version of the natural threat of a predatory beast (such as the growl of a hunting dog, the rattle of a rattlesnake, or the roar of a lion) that is audible out to 60 feet. Choose one creature within this spell's range, which must make an Intelligence saving throw. If the target fails, it takes 1d8 thunder damage, and until the start of your next turn it has disadvantage on the next saving throw it makes against being frightened. If that target willingly moves closer to you or attacks you before the start of your next turn, it immediately takes 1d6 psychic damage, and the spell ends.

The psychic damage from this spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Watchware

4th-level abjuration (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S, M (a sprinkling of rare sands and powdered reagents worth at least 500 gp)

Duration: Until dispelled or triggered

You create a mystical connection with a single inanimate object you touch. When that object is damaged, moved, or touched at any later time, you are instantly aware of this fact. If another creature physically touches the warded object, you receive a mental image of the creature.

For purposes of divination spells (such as *scrying*), you are considered to have first-hand knowledge of the creature who triggered the effect as if you had met.

This effect activates when the object is disturbed for any reason, whether someone touches it or pokes it with a pole, a cat walks upon it, or an earthquake knocks it over. This spell ends as soon as the effect is activated. Because of its costly material components, most spellcasters reserve this spell to protect valuable, out-of-the-way items.

This spell is considered a magical trap. It can be detected with an Intelligence (Arcana or Investigation) check made against your spellcasting DC, but it can only be dispelled magically. You can designate a password that allows another creature to handle the object without sounding the mental alarm if you choose.

Weaken Ability

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You greatly weaken a creature with a touch. Make a melee spell attack against a creature within your reach. On a hit, the target deals only half damage with its weapon attacks, and has disadvantage on its attack rolls until the spell ends. In addition, choose one ability score. Until the spell ends, the target has disadvantage on checks and saving throws with the chosen ability.

At the end of each of the target's turns, it can make a saving throw against the spell. If you chose Strength, Dexterity, or Constitution, it makes a Wisdom saving throw. If you chose Intelligence, Wisdom, or Charisma, it makes a Constitution saving throw. On a successful save, the spell ends.

This spell can also be ended by *greater restoration, heal,* or *wish.*

Whirl of Fangs

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create an immobile curtain of snapping, serpent-fanged jaws shaped of magical force. The barrier appears within range, standing on a solid surface, and lasts for the duration. You choose to make the barrier up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The barrier blocks line of sight.

When the barrier appears, each creature within its area must make a Dexterity saving throw. On a failed save a creature takes 8d6 piercing damage, or half as much damage on a successful save (rounding up).

The barrier is difficult terrain. Furthermore, the first time a creature enters the barrier on a turn, or ends its turn there, the creature must make a Dexterity saving throw. It takes 8d6 force damage on a failed save, or half as

much damage on a successful one (rounding up).

You can move through or remain within your own *whirl of fangs* without taking damage. This spell is a favorite of yuan-ti, who like to "wear" it in combat against larger numbers of foes.

At Higher Levels. When you cast this spell using a spell slot of 7th level of higher, both types of damage increase by 1d6 for each slot level above the 6th.

Your Glorious Sacrifice

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack against a target within range. If the attack hits, the target takes 5d4 necrotic damage and its speed is reduced by half until the end of your next turn.

As part of the same action used to cast this spell, and before you make the ranged spell attack, you may choose to inflict necrotic damage equal to 1d4 plus your spellcasting ability modifier on a willing ally within 5 feet of you. This damage cannot be reduced or prevented in any way. If you inflict this damage on an ally, you gain advantage on the ranged spell attack roll against your main target. In addition, if the ranged spell attack hits, your target takes additional poison damage equal to the necrotic damage you dealt to your ally.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage you inflict on your target and your ally both increase by 1d4 for each slot level above 6th.

Zealous Sanction

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

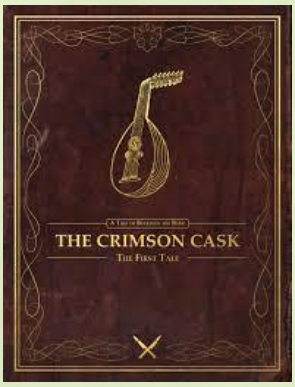
Components: V, S

Duration: Concentration, up to 10 minutes

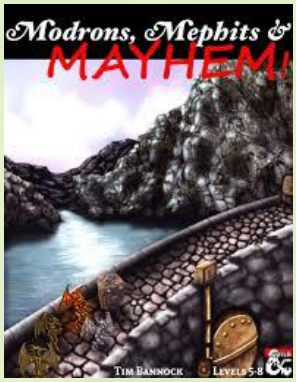
You name your foe an enemy of the faith, searing it with divine power that heals any who strike it. Choose one creature within range, which must make a Charisma saving throw, taking 4d6 radiant damage on a failure or half as much damage on a success. If the target fails, the next time an ally hits that target with an attack roll before the end of your next turn, that ally regains a number of hit points equal to 1d8 plus your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level of higher, you can choose one additional creature within range to make the Charisma saving throw for each slot level above 2nd.

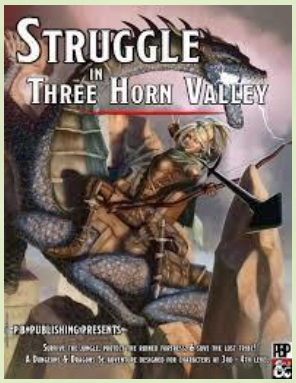
Contributors



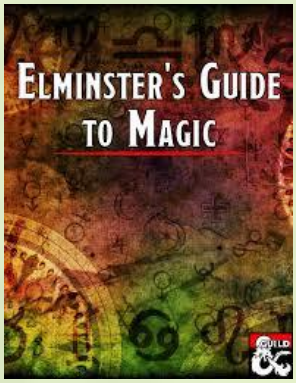
Cody Ashby (Broken Knives) is the creator of the Way of the Jangala for monks. He is also the author of *The Crimson Cask*, the first in a series of tales designed to drop into any ongoing game as a short and "fun" diversion from killing goblins (or whatever monster your players have a vendetta for). In this tale the players will hear a grisly tale told by the famous Bentaven the Bard, but every tale has consequences for the listener...
http://www.dmsguild.com/product/211951/The-Crimson-Cask--A-Tale-of-Bentaven-the-Bard-The-First-Tale/?affiliate_id=307574



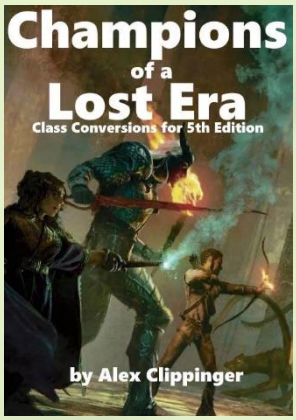
Tim Bannock (neuronphaser) provided proofreading and editing for several sections, with major contributions to the spells chapter. You can see his reviews and articles at neuronphaser.com, and his latest adventure for DM's Guild is *Modrons, Mephits & Mayhem*. Inspired by adventure games in which the protagonists explore baroque, esoteric technological fortresses, and seeded throughout with factions that sport competing and often bizarre goals, *Modrons, Mephits & Mayhem* is sure to test the mettle of any group of players, and will provide endless amusement for Dungeon Masters seeking something different from the typical hack-and-slash dungeon crawl.
http://www.dmsguild.com/product/219400/Modrons-Mephits-Mayhem-Adventure-for-Levels-5-8/?affiliate_id=307574



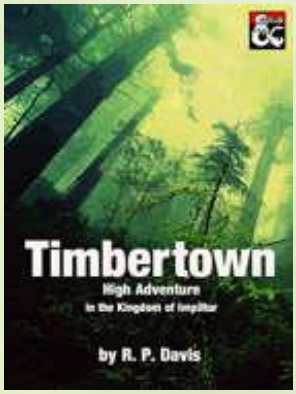
Phil Beckwith (P.B. Publishing) is a prolific contributor to the DM's Guild who lent this document his bestselling original class, the Hex Witch, and designed a new archetype for it, the Wyld Witch. He also contributed the Treasure Hunter background and collaborated with Alex Clippinger to scout out and assign art to various sections. His survival-based, 6-8 hour Dinosaur & Pirate themed adventure *Struggle in Three Horn Valley* is a perfect intro to *Tomb of Annihilation*. One reviewer wrote, "This was the most fun I've had running a module... pteranodon scooped up the dwarf the look on his face was priceless... the maps, cover art and just book in general were beautiful."
http://www.dmsguild.com/product/211945/Struggle-in-Three-Horn-Valley-Chult/?affiliate_id=307574



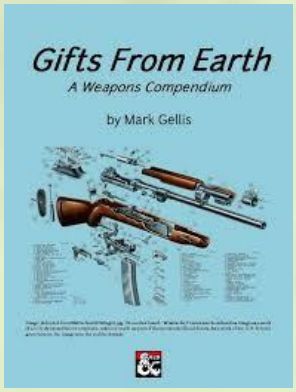
M.T. Black contributed the Gambler archetype for rogues and the Mage Hunter archetype for wizards. He is one of the DM's Guild leading independent publishers of original adventures and other content. Just recently, he led the team of Jeremy Forbing, Scott Bean, and Heath Harris to an instant #1 bestseller with the collaborative spell and character compendium *Elminster's Guide to Magic*. Mike Shea, author of *The Lazy DM*, called it "A fantastic book filled with some of the greatest powers ever to shine in the lands of Faerûn" and "a wonderful asset for players seeking more options for their arcane characters or dungeon masters seeking new ways to spice up their arcane villains!"
http://www.dmsguild.com/product/221735/Elminsters-Guide-to-Magic/?affiliate_id=307574



Alex Clippinger, a major contributor to this project, designed the College of the Dirge for bards, and based on his original ideas he co-designed the Path of the Swarm Warden, the 80's-action-movie-inspired Legendary Guerilla for fighters, and the Pact of the Hex-Fetish and several Eldritch Invocations for warlocks. In addition, he provided detailed proofreading for all archetypes, editing duties on several, and collaborated with Phil Beckwith to scout out and assign art to various sections. Among his solo efforts for DM's Guild is *Champions of a Lost Era,* a conversion of two dozen classes and prestige classes from 3rd Edition D&D to 5th Edition. His work on that product was featured in LootTheRoom's *Best of DMsGuild* for August 2017. http://www.dmsguild.com/product/220116/Champions-of-a-Lost-Era-Class-Conversions-for-5th-Edition/?affiliate_id=307574

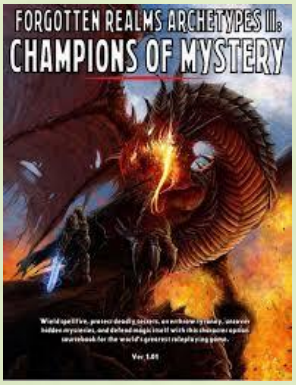


R P Davis is the co-designer of the Salvage Survivalist for artificers, based on his original concept. On DM's Guild, he is also the author of *Timbertown:* Every campaign needs a place to happen. You need a place to call your own, someplace different, someplace not on the Sword Coast. Set your new campaign in the Kingdom of Impiltur on the Sea of Fallen Stars and create thrilling new stories in the Forgotten Realms! http://www.dmsguild.com/product/209237/Timbertown/?affiliate_id=307574



Mark Gellis designed the Oath of the Ebony for paladins. His best-known DM's Guild work is the frequently updated *Gifts from Earth: A Weapons Compendium,* which currently includes more than 600 firearms and other weapons from the last four centuries of Earth's history, converted to the 5th Edition D&D rules. http://www.dmsguild.com/product/219958/Gifts-from-Earth-A-Weapons-Compendium/?affiliate_id=307574

Micah Innerarity co-designed the Ancient Artifact origin for sorcerers, based on his original concept. A relative newcomer to the DM's Guild community, he can be found on Twitter at: https://twitter.com/MicahInnerarity



Leo David Pakirdjian co-designed several of the archetypes herein based on his original concepts, including the Ophidian Savage for barbarians, the College of Ruins for bards, the Cataclysm domain for clerics, and the Soulmonger's Chosen for sorcerers. He has previously collaborated with Jeremy Forbing on subclasses for other DM's Guild projects including *Unearthed Archetypes: Heroes for the Ages, Forgotten Realms Archetypes II: Champions of Mystery,* and *Oath of the Aegis: A Swordmage Archetype for Paladins.* http://www.dmsguild.com/browse.php?x=0&y=0&author=Leo%20David%20Pakirdjian

Jeremy Forbing led the team for this project and was fortunate to co-design archetypes with several of his collaborators. His main additions to the text were the Races chapter, the Spells chapter, the Lycanthrope Kinfolk background, and several archetypes. Subclasses he wrote included the Eradicator for artificers, the Hearth domain for clerics, the druid archetypes, the Thayan Knight for fighters, the Way of the Sightless Aim for monks, the Oath of Defiance for paladins, the ranger archetypes, the Tomb Robber for rogues, the Absolute Authority for warlocks, and the Vitalism arcane tradition for wizards. Some of this content is adapted from his previous DM's Guild work, including *Forgotten Realms Archetypes I: Savagery & Shadow, Forgotten Realms Archetypes II: Champions of Mystery, Unearthed Archetypes: Heroes for the Ages, Alchemical Archetypes: Created & Creators, Archetypal Spell Compendium: Artificers & Arcanists,* and the bestselling collaboration *Elminster's Guide to Magic.* He also provided editing and layout. He and M.T. Black have many other multi-author D&D book projects planned, and they invite you to follow their work at https://www.facebook.com/mtblack.jeremyf

Artists

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