GUILD

THE BOOK OF HOUSE



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THE BOOK OF HOUSE



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ON THE COVER

Recording the day's observations, Sir House secludes himself in a study, where his mind and his magic are free to dance around his quill and across the pages. Wictoria Nordgaard illustrates some of the things the wizard has found and seen leaping right off the pages. Happy reading!

Disclaimer: Any fear of clonns in a world filled with demons, beasts, aberrations, fiends, snooty elves, and untold horrors is both completely unreasonable and clearly mistaken. Sir House offers that the only fear you should maintain is forgetting a rule while streaming your campaign for hundreds of viewers.

WICTORIA NORDGAARD, ESTER ZEJN

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I do this for my family, my colleagues, my home, and myself.

I am Sir House.



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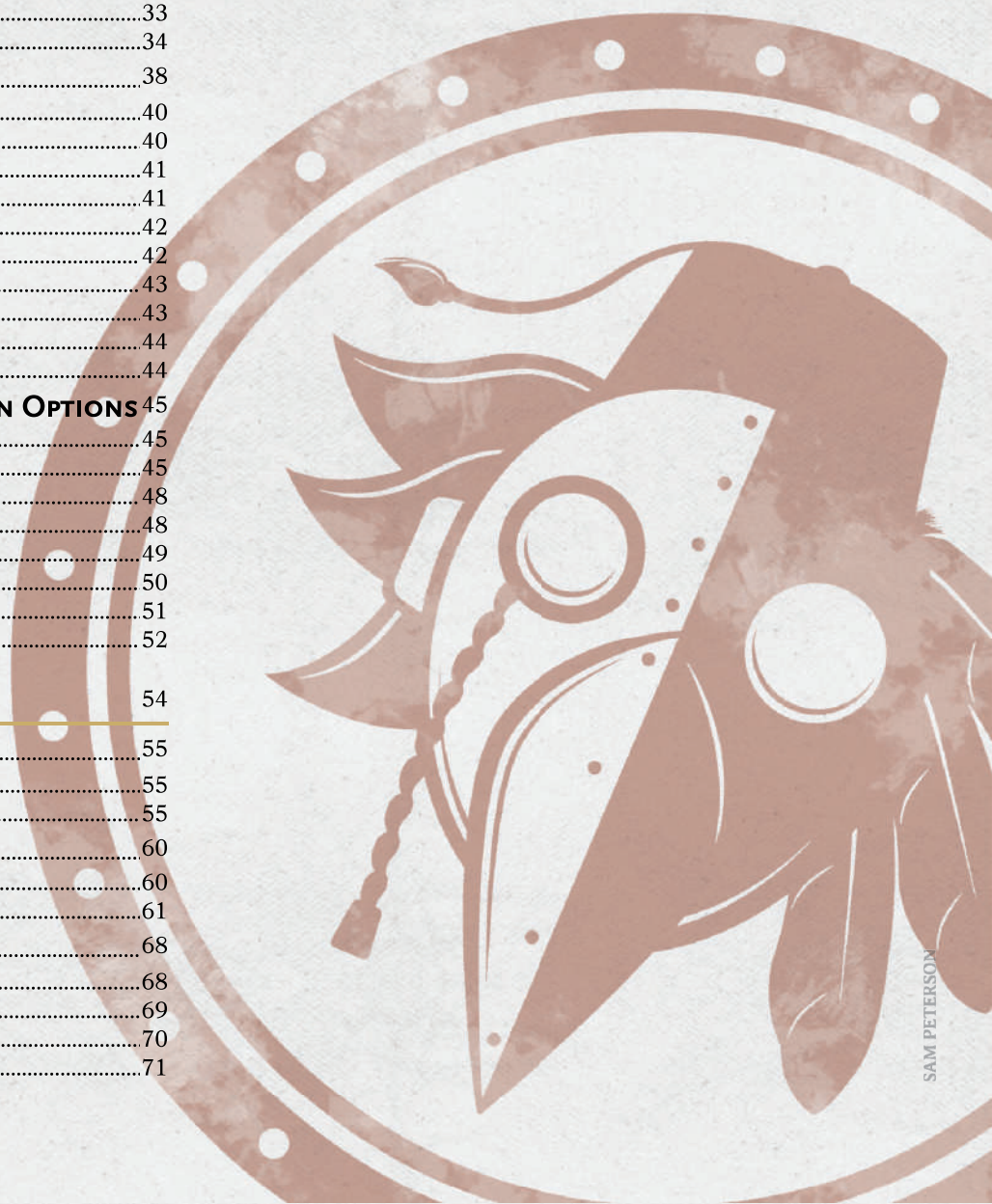
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SAM PETERSON

Preface

ABOUT THIS BOOK

The Book of House provides new options and material for your next adventures within the Forgotten Realms, or in worlds of your own design. Further, this book builds upon the rules found in the Player's Handbook, the Monster Manual, and the Dungeon Master's Guide to create new and interesting ways to play D&D. Players and Dungeon Masters alike can find content herein that they may want to use.

Chapter 1 introduces a new race of beings called clonns and provides an overview of their culture and mentality. Chapter 2 offers new character options across races, classes, and updated rules for lycanthropy. Chapter 3 contains new spells, magic items, monsters with personality modifiers, and an alternate system of handling physical feats.

All of this comes from Sir House's observations in his travels across the world. As you read, you'll stumble upon anecdotes and personal opinions of a prattling, bird-brained illusionist from a faraway land.



Well, now. If you have opened this book, you must be one of two sorts. If you are my devilishly handsome self, to you I say, "Hello, Sir House!" Otherwise you are someone else with a similar fondness for books and learning. To you, let me just say, "You're welcome."

Contained within these pages are the things I've found after taking my first steps outside the confines of Barovia. Now I won't tell you that I have seen everything the world has to offer. That isn't true. *Yet.* But I will tell you that a wereraven's eyes can catch details another's might have missed.

"What details are you referring to?" you might ask, unless of course you do happen to be Sir House. But if you don't, kind reader, know that this is a tome of people. A book of the wonderfully strange individuals that I've met. A guide to the customs and dreams they've shared. An elegy for the woes we've all experienced.

The Book of House is a chronicle of people who are finding out who they are for themselves. It is about the folks who feel like they're on the verge of losing themselves and the societies who feel as though they already have. You will find these feelings quite familiar if you, the reader, do happen to be myself, Sir House that is, or anyone else hailing from Barovia.

Now, then. You will find I do not paint my observations with such broad and indelicate strokes as "success" or "failure," "friend" or "foe." After all, to document the good without the bad, or the bad without the good, is to express merely an illusion of understanding.

But I digress. This book is a collection of stories and secrets that many have shared with me. I present them to you now in a digestible and comprehensive format. What more can I say but,

you're welcome.

-V. Sir House of Barovia of Barovia

"Let us have our moment on the stage."



Chapter 1

The Clonn

Clonn

We have a word for the exceptional: heroes. *Those with skills above the rest, whose accomplishments are immortalized in our most riveting tales. Stop me if you've heard this one: in their darkest hour, one's uncanny ability pulls them through to the dawn and leaves them on the tongues of many a bard.*

But what of the average, to whom we must turn when the radiant hero fails? Do stories never mention them because they lack the vocabulary? What do we call the endeavoring dilettante? What is the word for the deuxième brave enough to try their hand at finishing the job?

That word is 'clonn.'

-Otto The Joy,
Bright are my People

Clonns are the abnormal normal, often compared to humans as their exaggerated facsimile. But amongst both humans and the more seasoned races, they've yet to truly find their niche. Instead they have taken to learning anything and everything about the world, gaining a taste of competency in whatever they put their minds to. Many celebrate their place in life, offering support or cheer to those in need. But some endeavor to break past their limits and venture out in pursuit of prominence.

Blithe and Bulbous

Clonns have an unmistakable look to them. They trend to more extreme sizes, reaching heights around 4 feet to just over 8 feet. Their builds range from rail thin to rotund. Their arms are long and rest near the bottom of their thighs, similarly to those of a troll's. Their appendages are also big and round; a bulbous nose and full, crescent-shaped ears accompany massive pairs of both hands and feet.

A clonn's skin is rubbery and dense with a slightly stretchy quality to it. Their skin tones are rather monochromatic. Although they normally come in hues of ivory or eggshell white, they sometimes run ashen or grey. Their hair is thick with either a wavy or curly texture and comes in a variety of bright colors.

The most distinguishable feature of a clonn is their bright red nose. Blood vessels run remarkably wide at a clonn's extremities, nose, cheeks, ears, hands, and feet, resulting in a bright red pigment on their skin in those places.

Renaissance Men

Clonns don't live too much longer than humans do, but they'll enter as many as three times the number of professions in their lifetimes. Their natural talent allows them to pursue a variety of subjects with little issue. It's not uncommon to see an artisan clonn with self-made wares at their storefront and a battle-worn shortsword in the backroom.

A Cruel Joke

There are generalizations made about each race. Dwarves, elves, and halflings have historically been considered excellent at filling specific roles. Half-orcs, tieflings, and other more monstrous races are feared for their potential to live up to their backgrounds. Humans, while not as storied as the others, have proven they can learn to be great at any one thing they put their minds to.

Clonns find themselves with a surface level knack for anything they attempt, but that's typically where the proficiency ends. A clonn can smith a serviceable hammer or fight in a war, but they will never reach the craftsmanship of a dwarf or the prowess of a dragonborn warrior. And with little to no history to look back on, they don't have evidence that they have been or ever can be anything more than what they are now. This is a hard lesson learned at childhood that shapes a clonn's mentality for the rest of their life.

Despite the apparent inability to truly excel, clonns work diligently. Perhaps they do so to prove their value to and avoid isolation from society. Or perhaps a clonn could be looking to prove their predecessors wrong.



SUNNY THE PAL

KARINA S., ARNAUD CARRASCO



ANTONIO RANG BELLS
(Pierronese)



SELTZER BRINGS GUSTO
(Bozolen)

Clonn Ethnicities

There are subtle physical traits and values shared within two distinct ethnicities or families of clonns: the pierronese and the bozolens. Relations across ethnicity are friendly and intertwined, to the point where an outsider to clonnish society wouldn't be able to distinguish one from the other.

Pierronese

Pierronese clonns have more angular features than those of the bozolen. This entails longer noses, pointy elbows, and more pronounced chins. Their ears can also appear sharp like an elf's, but they're flushed around the tips.

The pierronese emphasize technique and history. They value the rules and principles of the subjects they choose to study and have an eye for master craftsmanship. This is reflected in their humor as well. They cannot resist making special note of a joke's setup or its comedic timing.

Bozolen

Bozolen features are softer or more plump than that of the pierronese. Their noses, cheeks, and ears are noticeably bigger and rounder, and potbellies are fairly common.

Empathy is at the core of a bozolen. They look for the amount of effort and the subtle clues of feeling in a person's work. A bozolen's humor is certainly cruder than that of their pierronese counterpart. But to a bozolen, it's more about the laugh you get than the structure of the joke.

On Jesters and Clowns

The differences detailed between the pierronese and the bozolen are more akin to subtle accents that outsiders wouldn't be able to immediately notice. However, the depiction of classic clonn roles and mannerisms by other races is a topic they typically take a staunchly different stance on.

Pierronese: "The art passed down by our fathers is alive and well! When done right, I've seen phenomenal jesterwork and clownwork from exceptional humans and halflings. I look forward to the day we finally master the humors."

Bozolen: "We don't get much in this world, but no one's gonna clown as good as a clonn can. Seeing anyone else in our paint and slacks is a shame, really! They coulda looked a bit harder to find someone actually fit for the job, couldn't they?"

LLOYD HOSHIDE, ARNAUD CARRASCO

Clonn Names

As a whole, clonnish naming conventions are fairly uniform. A clonn's name is composed of a first name and a title, both of which carry some form of history or sentimental value for them. An example of a full clonn name would be *Kefir the Dizzy*.

First Name

A clonn's parents give their child a simple nickname at birth, usually basing it on the child's favorite toy or plaything. When the clonn reaches adulthood, their peers come together to agree on the clonn's full title. First names are pulled from a peer's own family tree or common names in their region. Sometimes their friends get attached to the clonn's childhood nickname.

Clonn First Names

d10	Masculine Names	d10	Feminine Names
1	Alf	1	Ann
2	Badin	2	Bailey
3	Binky	3	Ballo
4	Blocks	4	Bubbles
5	Buddy	5	Casey
6	Charlie	6	Dolly
7	Francesco	7	Giulia
8	Jack	8	Lola
9	Luigi	9	Patches
10	Pogo	10	Stella

Clonns handle their names in an absolutely fascinating fashion, and they're quite aware of it, too. They'll name one another after mundane items and crude jokes, coming up with some of the most absurd titles I've ever heard.

But more often than not, *they're proud of their name!* Binky but Better told me how upset she was with her friends giving her such a name, but then mentioned how she wouldn't trade it for the world. Perhaps the privilege I had in naming myself Sir House makes the experience a little distant for myself.

Although in thinking about it... during my stay with the clonns, I was called Sir Not-a-knight Without Talking. Certainly rude, but I can't help but be fond of the gesture.



KEFIR THE DIZZY

Title

A clonn's title is traditionally determined by the values of the clonn's ethnicity, or whether they are pierronese or bozolen.

Pierronese titles carry that same prideful mentality, either directly referencing the job or trade the clonn has taken up, or an accomplishment they've managed to achieve.

Bozolen titles reference the strongest emotion the clonn makes their peers feel, or that they embody themselves. They also encompass aspirations of what they wish to achieve.

Clonn Titles

d10	Pierronese Titles	d10	Bozolen Titles
1	of Cures	1	the Bright
2	in Dreams	2	on Buzz
3	on Guard	3	they'll Cheer
4	in Kingsgraces	4	of Clarity
5	the Knight	5	of the Crown
6	brings Light	6	may Eat
7	of Miracles	7	the Happy
8	the Priest	8	Royalbound
9	on Singlestilt	9	the Tearful
10	of Wonders	10	so Unassuming

Comedic Community

Much of a clonn's life and identity revolves around their society. A relatively young race, their stake in the world's affairs is minimal. However clonns actively seek to participate in major areas such as trade and art.

Government

There is no form of central rule in clonn society. Instead, most predominantly clonnish communities participate in a demarchy. Random citizens are selected to attend what has come to be known as a Hallmet, where they are tasked with addressing public works, guild and militia needs, and international relations.

Discussions can grow heated and lengthy, running from sunset until sunrise to ensure a decision is made.

Trade

Clonnish exports are produced with other nations in mind. Clonns gather food and armaments en masse for trade, prioritizing quantity over quality. After all, clonn craftsmanship is almost always just fine.

Military

Far from conquerors, clonns develop militaries with a focus on self-defense and ceremony. What makes a clonnish army strong is its numbers. Members are enlisted and trained from a young age. When they're released to pursue their own interests, they remain on call and ready to fight when the time calls for it.

Some clonn societies have turned this practice into a trade export. Large, quickly-developed platoons become valuable to armed forces looking to expand their own numbers. Of course, this is a double edged sword; forceful invaders and clonn masterminds have profited from orchestrating slave armies.

Education

Because clonns develop into adults at a very quick pace, clonns take every measure to provide their youth with as much opportunity and choice as possible. Knowledge is made readily accessible in libraries filled with books and relics from throughout the region, and apprenticeship is quite common.

Language

The original language of the clonns is Clonnish, a manual language spoken through hand symbols and gestures. It has been passed down from generation to generation and still sees a lot of use today, usually in religious practice, education, and where silence should be respected but they want to make a joke. In day-to-day life, most clonns speak in Common or the most prominent language of the region they're in, but they might simultaneously talk with their hands while they do so.

Funnily enough, Clonnish shares several words from drow sign language and vancian somatics. It isn't enough to carry a conversation across barriers, but the intent may be inferred with a little insight.

Roleplaying Clonnish

Clarity is important for utilizing Clonnish effectively. You can describe your character's actions and what they mean, unless you intend to be difficult to interpret. However, making gestures or playing charades may be confusing and slow the game down.

You could say "Luigi rubs his temple with one hand and shakes his other finger to disagree with the barbarian's suggestion." Pantomiming in limited amounts can be fun, but it can eventually become distracting for the other players.

Art

A clonnish town is as lively as it is hardworking, as some clonn find work in the arts to help move the day along. Clonnish culture is reflected in all the color, the tapestries, the performances, and the music that fills the streets. Newcomers might liken the atmosphere to a festival every day.

Humor

Taken in isolation, individual aspects of clonnish life paints its people as rather dour. Artistic expression and celebration help to alleviate such impressions, but the true heart and soul of clonn society is humor. Clonns typically greet each other with a funny story, and they pepper small jokes into every other sentence.

Even in situations that command quiet respect, you may find two clonns sharing a silent joke in the manual clonnish language. From wordplay to madcap, as long as they can share humor they share the hope that no problem is so bad that it can't be solved. Even **A Cruel Joke** can be funny.



ADRIANO LULLS DRAGONS

ARNAUD CARRASCO, ESTER ZEJN

Celebration and Ceremony

The clonn subscribe to methodologies of worship and celebration that are uniquely their own.

Milestone Festivals

For every major accomplishment a clonn makes in their life—completing school, gaining a title, earning a first sale, or getting a job—their community comes together to mark the occasion. They eat, perform, and dance throughout the day, making sure the clonn of honor feels special.

It's especially important to celebrate young clonns, as it allows them to develop a healthy mentality for when they venture out into the world.

Body Painting

It's common practice for clonns to paint their bodies for special occasions. Their bodies become a canvas of colors, patterns, and shapes tailored to the occasion. It's seen as bringing out their inner selves, so that they may engage in revelry more fully.

It's not uncommon to see more self-realized clonns wear face paint outside of celebrations. This practice is more modest and typically uses only one or two colors and simple shapes.



The paints clonns use on their bodies and in celebration have been developed since even before records of clonnish history. It's a fascinating substance, really. I had the pleasure(?) of my mask being painted once, and despite all my cleaning methods, it stayed freshly painted for well over a month.

I later learned the artist thought it was funny that she "forgot" to dispel it.

Clonnish Collectives

A clonnish community usually features one or more of the following traditional clonnish professions or groups, depending on its size or primary export. They are notable for being storied collectives, established by clonns multiple generations back.

The Rodéo

One of the earliest exports from clonn society was livestock, and it is believed that the Rodéo are to thank for it. They were, and are today, a collective of ranch hands and farmers that taught each other how to best ride and provide for their people.

A Rodéo family's ranch is their prized achievement, and in modern times it is the stage for many shows and celebrations, usually involving the animals.

The Mimé

The art of Mimé is a longstanding clonnish practice passed down for many generations. This form of silent performance has its roots in religious ceremony. Since then, Mimé has come into its own as a highly regarded display of technical skill and artistry.

The art is Mimé and the performer is Mimé. The two are indistinguishable. All the performer's focus is placed on weight control, which helps them mimic actions against real actions and create the illusion of physicality.

The Masks of Vení

While clonns have become pervasive throughout Faerûn, many smaller kingdoms and villages have had no contact or experience with their kind. These are prime candidates for visits from a Mask of Vení. These clonn travel to distant lands, taking advantage of their hosts' ignorance and pretending they are important individuals, such as nobility in the service of the Grand Clonn.

However, there is no Grand Clonn. There is no merit in claims such as clonnish nobility, but it sure is funny to a Vení patron when a rube believes it. There isn't usually malicious intent in the Vení patron's antics, although they often reap royal benefits from the con. Mostly they just want to see how far they can take the charade, the success of which provides limitless entertainment.



You know, for all the doubt the clonn have in their abilities, clonnish cuisine is quite delectable.

Salty and savory dishes are their specialty. They have recipes for potato spears that I haven't seen anywhere else. I've also tasted a clonnish stew that you would swear came from a halfling's dinner table.

And their beef dishes are both revolutionary and addictive! Clonns have perfected a portable beef ration that they lather with a secret lard concoction of sorts that preserves it for weeks. The taste never degrades, either! I *will* find out the method of this magic, and it's shameful I haven't figured it out yet.

I suspect Man of Flames learned from clonns when he started cooking. Maybe I'll ask him.

JACKIE WHISLER, HUGO SOLIS

Religion and Origins

The origins of clonns, a relatively young civilized race, can only be found on the lips of the gods that cared to remember. No one knows who or what created the clonns, nor where the race came from. Stories and myths about the clonn have arisen from making sense of relics and barely-legible scriptures found throughout the ages. That, and idle gossip from outsiders looking to make sense of them.

This pervading mystery would have weakened the clonn's search for their place in life were it not for a strong religious cornerstone.

The Vow of Silence

There's an old idea in clonnish society that the gods are always talking, but their worshippers are too loud to hear them. Priests used to take to remaining perfectly silent and spreading their faith manually, so that their deities might speak and be heard. In turn, it was said that the gods would bless their silent followers with special talents for their devotion.

While these ideas still exist today, the Vow of Silence is commonly practiced as more of a lifestyle choice. Some see the silence as an opportunity to improve their other abilities. Children may sometimes be reared in silence, as the practice is thought to help with learning the clonnish language.

Pagglio Priests

In clonn-led clergies, the Pagglio is one of the most important roles of the cloth. These priests have given up their worldly desires and the use of their voice so that they might become a conduit for their deity. The words and behaviors of their god pass through them so others may experience them firsthand.

Pagglio priests are seen as role models of their faith, although depending on which god they serve they may seem a little uncouth to the rules of modern society. Their humor is nothing short of alien (or godly, pending your perspective).

Clonn Deities

Clonnish deities are few, but each of their followings believe that their god was responsible for creating the clonns and who they are today.

Clonn Deities

Deity	Alignment	Province	Domains	Common Symbol
Our Lady of Feeling	NG	Emotion	Life, Trickery	Half-circle of six balls arcing above a large, seventh ball
Galo Brings Carnival	NE	Parties	Knowledge, Trickery	Crude depiction of a face with four eyes, large eyebrows, and a wide smile
Chari Sun Brother	CN	Summer	Light, Trickery	Staring eye on a sun in front of a full moon
Ivari Moon Sister	CN	Winter	Tempest, Trickery	Staring eye on a full moon in front of a sun



Our Lady of Feeling

The clonn goddess of emotion governs displays of passion and intense feelings. Whether a person is the happiest they've ever been, or overraught with sickening dispair, Our Lady's followers are taught to offer up these feelings to her in prayer to gain her blessing.

Our Lady is never heard, but felt. She communicates exclusively through huge swells of emotion, pervading people's hearts and minds with feelings that may overtake their own. A number of clonns at their lowest have been suddenly overwhelmed by incredible thoughts of love, a sure sign that she is present.

Worshippers believe the goddess wanted to create a people of her own, and that she made the clonn out of flour. Our Lady filled them to the brim with her love, anger, sadness, and fear. She then gave them her voice and packed them tight to keep them from ever falling apart.

It is also said that when clonns die, the emotions they felt in life become a part of Our Lady. A few followers theorize that she is really an amalgamation of all previous clonns.

Our Lady of Feeling is the clonnish deity most pervasive in modern culture, even among those who do not worship her. The Vow of Silence and the Clonnish language were both said to be developed by her earliest followers. And the gut feeling people have about situations is even commonly referred to as "Her take on things."

Galo Brings Carnival

Galo is known as the god of parties for good reason, though his definition of party isn't one likely shared by most.

Galo tells his people that he retreated into the Underdark to create indestructible beings who could get the most out of existence. Before his work was completed, he was found and interrupted by gods jealous of his craftsmanship. They poured burning hot tar over his face and hands, permanently scarring his skin and rendering him unable to finish.

Followers of Galo tend to be especially aggressive towards practitioners of other faiths for this reason. They aren't sure who was responsible for maiming their god, but they're just as content spitting in everyone's faces indiscriminately.

Galo's worshippers see themselves as the flawed yet proven fruits of his labor. They paint their bodies in black patterns as a show of solidarity for their god. They throw their bodies into violent, celebratory displays and excessively consume harmful substances. They do all of this because they can handle it, and they do it loud so that Galo can hear them.

"Lecturers" speak of The Gathering Of Galo, an impending and never-ending celebration. It is here where the deity will collect his people and at long last complete them. Until then, they party loud and rough to be witnessed by their creator.

Galo Worshippers

Clerics and clergy in Galo's footsteps operate significantly differently from other faiths.

For the uninitiated, the traditions of Galo Brings Carnival come across as blatant hedonism. Every night is one for revelry and raucous behavior. But Galo only listens to the loudest and rowdiest of his followers, so many will gather and join their voices in celebration for the chance to reach him.

Adornments of Galo are usually crude not for lack of trying, but from extensive wear and tarnish. The grungiest of them are seen as a true commitment to the faith.

Chari and Ivari, Celestial Siblings

Chari Sun Brother and Ivari Moon Sister are seen as twins, opposing forces of nature whose constant quarrel creates life and new opportunities. Chari presides over the summer months and is seen as proud and boisterous, whereas Ivari keeps the winter months cool and is known for being confident and well-spoken. In reality, they are both simply egotistical and short-tempered.

The legend goes that the celestial siblings had a fight over a human farmer who produced impressive yields year after year. Their quarrel eventually lead to the two pulling and stretching the farmer's arms across the horizon, until they let go. The farmer snapped back into place, elongated and pale for fear of their might.

Followers usually worship one or the other, depending on either the season or their personal needs. However, it is not uncommon for clerics of Chari to switch their worship to that of Ivari or vice versa. Worshippers appreciate both gods' impacts on their lives, and switching prayers tends to be seen as a way to provide them each with proper focus and attention.

It's also common for the celestial siblings to share temples, affectionately called Charivaris. Worshippers exclusive to Chari or Ivari tend to find worship within them to be tense or troubled; together they govern the weather, and asking for Chari to bring the warmth of the sun comes in direct conflict with Ivari's control of the cold. Charivaris have been known to get as lively as even Galo temples.

Charivari Clerics: Switching Domains

Due to the dual nature of these deities, light clerics of Chari have the ability to swap their faith into tempest clerics of Ivari and vice versa, once per tenday after a long rest. This entails the following:

- You retain the bonus spells/proficiencies and Potent Spellcasting/Divine Strike abilities from your original domain and do not receive the equivalent from the new domain.
- All of your current Domain Spells and features/abilities other than the ones detailed above are exchanged for the equivalent from the new domain.

I enjoyed this little clonnish joke:

Six knives in the air, six knives came down.
Seven knives in the air, seven knives came down.
Ate knives in the air, I came down with a stomach ache.

Folks and Folklore

Through their celebrations, exchanges of culture, or a simple desire to entertain one another, clonns have only just begun to paint a history for themselves. Legends unfold and are retold as historians discover more about their past. Clonns speak of their famous predecessors as dwarves might revere their gods: accomplishment to aspire to. And clonns are experiencing interesting new changes in themselves, for better or for worse.

Rubber Soul

Most clonns see their tough, rubbery skin as a reflection of their Rubber Soul, the embodiment of the idea that clonns will bounce back from any hardship. It is said to be both a gift and a curse from whichever gods made them.

The clonn's hide and resolve has granted them a hardiness to survive in a storied and harsh world. And yet, it is as though they can never improve beyond simply surviving.

Recently, there have been tales of ancient clonns who have stretched and expanded these limits, but such an ability has yet to be confirmed possible amongst living clonns.

Twisted Humors

Selfish and evil clonns are about as common as selfish and evil humans, though they typically remain lawful in nature. However, there are a few rare cases where a clonn turns uncharacteristically sadistic, wild, and dangerous to those around them.

Twisted Humors are unpredictable clonns no longer in control of their own faculties. It appears as though they cannot recognize friends or family anymore, and in most known cases, they carry a penchant for violent outbursts.

A clonn can suddenly turn into a Twisted Humor at any point in their lifetime. It's thought of as a disease that poisons the clonn's Rubber Soul, but no cure has been found to date. No magic short of a *wish* spell has provided a permanent solution, either.

A reported sighting of a Twisted Humor is immediate cause for concern. Predominantly-clonnish communities, especially those with a history of Twisted Humors, work tirelessly on a way to prevent it from happening ever again.

Hard Work Bears Fruit

Friendship is relatively easy to come by for a clonn. Most races see them as non-threatening and a delight to be around. However, it takes humans a *little* longer to warm up to them.

Dwarven take: "I haven't met a clonn that didn't try. Not for nothing, and I've seen a *human* smith a better sword, but they're disciplined workers and hard fighters until the bitter end. They could probably get more done if they didn't spend their little time laughing so much."

Elven take: "What a clonn tries to accomplish in a life time, an elf might achieve before *puberty*. It's hard to call them foolhearted, though. In fact, most halflings could stand to learn a thing or two about whistling *while you* ***work*** from a clonn."

Halfling take: "What charmers! You won't meet a clonn that couldn't steal a good laugh from you. But why do they work so hard? They can be as bad as a dwarf sometimes!"

Human take: "Their appearance is certainly uncanny, isn't it? Aren't they simply humans?"



J CALLS THE POP

ARNAUD CARRASCO

Notable Clonns

These are among the few clonns who haven't necessary surpassed their limits, but have broken barriers and made names for themselves in their exploits.



Gianna Shields Avator

Unyielding Guard of Legend

The legend of the great Gianna Shields Avator goes as such: she was a pierronese clonn who took to knighthood from a young age. She was a fine knight who mastered new weapons and improvised combat handily. But the tool she favored was the shield. Gianna could glance off assaults and best her opponents in a single, swift motion. Not even her most competent peers possessed the might, nor the speed, to accomplish such a feat.

Clonn typically have tough skin, but it was said that Gianna's skin was steel. Even if they got past her shield, foes could do little to break her other defenses. This sometimes led to armies issuing retreat at the mere mention of her taking to the field.

The people of Avator had nothing but pride and adoration for Gianna, hosting a celebration for her every victory. She never knew a night of silence despite her never saying a word.

Baffles the Mind

A Researcher Beyond Method

It's difficult to even begin to describe this bozolen historian. Baffles would speak of one thing while thinking about something else, all the while keeping per hands busy with something completely different. It's quite possible that per just couldn't keep up with perself; there was always another piece of the puzzle to discover!

And Baffles the Mind did, in fact, discover many pieces of the clonnish mystery. Per efforts led to the excavation of several artifacts from ancient clonnish societies. It was also Baffles who took an interest in the power of the Vow of Silence, and was able to determine the approximate time it took for it to manifest in active practitioners.

Due to per multitrack nature, Baffles had gone through multiple assistants and familiars in per active years. The clonn now works in a secluded study, on which eight things only Our Lady would know.



LLOYD HOSHIDE



Felipe of Miracles

The Most Opportune Pagglio

A charming pagglio priest, this pierronese clonn traveled from town to town with the intent of spreading the word of Our Lady of Feeling. Felipe never spoke, but his eyes had an uncanny ability to tell you exactly what his thoughts were.

By a halfling's luck, he always appeared where he needed to be, whether to help a person in need or to deter the efforts of a neerdowell with his warming presence. It was rare that Felipe left a populace in poorer spirits than before his arrival.

But his humor was always curious. Combined with his talent for magic, it usually led to memorable moments, for better or for worse.



Grace Sees Beauty and Hubor Lived

World Renowned Playwrights

This clonnish duo, two talented artists in their own right, found a way to create something greater than themselves in collaborating with each other. They had a knack for filling in each other's faults and stretching their reach the world over.

The rising celebrity bozolen, Grace Sees Beauty, shows a natural talent for manipulating her audience's emotions. She's well known for her comedies, *A Neverwinter Daydream* and *Cyrano of Burjor*, a play about an outspoken, yet unsightly, clonn.

Hubor Lived was titled long ago in his youth for surviving a very difficult upbringing. The pierronese clonn spent his years since crafting and honing a beautiful repertoire of tragic plays. *Death of a Merchant* and *Ravenia von Zarovich*, a play on the Zarovich family, are two of many scripts he has penned.

It was when they decided to collaborate that their smash hit, *A Tale of Two Orcs*, took the world by storm. Audiences were moved by its brilliant writing and powerful messaging. It was even reported that several tribes of orcs have started performing the play amongst themselves.





Chapter 2
The You

New Races

The character races presented in this section supplement the list of character races in the *Player's Handbook*. Each of them comes with more rules, features, and caveats than the base race options and requires extensive DM-player communication. If you're a player, ask your DM before using any of these races, as there are likely to be narrative implications for their existence in your table's world. If you're a DM, these options represent an opportunity to expand and enhance your story.

You can use the table below to jump right into one of the new races. When rolling for your character's height, the roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Quick Physical Build

Race	Ability Modifier	Base Height	Height Modifier	Base Weight	Weight Modifier	Alignment	Languages
Clonn	None	3'8"	+(1d4 × 2d6) in.	200 lb.	× (2d6) lb.	LG, LN, LE, CG, CN, CE	Common, Clonnish
Gnoll	+2 Str, +1 Con	6'	+2d8 in.	150 lb.	× (2d6) lb.	CG, LN, TN, CN	Common, Gnoll, Abyssal
Sprite	+2 Dex, -2 Str	1'6"	+1d4 in.	1 lb.	× 1 lb.	LG, NG, LN, TN	Common, Sylvan
Tula	+2 Dex, +1 Cha or Con	2'8"	+2d4 in.	30 lb.	× 1 lb.	CG, TN, CN, CE	Common, Spider

Clonnish Adventurers

Clonns are hardy people who have a knack for any trade they find themselves drawn to, but their skill seldom travels beyond that knack. As they grow and gain experience, however, lost latent abilities from their ancestors begin to manifest. It's up to them to cultivate these talents and find the ultimate potential of their people.



AURORA SLAYS

KARINA S., SAM PETERSON

Clonn Traits

Your clonn character has certain traits unique to their race.

Ability Score Increase. You gain no bonuses to your ability score.

Age. Clonns rapidly move through childhood and mature into full grown adults by the age of 12. They live up to just over a century.

Alignment. Clonns are almost entirely lawful, sticking closely to the rules and parameters of the concepts they've learned. The rare trickster is as chaotic as they come.

Size. Clonnish heights trend to the extremes, reaching from around 4 feet to just under 8 feet.

Clonns are also dense. An adult clonn hovers around an average of 300 pounds, but they can sometimes grow to nearly 450 pounds.

Your size is considered medium.

Speed. Your base walking speed is 30 feet.

Polymathic. All ability checks with a modifier of 0 or +1 before adding your proficiency bonus are now a +2. Additionally, ignore any of your skill check modifiers that fall below 0.

Elastic Skin. You have resistance to bludgeoning damage.

Languages. You can speak, read and write Common, and you can sign Clonnish. Clonnish is a somatic language that combines hand shapes, arm movements, and facial expressions to express thoughts. Its primary use is for communicating with clonns who have taken a vow of silence, though some use it to share jokes in otherwise serious situations.

Rubber Soul. When you reach 3rd level, you gain access to one of the following abilities (your choice). This cannot be changed.

Balloon. When you are hit by an attack, you can use your reaction to inflate or deflate your body and round out your defenses until the start of your next turn, as if casting the *shield* spell. You do not gain the benefits of this trait if an attack would do piercing damage. Instead, if you take piercing damage and/or your skin is pierced while you are inflated, you take an additional 2d6 force damage and immediately return to normal.

You regain the ability to use this trait when you finish a long rest.

Stretch. When taking an action on your turn or while falling, you can use your reaction to quickly stretch your limbs with this trait. Until the start of your next turn, you gain the following additional traits:

- You have advantage on Dexterity (Acrobatics) checks.
- You are considered to have a running start when jumping.
- When you make a melee attack on your turn, your reach for it is 5 feet greater than normal, or 10 feet greater with disadvantage.
- You can perform minor interactions with your limbs, such as activating buttons, using touch spells, or retrieving small items, from a distance of up to 10 feet.

You regain the ability to use this trait when you finish a long rest.

Twisted Humor Variant

For the rare occurrence of a clonn of twisted humor, provide the following changes to the standard clonn traits.

Alignment. You are either chaotic neutral or chaotic evil.

Polymathic. Ignore any of your skill check modifiers that fall below 0.

Elastic Skin. You have resistance to bludgeoning damage. You are vulnerable to piercing damage.

Running Joke. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a short or long rest.

Rubber Soul. When you reach 3rd level, you gain access to the following ability:

Grow. You can use your action to grow in size once with this trait, as if using the enlarge option from the *enlarge/reduce* spell on yourself.

You regain the ability to use this trait when you finish a long rest.

Standard Humans and Half-Clonns

If you're playing with clonns, we recommend you build any human characters in your campaign using the variant human traits found in the Player's Handbook. The standard human traits, also found in the handbook, can also be used as a clonn race variant.

If building a half-clonn, you may use the standard human traits with this additional feature:

Skills. You gain proficiency in three skills of your choice.



ESTER ZEJN, SAM PETERSON

Gnolls

"Long ago... I was taught that one poor soul is called a sinner," Barluf lectured as he walked along the side aisle of the chapel, opening the windows. "That two are called a collusion-"

"Barluf, is this really the time?" pleaded the young tiefling.

"-and that three or more become an adventuring party." Calm red eyes led by a scarred snout met with Candor's tepid expression. "I know what you and G'eldefay would have me do. The world you would have me return to so that I may keep your blood from spilling."

"Together we can prevent the bloodshed of many innocent lives," G'eldefay interjected.

Piercing red eyes pointed towards the elf. "And you would use 'innocent lives' to justify the slaughter of hundreds more. Many that come from where I come from. Many like me."

The air between the two seemed to paralyze Candor in place. G'eldefay stood firm in the face of those wrathful red eyes.

"The taste of iron still clings to my tongue," Barluf rasped. "Would you ask no one else to help you?"

"B-Barluf you are all we have left to depend on!" blurted Candor. The gnoll's head audibly snapped back to the tiefling's direction, followed by a stifling silence.

Calm red eyes slowly took to the floor. "Return to the chapel after the night sermon. Arrive early, would you carry any remorse. We'll leave tonight."

Yeenoghu's Children

Gnolls are mindless, hungry creatures that know nothing beyond destruction and carnage. Gnolls first appeared in the wake of the demon lord Yeenoghu's rampage through the Material Plane and have lingered there ever since. Their existence serves as a reminder of Yeenoghu's plans for his future kingdom: a rotting wasteland.

Though some gnolls disagree with those plans.

Bloodseekers

The demon lord bestows an incessant craving for blood and destruction into the gnolls. As a result, the gnolls have become quite good at finding more blood and more destruction.

Gnolls make for terrific hunters, able to follow the smell of blood from hundreds of yards out, like sharks in the water. A bleeding target is typically an easy kill. But as much as they hunt, gnolls can never quench their terrible thirst for more.

Gnolls and Tulas

Gnolls appear to be in a similar situation to tulas, a race of evolved spiders that are under the influence of the demon lord Lolth. The Queen of Spiders and Yeenoghu have a great deal of hatred for one another, and that animosity has been passed down to tulas and gnolls as well. Were two such creatures ever to meet, the urge to best one other would overcome even the most adept at rational thought.

Tempered Gnolls

As the living embodiment of Yeenoghu's rage, a gnoll will seldom reach a level of awareness above that of absolute ruin. However, no two gnolls think exactly alike, and various combinations of impulses can occur. Under the right circumstances, a gnoll may recognize something other than Yeenoghu's will, like as another voice in their head or their own heartbeat, and begin to change.

The process of tempering may take months or even years before it enables a gnoll to develop their own willpower. Many of these aberrant gnolls are slaughtered well before then, serving their war band better as a witherling than a liability. Given enough time and temperament, however, these gnolls can become cognizant enough to find new pursuits and interact with other creatures without violence.

Resisting the will of Yeenoghu

Tempering isn't a perfect science, as the will and nature of a gnoll is a terrible force to overcome. It is more than likely that tempered gnolls will have to deal with the resurfacing of their base nature at some point.

If a gnoll isn't careful, it is very easy to regress back into their more feral state. The chance of them ever reclaiming peace of mind again is as rare as the chance that gave them such an opportunity in the first place.



BARLUF

How did you temper yourself?

d6	Reason
1	You have no memory of who you were.
2	A kind voice in your head convinced you to resist Yeenoghu.
3	You were transformed into a gnoll, though the curse doesn't seem to have affected your mind.
4	You weren't raised in a gnoll brood.
5	A clonn showed you humor, and you now hunger for laughter more than blood.
6	Yeenoghu has abandoned you, but you're too cowardly to lay in the dirt.

Lingering Flaws

You can use one of the flaws below as a replacement for the flaw in your background.

d6	Flaw
1	I am convinced that Yeenoghu is definitely watching my every move.
2	I tend to get distracted and I'm rather easy to trick.
3	I cower in the face of significant adversity.
4	I tend to have tunnel vision.
5	I can't resist drooling at my allies' flesh.
6	If we aren't attacking, then we aren't solving the problem.

Gnoll Names

Most gnolls don't have a name. When gnolls typically communicate with each other, it's little more than barks and yips, so there was never a need to be referred to by a name. Powerful gnolls would be named by Yeenoghu directly.

Tempered gnolls might refer to themselves by some crude whine, or let someone else name them as it becomes necessary.

Tempered Gnoll Traits

Your gnoll character has the following racial traits.

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

Age: A gnoll reaches adulthood after about three years. They maintain their vigor into their thirties and not for much longer.

Alignment: Though far tamer than their brood, tempered gnolls typically trend to chaotic natures.

Size: Gnolls are tall and gaunt when they stand up straight, reaching upwards to 7' and 7'5". They naturally tend to slouch, however. Your size is medium.

Speed: Your base walking speed is 30 feet.

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

Blood Rush. While your hit points are lower than half your maximum HP, your instincts kick in. Your AC is reduced by 2, your speed increases by 10 feet, and you gain a +3 bonus to damage rolls from melee attacks. You return to normal while the condition is not in effect.

Scavenger. You are immune to the poisoned condition and can subsist on spoiled food or garbage.

Blood Tracker. You have advantage on Survival checks for tracking blood trails or bleeding creatures.

Languages: You can speak Common, Gnoll, and Abyssal.

Feral Regression. Whenever you are stabilized or healed after being reduced to 0 hit points (and knocked unconscious), make a Wisdom saving throw. The Primal DC you must succeed against is 14. If you fail this save, you gain a level of regression into a feral creature.

Your regression is measured in three levels (see "Madness" in chapter 8 of the *Dungeon Master's Guide* for effects, rerolling any effect that makes you unconscious):

Regression Level	Effect
0	Lucid
1	Bout of indefinite madness (lasts until you complete a long rest)
2	Bout of long-term madness (lasts 1d4 days)
3	Complete feral regression. You lose control of your character, and at the DM's discretion, they either become hostile or attempt to flee.

Your level of regression resets back to 0 after the effect's duration. A *lesser restoration* spell or more powerful magic can also reset a level 1 or 2 regression back to 0. If you would die due to failing death saving throws, you instead return to your feet with 1 hit point and a level 3 regression.

Tempered Flind Variant

Flinds are particularly powerful and vicious gnolls blessed by Yeenoghu. A tempered gnoll who slays a flind and takes their flail may be transformed into a flind themselves. Or, a flind could have found their own means of achieving temperance and striking out on adventure, with Yeenoghu watching their every move.

Remove the Blood Tracker trait and provide the following changes to the standard tempered gnoll Traits.

Ability Score Increase. Your Strength increases by 2, and your Dexterity increases by 2.

Flind Superiority. You have proficiency with flails. You also have advantage on Charisma checks against regular and lesser gnolls.

Blood Rush. While under the effects of this trait, you also gain a +3 bonus to attack rolls from melee attacks. If using a flail, you instead have a +4 bonus to its attack rolls.

Feral Regression. Your Primal DC is now 15. Your level of regression starts at 1. Your regression level can no longer decrease below level 1 (even through the use of a *lesser restoration* spell), and any level 1 regression effect is indefinite.

Sprites

Entry 26. Woke up with wings stinging and *stuck together. Closer inspection revealed they had been subjected to a mixture of tree sap and pine needles. Satyr prank or Unseelie threat? Used wings regardless. Patrol was difficult. Will submit proposal to Titania for alternate route plan in the event of a repeat offense.*

-Wreath Oakhome,
Personal Log

Tiny Warriors of Heart

Rarely standing no taller than a dart, sprites can be easy to miss. They usually move with purpose, zipping through the air by the grace of beating dragonfly wings, and are almost never caught dawdling.

These fey creatures are a reclusive sort not often spotted far from their homes and families. But in the face of intrusion, they prove themselves to be adroit warriors for their size. Even if an individual were to become familiar enough with a sprite, they would likely find their new companion a little cold or serious, especially for a fey creature.

Sprites are frequently compared to pixies, another tiny fey creature. By contrast, the butterfly-winged pixie is much more free spirited and exhuberant than their steadfast cousin. But that isn't to say sprites are unfeeling. Rather, they have an innate attunement to the emotions of others and take a zealous but hardened approach to engagement.



WREATH "GRANDIL" OAKHOME

SAM PETERSON

Dedication to the Feywild

A sprite pledges their life to protecting their home. For most sprites, that home is limited to their village and its people. But older and more worldly sprites come to appreciate larger forests or even the entire Feywild as their home. And as the threats to their home increase in size and scale, so do their resolve to venture forth and neutralize them by all means necessary.

Sprites in the Royal Court

Sprites have been traditionally known to keep to themselves and their own platoons. However, there are a few instances of sprites leaving their platoon to serve an archfey's royal court. The stalwart devotion that they feel for their homes is a passion rarely seen in the feywild, and archfey find it very useful towards their motives.

However, life in either the Seelie or Unseelie courts can be difficult for sprites. Their militant and dour nature stands in sharp contrast to the other sylvan members of the courts, making them an easy target for tricks and cruel mischief. This animosity only grows the longer they actively serve their court, and a sprite might never feel welcome amidst their contemporaries.

In spite of, or even thanks to, this hardship, a sprite's dedication to their cause is indomitable.

Sprite Names

Sprite names aren't quite as poetic as the names chosen by their pixie cousins. They usually embody the flora and fauna that surround their home. In larger platoons of sprites, using two names to distinguish themselves is fairly common.

As sprites are formally inducted into the royal courts, it's often easier to go by the nicknames given to them by their peers. However these names usually play into the stoicism of the sprites and can sometimes be mean-spirited.

Typical Names: Bramblevine, Cirrus, Evergreen, Foxhole, Honeysuckle, Lark, Lotus, Moss, Oakwhirl, Poppy, Robin, Shade, Silk, Timber, Toadstool, Wildflower

Typical Court Nicknames: Boar/Bore, Duty, Grimace, Huff, Ironheart, Miser, Operose, Soursulk

Sprite Traits

Your sprite character has the following racial traits.

Ability Score Increase. Your Dexterity increases by 2 (to a maximum of 20), and your Strength decreases by 2.

Age. Sprites aren't considered adults until they reach 140 years, and continue to live upwards to nearly 1000.

Alignment. Sprites that tend to their archfey are typically lawful, unlike their more mild siblings out in the greater feywild.

Size. A sprite doesn't get much taller than 2 feet. Your size is tiny.

Your hit point maximum decreases by 1, and you gain 1 less hit point every time you gain a level. Additionally, you cannot use equipment made for creatures larger than you by normal means.

Fey. Your creature type is fey, rather than humanoid.

Speed. Your base walking speed is 10 feet. You also have a flying speed of 25 feet.

Diminutive. While you are small sized or tinier, you are hard to hit. You gain +1 to your AC.

You can move through and stay in the same space as any creature. You gain half cover from staying in an ally creature's space. However, you must be in the same space as your target to make a melee attack.

Also due to your size, any weapon damage dice rolled above a 1 have a -1 to their value. This does not include bonus dice from class features or abilities.

Makeshift Weapons. You gain proficiency with improvised weapons, provided it's not bigger than you. This includes small items and weapons meant to be used differently, such as a dart or a caltrop.

You can use improvised weapons as if they had the finesse property.

Heart Sight. When you touch a creature, you magically know the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Languages. You can speak Common and Sylvan.

Subrace. Select one of the following subraces, whether you're a sprite that troops with their own kind, or a royal attendant to an archfey of the courts.

Feywild Trooper

A sprite is most commonly found fervently patrolling their village hidden deep in the feywilds. Alongside their fellow troopers they stalk any potential trespassers from the natural cover of the land, either frightening them off or fighting tooth and nail to protect their home.

Natural Cloak. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

In the feywild, you can use this ability repeatedly without taking a short or long rest.

Seelie Court Royal Attendant

Sprites brought into the Seelie Court carry out tasks with diligence and pride. Their assignments are normally familiar ones, such as patrolling or tending to areas of the feywild regularly. But the Seelie Court's archfey might have bigger plans in mind for a sprite, should they be able to withstand the pranks of their summer fey peers.

Summer Strength. You can cast the Enlarge/Reduce spell with this trait, using only the spell's enlarge option. This spell's effect is permanent on plants. Once you use this trait, you can't use it again until you finish a long rest.

In the feywild, you can use this ability repeatedly without taking a long rest.

Unseelie Court Royal Attendant

Not every sprite is staunch enough to resist the wiles of an Unseelie Court. Although rare, a sprite will betray their better judgment to enter the service of an Unseelie Court's archfey. These sprites may have convinced themselves they're still committed to what is right, but they aren't fooling the rest of the winter fey.

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

In the feywild, you can speak telepathically to any creature you know regardless of distance, provided they're in the feywild as well.

Sprite Variant

A sprite might instead come prepared for adventures beyond the Feywild instead of making due. You can choose this trait instead of *Makeshift Weapons.*

Adventure Ready. Items provided to you in your starting equipment are properly sized for you. You cannot exchange any of the items in your gear for anything besides money.

If your gear features a pouch containing gold, it is an enchanted pouch that can carry coin money at its normal size. Retrieving money from it is cumbersome.



Sprites are no different than other fey in their eagerness to form a contact. They may even use adventuring with the party as an excuse to create a contract to "enlist their services." But more often than not, they don't ask for much.

I've come to learn that the most common ask in sprite contracts is a sumpter, or someone to carry their things. Now admittedly it's very difficult to handle money and scavenged supplies when you're that small. Conversely, *don't sign contracts with five sprites you plan on adventuring with at the same time unless you have the upper body strength to do so.*

Tulas

The young one stared up at the cave ceiling, *stalactites returning their longing gaze with the ever-looming threat of descent. But Squish wasn't concerned with the ceiling coming to them in that moment. Their mind had gone up to the ceiling and beyond.*

"You said there was a land up there, Sabanna," they said to their chaperone, eyes still transfixed upward.

The centuries older drow gingerly sat next to them. "There's a land down here," she said.

"Yeah, but you said there's land up there!"

"I did."

"Sabanna, tell me more!" Squish finally turned to look up at the drow only to be met with a disgusted, pleading expression wrapped across her face. She decompressed with a big exhale, turning her ugly grimace into a warm, compliant, neutral one.

"The sky is bright and burns your eyes. Those living on the surface are dregs standing in the way of Lolth. If you don't accomplish what you need to when you're up there, other people will accomplish what they need to first."

Squish's beady eyes appeared to widen, their mandibles clenched.

"They'll kill you," concluded Sabanna.

The tula looked away from the drow, first peering down at the dirt and fiddling four hands. But then they looked back up at the stalactites lining the ceiling. If they hadn't dropped down to kill Squish yet, then...

"I'm excited to go up there with you!"



SQUISH

The Awakening of Spiders

As Lolth's influence on the Material Plane grows, the effects have become more apparent. In particular, a number of spiders have undergone an awakening. They've grown larger and more intelligent, developing a newfound sense of consciousness and reasoning.

These are the tulas, spiders born of Lolth's influence on the Material Plane. With a newfound intelligence and a more upright torso, they enter into the greater world ready to understand their part in it.

Beating within the heart of every tula is the spirit of a methodical hunter. They'll lurk in the shadows of any surface waiting for the right moment to ensnare their prey in webs, or to bore down on them with poison. Some may even learn to channel the magic surging through their bodies to subdue their target.

Lolth's Blessing

As gnolls feel the insatiable hunger of Yeenoghu, tulas know the voice of Lolth quite well. She speaks to them in whispers and in nightmares, often suggesting they propagate more tulas or slay her enemies. Few tulas either succumb to her whims and become irrevocably violent. The rest dismiss the demon lord as a minor headache.

Tulas and Gnolls

A tula must still contend with an insatiable urge to hunt any gnolls they come across. It is an entrenched instinct to prove among their forebears who is the stronger demon lord, and one that ends poorly for a lone gnoll up against a crafty tula. When pitted against a gnoll's entire war band, however, Lolth's influences aren't nearly as strong as the tula's survival instincts.

Tulas and Driders

Tulas share a similar posture and locomotion with driders, but this is about where the similarities end. The drider towers over the tula, is no longer in control of its faculties, and represents a very different meaning for the drow.

Whereas drow see driders as an example of failing Lolth, they see tulas as a reminder that Lolth is watching them. They call the tulas *L'Solen d'Lolth*, or *The Eyes of Lolth*, and treat the presence of one as the blessing of the Spider Queen's own presence. A tula may not be immediately aware of what's going on, but they will undoubtedly appreciate free reign of drow society.

Thusly, driders and tulas share one other thing in common: the drow fear them.

Young and Curious

For all the weight of responsibility placed on their shoulders from on high, not many tula recognize it. They are effectively children taking in the world around them with fresh eyes. They're eager to speak to other people and ask them questions. It may be that they're simply filling their heads with something other than Lolth, but there's a sense of genuineness plain on their faces that's unlike any other creature.

ESTER ZEJN, SAM PETERSON

Tula Names

Names are a new concept for tulas having recently achieved verbal communication. They are drawn to either words they hear a lot, or words that are euphonious. Deciding on a name for themself is a very big deal for a tula, and when they do, it becomes one of their most prized possessions.

If Lolth attempted to whisper a name into a tula's head, it is very unlikely that they would notice.

Frequent Word Suggestions: Ahh, Beast, Coin, Hello, Hunt, Kill, Oww, Sorry, Thanks, Yes

Euphonious Word Suggestions: Bloom, Cinnamon, Dulcet, Elixir, Exude, Gossamer, Lilith, Ripple, Shimmer, Woodthrush

Tula Traits

Your tula character has the following racial traits.

Ability Score Increase: Your Dexterity increases by 2.

Age: While spiders and tarantulas can live anywhere between 1 to 25 years depending on species, it has yet to be determined how long a tula can live for.

Alignment: Tulas carry a predisposition towards their own needs, but they can be easily swayed towards good or evil in the right company.

Size: Tulas stand about face level with halflings and gnomes. Your size is small.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. You ignore movement restrictions caused by webbing.

Auxiliary Hands. Your two smaller hands can manipulate simple objects and can carry up to 5 pounds between them. They cannot activate magic items, wield shields, or wield weapons without the Ready Hands trait.

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

Languages. You can speak Common and understand Elvish. You also have the ability to communicate with spiders and other tulas by vibrating and thumping a shared surface using your legs.

Subrace. Select one of the following subraces, Hirsute or Glabrous.

Hirsute

Hirsute, or hairy, tulas are covered head to toe in a shimmering fur. These follicles are heavy and saturated with magical potential. Their silk is also naturally stronger than the webbings of their hairless siblings, and can quickly ensnare their foes.

Ability Score Increase: Your Charisma increases by 1.

Speed. You have a base walking speed of 20 feet, and a climbing speed of 20 feet.

Cantrip. You know one cantrip of your choice from the sorcerer spell list. Charisma is your spellcasting ability for it.

Web. You can fire a shot of webbing from your spinneret, as if casting a *web* spell that only fills a 10-foot cube. Once you use this trait, you can't use it again until you complete a short or long rest. Charisma is your spellcasting ability for this trait.

Free Hands. When you reach 3rd level, you can perform the somatic components of spells as long as one of your four hands are free. Additionally, when you use an action to cast a spell, you can use a bonus action to cast an additional cantrip that normally has a casting time of 1 action or shorter. You calculate any damage dealt by the cantrip as if you were 1st level.

Glabrous

Glabrous tulas are completely hairless, leaving their exoskeletons exposed. These tulas tend to be tougher and more agile than their fuzzy siblings. Glabrous tulas possess more pronounced mandibles, which facilitate their trademark venomous bite after they get the jump on their prey.

Ability Score Increase: Your Constitution increases by 1.

Speed. You have a base walking speed of 25 feet, and a climbing speed of 15 feet.

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.

Bite. You can target a creature with an unarmed strike using your fangs. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. The target must also succeed on a DC 12 Constitution saving throw or take an additional 2d4 poison damage.

Ready Hands. When you reach 3rd level, you can wield a simple light weapon in your auxiliary hands to make an additional melee weapon attack. When you use an action to make an attack with your primary hands, you can attack again using your auxiliary hands without using your bonus action. You don't add your ability modifier to the damage of the additional attack, unless that modifier is negative.



I've learned quite a bit from gnolls, lucid and otherwise. Down to their core, they're curious creatures that learn very quickly from their mistakes, which is more than I can say for myself.

For example, did you know that tiny fey don't appreciate being looked at up close? It usually results in your mask being scratched up and your lenses cracked, with no intention of assisting with the damages. Turns out the Feywild recognizes a concept I've come to know as "personal space."

The gnoll Ms. Kanti and I have had the pleasure of learning that lesson for ourselves.

JACKIE WHISLER

New Subclasses

All classes offer a big choice that defines a character somewhere within their first three levels. The *Player's Handbook* details a number of subclasses for each base class.

This book provides you with several more options for subclasses as identified in the table below. All of them offer new features unlike what other characters of that class can achieve. Additionally, the section for bards provides a small list of new weapons that can be introduced into specialty shops.

Subclasses

Class	Subclass	Level Available	Description
Bard	College of Culinary	3rd	They delight and entertain with a gourmet meal.
Monk	Way of the Caretaker	3rd	Their entire life's purpose is to serve and protect.
Ranger	Mind Trapper	3rd	They ensnare their victims with insidious mind games.
Rogue	Merchant	3rd	Their coin is mightier than their dagger.
Sorcerer	Residual	1st	Their magic comes from the hard work and determination of their parents.

New Bard College

At 3rd level, a bard gains the Bard College feature. The following College of Culinary option is available to a bard, in addition to the options offered in the *Player's Handbook*.

College of Culinary

In their practice of magic through performance, there are bards who continue to find innovative and more personalized ways of expressing themselves. A common calling is the College of Culinary, where bards express themselves through food and drink. The magic in their meals comes from not only them, but also their upbringing and history. The people they get a chance to share their concoctions with almost seem to be doused in a glaze of power.

Bards of the College of Culinary usually hone their art to a particular culinary profession. Below is a small example of the paths your bard could choose for themself.

d8	Culinary Profession	d8	Culinary Profession
1	Home Cook	5	Baker
2	Survival Cook	6	Confectioner
3	Chef	7	Barista
4	Caterer	8	Brewer

College of Culinary Features

Bard Level	Feature
3rd	Preparation Proficiency, Make a Meal (1 flavor)
6th	Elevated Meal (2 flavors), Make a Snack
14th	Elevated Meal (3 flavors), Signature Dish

Bardic Spellcasting Focus Variant

Bards perform their magic through a variety of means beyond musical instruments. With this variant, bards can use a non-musical tool or simple melee weapon as a spell focus, granted it relates to their profession/performance.

That said, it's not uncommon for a culinary bard to make music using their cooking tools.



MAN OF FLAMES

Preparation Proficiency

When you join the College of Culinary at 3rd level, you gain proficiency with your choice of *Cook's Utensils* or *Brewer's Supplies*. You also gain proficiency with using culinary tools as weapons. Culinary weapons can be used as an arcane focus for your spells. Having one on your person also allows you to use the following ability:

Prepare a Dish. You can expend one of your uses of Bardic Inspiration as an action to start preparing food in the heat of battle. Creatures who can see or smell your food within 15 feet of you must make a Wisdom saving throw against your bard spell save DC. If they fail, they must subtract your proficiency bonus from all of their attack rolls until the start of your next turn. Allies can choose to succeed on this saving throw.

You can continue cooking this dish as a bonus action on each of your subsequent turns for up to one minute, prompting a new Wisdom saving throw each turn. Creatures who succeed on their saving throw once cannot be affected by this ability until you prepare a new dish.

If you have 1/2 lb. of fresh ingredients, you can use them in the dish. These ingredients are consumed during the dish preparation process, but they double the range of this ability to 30 feet.

The resulting dish may not be edible.

Culinary Weapons

Name	Cost	Damage	Weight	Properties
Cleaver	2 gp	1d4 slashing	2 lb.	Finesse, light, thrown (range 10/30)
Fork	5 gp	1d6 piercing	2 lb.	Finesse, light
Pan	5 gp	1d8 bludgeoning	5 lb.	Thrown (range 10/30)
Peel	5 gp	1d8 bludgeoning	1 lb.	Finesse, reach, two-handed
Pot	10 gp	1d12 bludgeoning	10 lb.	Heavy, two-handed
Rolling Pin	5 gp	1d6 bludgeoning	2 lb.	Finesse, light
Serving Plate	1 gp	1d6 slashing*	1 lb.	Finesse, Special: *Can be destroyed in attack to deal 1d10 piercing damage instead*
Shaker	5 gp	1d4 bludgeoning + 1 special*	1 lb.	Finesse, Special: *Special damage can be either fire or cold type*
Wok	20 gp	2d4 bludgeoning	20 lb.	Heavy, two-handed, Special: *Counts as a Shield*

Make a Meal

At 3rd level, you can create filling concoctions to power the hungry through their day. During a short or long rest, you can expend one of your uses of your Bardic Inspiration to select a flavor from the Meal Preparation table, magically conjure ingredients, and prepare a meal which embodies that flavor. Roll a Bardic Inspiration die to determine the number of people the meal will feed. You can roll more Bardic Inspiration dice to conjure more meals during this rest.

Eating a meal grants the corresponding effects of its flavor in the Meal Preparation table. The eater also receives a bonus to that flavor's saving throw equal to your charisma modifier.

If you have enough fresh ingredients (1 lb. per person the meal feeds) of your selected flavor, you can use those in your meal. These ingredients are consumed during the meal preparation process, but they double the numerical values of the meal's bonuses for the duration of its effects.

A meal can be consumed during a long or short rest. Once consumed, these effects last for 8 hours. If a creature consumes your meal, they cannot consume another meal made with this ability until they complete a long rest. A meal can be kept unconsumed up to 24 hours before it goes *bad*.

Meal Preparation

Flavor	Saving Throw	Meal Effects (Last 8 hours)	Example Ingredients
Savory	STR	+1 to all attack rolls	Meat, Eggs, Mushrooms
Spicy	DEX	+5ft speed bonus	Peppers, Garlic
Sweet	CON	If you are below half your hit point maximum but above 0 hit points at the start of your turn, you regain 1 hit point.	Grains, Milk, Fruit
Sour	INT	+1 AC bonus	Ripe Fruits, Cheese
Bitter	WIS	+5 passive perception	Greens, herbs
Salty	CHA	+1 to all ability checks	Nuts, Sea Vegetables

SAM PETERSON

Elevated Meal

At 6th level, you can make meals using two different flavors at the same time, granting the eater the bonuses from both flavors as per the Meal Preparation table.

Make a Snack

At 6th level, you can whip up a quick morsel for adventurers on the go. During a short or long rest, you can expend one of your uses of Bardic Inspiration to conjure snacks. Roll a Bardic Inspiration die to determine the number of snacks you create with the flavor of your choice.

You can add a second flavor to your snack if you have enough fresh ingredients (1/2 lb. per person the snack feeds). These ingredients are consumed during the snack preparation process.

A snack grants the corresponding effect of its flavors in the Snack Preparation table.

A snack can be consumed as a bonus action on the eater's turn. Its effects last for a number of minutes equal to 1 × your charisma modifier (minimum 1 minute). If a creature consumes your snack while under the effects of a previous snack, they immediately lose the ongoing effects of the previous snack. A snack can be kept unconsumed up to 4 hours before it goes *bad*.

Snack Preparation

Flavor	Snack Effect (Lasts 1 × your charisma modifier minutes, minimum 1)
Savory	+2 bonus to ability checks and attack rolls that use Strength
Spicy	+2 bonus to ability checks and attack rolls that use Dexterity
Sweet	Gain 2 temporary hit points at the start of each of your turns
Sour	+2 bonus to ability checks and attack rolls that use Intelligence
Bitter	+2 bonus to ability checks and attack rolls that use Wisdom
Salty	+2 bonus to ability checks and attack rolls that use Charisma

Elevated Meal

At 14th level, you can make meals using three different flavors at the same time, granting the eater the bonuses from all three flavors as per the Meal Preparation table.

Signature Dish

At 14th level, your food could entice the gods themselves.

Pick two different flavors. Meals and snacks created using either of these flavors use the maximum Bardic Inspiration dice roll. Additionally, the fresh ingredients bonus is applied to these meals and snacks without you expending or possessing fresh ingredients.

New Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. The following Way of the Caretaker option is available to a monk, in addition to the options offered in the *Player's Handbook*.

Way of the Caretaker

The caretaker employs their physical prowess in the service of others. They act on a moment's notice to meet each of their ward's needs, even putting themself in the way of potential harm. A caretaker may be the personal guard of a noble, a butler or maid recently retired from years of service, or an escort for hire by traders making perilous journeys. They are committed to their duties, striving to achieve the highest level of professional quality care.

Way of the Caretaker Features

Monk Level	Feature
3rd	Dedicated Body, Protect
6th	Attend, At Your Service
11th	Professional Zeal
17th	Ever-Present Employ

Dedicated Body

When you choose this Tradition at 3rd level, your resolve builds alongside your service. Your hit point maximum increases by 3 hit points. Whenever you gain a monk level thereafter, your hit point maximum increases by an additional 1 hit point.

Protect

At 3rd level, you effortlessly move in to save an ally from harm. When an ally creature within 5 feet of you is about to receive damage from an external source that you can see, you can use your reaction to move in front of your ally and take the damage instead. You also take any subsequent effects in the place of that creature.

Before resolving the damage, you can select one of the following moves:

Deflect Missiles. If the attack was a ranged weapon attack, you can spend 1 ki point to use your Deflect Missiles feature without using another reaction.

Brace and Repel. If the attack was a melee weapon attack, you can spend 1 ki point to reduce the damage you take from the attack by 1d10 + your Constitution modifier + your monk level. If possible, you can spend an additional ki point to then take an attack of opportunity against the offender.

After resolving the attack, you can then choose to return to your original space, or swap places with your ally, if possible. Swapping places does not provoke any opportunity attacks. If this movement would cause the target creature to take more damage or make a saving throw, you return to your original space without swapping after using this feature.



URUL FLASHROCK

SAM PETERSON

Attend

Starting at 6th level, when you take the Help action, the creature you aid can reroll one of the dice once. You can also spend 1 ki point to use the Help action as a reaction to an adjacent ally attacking or making an ability check.

At Your Service

Also at 6th level, you're at your allies' beck and call in an instant. You can spend 1 ki point to move within range of either your Protect or Attend feature if your ally would otherwise be out of range. You can move up to half your movement speed to an unoccupied space you can reach within 5 feet of your ally. This does not prevent attacks of opportunity that would otherwise occur as a result of movement.

Professional Zeal

At 11th level, when you use either the Help action or your Protect feature, you can spend 1 ki point to gain an additional use of your reaction during this round.

Ever-Present Employ

At 17th level, your commitment to servitude is rivaled by none other than yourself. As an action, you can split into four separate copies of yourself. Each copy is reduced to a quarter of your current health (rounded down), retains your current number of ki points, and moves on your initiative count.

While there is more than one of you remaining, you cannot take any actions outside of movement, ability checks, Help, or your other way of the caretaker abilities. Any items duplicated by this ability immediately vanish when removed from your person until one set remains.

You can dismiss one of you as a bonus action. These versions of you vanish when they are reduced to 0 hit points, until only one remains. When you start a short or long rest, you pick which version of you remains while the rest vanish.

You can't use this feature again until you finish a long rest.

New Ranger Archetype

At 3rd level, a ranger gains the Ranger Archetype feature. The following Mind Trapper option is available to a ranger, in addition to the options offered in the *Player's Handbook*.

Mind Trapper

Through their years of hunting experience, latent psychic abilities, or tight bonds to the power of nature, a ranger might hone their craft to best their target in a potent battle of wits.

Mind trappers are specialized hunters who can access and ensnare the minds of conscious beings with a single glance. One small twitch, one unchecked impulse, gives the trapper all they need to manipulate their quarry's senses and subject them to sudden powerful stimuli.

Mind Trapper Features

Ranger Level	Feature
3rd	Spellcasting Focus, Mind Latch (3 traps), Sensory Beacon
7th	Additional Trap (4 traps), Quick Latch
11th	Additional Trap (5 traps), Multi Snare
15th	Mental Cage

Spellcasting Focus

You can use either a druidic focus or a sight focus (such as a monocle, glasses, or a telescope) as a spellcasting focus for your ranger spells and mind trapper abilities.

Mind Latch

Starting at 3rd level, you've learned to make your way inside your target's head with a glance. You can use your action to attempt to set a Mind Trap in the head of a creature within 30 feet of you that you can see. The creature must make a Wisdom saving throw against your ranger spell save DC, or the trap is successfully set. Your favored enemies have disadvantage on this saving throw.

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 short or long rest.

You are able to prepare 3 different Mind Trap options at a time. You can change your list of prepared Mind Traps when you finish a long rest. You can prepare an additional Mind Trap option at 7th and 11th level.

Mind Trap Options

When a Mind Trap is set, your target is aware of its conditions. These traps last on the target for 30 seconds, until the target is reduced to 0 hp, or until the trap is activated as specified in the trap's description. At 11th level, any damage dice dealt by these trap options are doubled. At 15th level, the damage dice are tripled.

Aggress Snare. When the target of this snare willingly attempts to move closer to you, it is suddenly knocked prone. Its speed becomes 0 for the rest of the turn. The trap then disappears.

Arcane Snare. When the target of this snare attempts to cast a spell, it is suddenly stunned until the start of its next turn. The trap then disappears.

Attack Strain. Whenever the target of this strain attempts to attack, it takes 1d6 psychic damage before its attack.

Defend Strain. Whenever an attack directed at the target of this strain fails to hit, the trap activates and reduces the target's AC by 1. When the trap disappears, the target's AC returns to normal at the start of their following turn.

Movement Strain. Whenever the target of this strain willingly attempts to move its body more than five feet, a pain begins to well up inside its body. Its movement speed is halved and it takes 1d4 psychic damage after it stops moving, or 2d4 psychic damage if it dashes.

Retreat Snare. When the target of this snare willingly attempts to move away from you, it is suddenly knocked prone. Its speed becomes 0 for the rest of the turn. The trap then disappears.

Sudden Snare. When the target of this snare attempts to take a reaction, it is suddenly stunned until the start of its next turn. The trap then disappears.

Verbal Strain. Whenever the target of this strain attempts to speak or otherwise use its vocal cords, the trap activates. The target takes 1d4 psychic damage after it stops vocalizing, or 2d4 psychic damage if it yells.

Sensory Beacon

Also at 3rd level, you can set a tracking beacon in your target's head and ensure they won't get far. As an action, you can target a creature within 60 feet of you that you can see. The creature must make a Wisdom saving throw against your ranger spell save DC, or the beacon is successfully set.

While the target is within 1 mile of you, whenever you close your eyes, you can see what the target sees and sense what the target senses. This effect lasts for 1 hour, or until you use this feature on a different creature.

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

Additional Trap

You can prepare an additional Mind Trap option when you reach 7th level.

Quick Latch

At 7th level you can lay traps in the blink of an eye. You can use your Mind Latch feature as a bonus action on your turn.

Additional Trap

You can prepare an additional Mind Trap option when you reach 11th level.



FALADIN EYELIGHT

SAM PETERSON

Multi Snare

By 11th level you could entrap entire packs with a single look. You can now target a point in range instead of a single target with your Mind Latch feature. Each creature within 10 feet of this point now makes a Wisdom saving throw against your ranger spell save DC, or the trap is successfully set against it.

Mental Cage

At 15th level, you wield a gaze of ultimate imprisonment. You can cast *geas* as a 5th-level spell like you would set a Mind Trap. The target does not need to understand you. This trap cannot be used in conjunction with your Multi Snare feature.

New Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. The following Merchant option is available to a rogue, in addition to the options offered in the *Player's Handbook*.

Merchant

Merchants thrive in a cycle of finding and trading wares to tap into the might that comes with wealth. In time, you will understand the cost of survival, gain an eye for good product, and even access your reserves of wealth from miles away. You can put a price on anything, except your own ambition.



COINCI HAS WARES

Merchant Variant Background

To fully embrace the merchant archetype's abilities, a character can start with 50% more money (rounded up) than the amount provided within the starting equipment of their background. This rule only applies to characters starting at level 3 or higher.

Merchant Features

Rogue Level	Feature
3rd	Building Capital, Gold Rush, Midas Touch
9th	Good with Goods, Appraisal
13th	Refinance
17th	Might of Midas

Building Capital

When you choose this archetype at 3rd level, you feel a strong affinity for money. Pick a safe place or container (such as a chest) that you own. When you purposefully use it for storing any coin money, it becomes a **Bank**. Money in your bank magically accrues interest, gaining 10% (rounded down) of the total coins in the Bank at the start of each week.

You also get to pick a coin to be your monetary focus. As long as you have this **Lucky Coin**, you maintain a connection to your money, both on your person and in your Bank, even across planes of existence. You can focus on your lucky coin during a long rest to take any of the following actions:

- determine the total number of coins in your Bank
- determine whether any of the money in your Bank has been lost to expenses or incursion
- instantly summon a number of coins up to your carrying capacity from your Bank to your person
- instantly deposit a number of coins up to your carrying capacity on your person into your bank

If your Lucky Coin gets lost or destroyed, you can turn a new coin into your monetary focus over the course of one long rest. If you assign a new Bank, you lose connection to any remaining coins in your previous Bank.

The Weight of Wealth

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound. This is true across all denominations of coin money.

Gold Rush

At 3rd level, the success of obtaining wealth gives you a surge of vigor. Whenever you gain money in coins, your movement speed increases by 5 feet, and you gain 5 temporary hit points until you complete your next short or long rest. These benefits do not stack. Gaining money applies to actions such as:

- selling something to a new customer or another merchant
- receiving a reward from someone outside your adventuring party
- finding and taking treasure that does not belong to you or someone in your adventuring party
- winning a bet (at DM's discretion)

Midas Touch

Also at 3rd level, you can create golden opportunities for you to attack. As long as your lucky coin is on your person, you can spend 1 gp from your Bank when you declare an attack on an enemy you can see to give yourself advantage, or 10 gp if you would attack at a disadvantage.

The gp cost of this ability is multiplied by 10 each time you use it, until you complete a long rest. Any coins used are rendered useless and disappear.

Good with Goods

At 9th level your experience handling lots of wares begins to show. Your carrying capacity is doubled. Your lucky coin also grants you a +5 bonus to Charisma checks that involve handling money matters, such as buying and selling items, or bribery.

Appraisal

Additionally at 9th level, you come to know the products you peddle. When you spend your long rest studying one nonmagical piece of armor, weapon, or tool, you gain proficiency with that particular item until you start your next long rest. You know everything about it, including its composition, maker, and previous owners. If it is a weapon, you can use it to make Sneak Attacks even if it is not a finesse or a ranged weapon.

When your proficiency with that particular item disappears, you have advantage on Charisma (Persuasion) and Charisma (Deception) checks involving it. Although you cannot study that particular item again, you can study another individual item of the same kind.

Refinance

By 13th level, your connection to money has appreciated in value. Your Gold Rush feature now increases your movement speed by 10ft and gives you 15 temporary hit points when it is activated. The gp cost to use your Midas Touch feature now only multiplies by 5.

Might of Midas

When you reach 17th level, you are completely fueled by the power of money and can expend some of your amassed wealth for a power boost. When you make a successful Sneak Attack, as long as your lucky coin is on your person, you can spend money from your Bank to add one of the following effects to the attack:

Cost	Effect
100 gp	Reroll any roll of 1 on Sneak Attack dice. You must use the new roll.
200 gp	Your Sneak Attack dice become d8s.
400 gp	Your Sneak Attack dice become d10s.
600 gp	Your Sneak Attack dice become d12s.
1000 gp	Your Sneak Attack dice become d20s.

Any coins used are rendered useless and disappear.

New Sorcerous Origin

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following Residual Magic option is available to a sorcerer, in addition to the options offered in the *Player's Handbook*.

Residual Magic

Your inherent magic is the lingering aftermath of your powerful wizard ancestors. Years and years of study and manipulation of the weave have eventually led to you, perhaps the first in your family line to be born with innate magical abilities.

The weave around you may have grown more densely knotted before your birth, or maybe your parents completed a special ritual without knowing its prenatal effects. Regardless, you have a knack for the spells your family has explored, your own academic inclinations notwithstanding.

Residual Magic Features

Sorcerer Level	Feature
1st	Family Practice, Magic Eyes
6th	Residual Metamagic
14th	Dweomer Fuel
18th	Arcane Heraldry

SAM PETERSON

Family Practice

At 1st level, you name the school of magic that was your family's practice. You learn an additional spell based on that wizard tradition, as shown below. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the wizard's spell list (within your school of magic).

School of Magic	Spell
Abjuration	Alarm
Conjuration	Grease
Divination	Identify
Enchantment	Tasha's Hideous Laughter
Evocation	Magic Missile
Illusion	Silent Image
Necromancy	False Life
Transmutation	Longstrider

When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the wizard's spell list (within your school of magic) or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.



Magic Eyes

Starting at 1st level, you have a knack for identifying spells. Whenever you make an Intelligence (Arcana) check to determine a spell that was or is being cast, treat a roll of 7 or lower on the d20 as an 8.

Residual Metamagic

At 6th level, your predecessors' traditions have made it easier for you to twist your spells even further. You gain a new metamagic option based on your chosen wizard tradition.

Abjuration: Blot Spell

When you cast a spell that deals damage, you can spend 1 sorcery point to gain resistance to one of that spell's damage types until the start of your next turn.

You can use Blot Spell even if you have already used a different Metamagic option during the casting of the spell.

Conjuration: Contain Spell

When you cast a spell with an area of effect larger than a single target, you can spend 2 sorcery points to instead delay the cast and encase the spell in a cubic foot iron cube weighing 5 pounds at the point of origin. The spell is centered on the cube and originates from the direction you're facing when you cast the spell.

The cube lasts for a number of minutes equal to your sorcerer level, after which the cube is dismissed and the spell activates as if you had cast it at that moment. As a reaction, you can spend 1 sorcery point to dismiss the cube prematurely. Alternatively, the cube is dismissed whenever another creature moves within the cube's space, the cube takes damage, or you use a different metamagic while the cube exists.

If the conditions of the environment have changed where the spell would not have been able to be cast, the spell fizzles on activation.

Divination: Ensure Spell

Whenever you miss a spell attack roll, or a target succeeds on the first saving throw against your spell, you can spend a number of sorcery points equal to 1 + the expended spell slot's level to instantly reattempt casting the spell. Any outcome of the previous cast of the spell is negated. Any advantage/disadvantage and bonuses that applied to the spell still apply. You must proceed with the new outcome of this spell.

Enchantment: Impress Spell

When you cast a spell, you can spend 1 sorcery point to impress upon a creature within a 5 ft. radius of you that can see you. That creature must succeed on a Wisdom saving throw against your sorcerer spell save DC or be your choice of charmed or frightened by you until the end of your next turn.

Evocation: Stockpile Spell

When you cast a spell that deals damage, you can spend 1 sorcery point to stockpile up to three of the dice rolls and their damage type. The target does not take damage from these dice rolls.

You can hold onto three dice rolls in this way until the start of a long rest. Whenever you cast another spell that deals damage, you can spend 1 sorcery point to add the stockpiled damage and damage types to the attack. Afterwards, your stockpile is considered empty.

Illusion: Disjoint Spell

If you have an active illusion within 30 feet of you when you cast a spell, you can spend 1 sorcery point to cast this spell from the illusion's position instead of your own.

You can use Disjoint Spell even if you have already used a different Metamagic option during the casting of the spell.

Necromancy: Deprive Spell

When you cast a spell that deals damage, you can spend 1 sorcery point to heal yourself with one of the dice rolls value in hit points. If that spell would reduce the target to 0 Hit Points, you can spend 1 more sorcery point gain temporary hit points equal to your charisma modifier.

Transmutation: Proxy Spell

When you cast a spell and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can spend 1 sorcery point to substitute that damage type with one other type from that list. You can use Proxy Spell again for each addition type of damage the spell deals.

When you cast a spell with a spell slot and the spell requires a saving throw, you can spend 5 sorcery points to change the saving throw from one ability score to another of your choice.

Dweomer Fuel

At 14th level, your blood boils when it makes contact with magic. Whenever you are hit or affected by a spell not casted by you and is above level 0, you regain a number of sorcery points equal to 2 + the spell's level.

Arcane Heraldry

At 18th level, you can effortlessly show off the prowess of your family's practice. Select a 1st or 2nd level spell you know within your family's school of magic. You can cast this spell at its lowest level without expending a spell slot. Additionally, you don't need to expend sorcery points to use metamagics on this spell. If you want to cast this spell at a higher level, you must expend a spell slot and use spell points for metamagics as normal.



ESTER ZEJN, JACKIE WHISLER



Rearing a child afflicted with lycanthropy is no simple endeavor! They go through a period of teething that lasts much longer than in unafflicted children. And during said teething period, it's important to keep them away from other children, or under close supervision. After all, a handy source of *remove curse* is not easy to come by unless you're wealthy, well-studied, or the pet of a divine being.

Young lycanthropes are also prone to sudden transformations. Take care to secure any means of escape, or your child could run off and get themself hurt. As a fledgling, my dear Sorina had managed to defenestrate herself on numerous occasions.

I love you, Sorina! Such a wonderful child!

Lycanthropic Adventurers

Lycanthropy is a curse seldom sought. It hurls the afflicted into a world of menacing bloodlust and predation. Especially under a full moon, it tears apart their lives and the lives of everyone around them. Most lycanthropes run into one of two options: either find a pack of other werecreatures and live out these feral urges, or find yourself dead in the wake of scared members from your own community.

But not you. With time and struggle, you've managed to regain your sense of self and acclimate to your misfortune. With this newfound lucidity, you might venture forth to help other unfortunate people in the world. Or maybe it's time for you to find a cure for your curse.

Blood In Their Eyes

There's long been a crude trick to identifying people afflicted with lycanthropy: if you saw the 'blood in their eyes' you were dealing with a monster. It is true that all lycanthropes have eyes that give off a red glow. However, the intensity and conditions of this eyeshine varies from person to person.

The glow can grow brighter with heightened emotions or energy. It could also dim the longer they have the curse, revealing their true eye color. But under a full moon, all eyes belonging to both feral and lucid lycanthropes turn a bright glowing red, unmistakable in the pitch of night.

Feral Regression

Lucid lycanthropes are not without their failings. Under extreme duress or mental struggle, werecreatures are more likely to succumb to the effects of the magic, sometimes to levels worse than newly afflicted lycanthropes. The nature of the beast takes over, and their minds completely disappear.

This is the true horror of the curse: you find a way to live with your shortcomings quite amicably, knowing full well that you may one day lose everything to them without recourse.

Gnolls and Multiple Sources of Feral Regression

Tempered gnolls already deal with a very similar issue affecting their psyche. Adding on another curse isn't quite as dire as simply existing. If a gnoll were to be afflicted with lycanthropy, they would only need to deal with one set of Feral Regression effects.

Of a similar note, if a creature were somehow affected by two or more separate sources of lycanthropy, they would also only need to deal with one set of Feral Regression effects. However, full lucidity becomes virtually impossible; their regression level cannot go lower than the number of sources of lycanthropy - 1 by any means.

When handling Feral Regression, always use the higher Primal DC.

New Racial Modifier: Lycanthrope

These lycanthropy options can be utilized after a character is afflicted by the curse in some way. It is recommended that the character spends some downtime becoming more familiar with their curse before applying the following adjustments to their character. Lycanthropy can be a strong boon in lower level play, and it is up to the DM's discretion if they want to include it.

These options can be used in addition to your race's subrace features.

Racial Adjustments

The following applies to all lycanthropes:

Cursed. If you are not born a lycanthrope, your curse can be broken, such as with the *remove curse* spell.

Characteristics. You gain the lycanthrope's speed changes, traits, actions, and ability score adjustments based on the Lycanthropes table.

Alignment. You are any chaotic alignment.

Vulnerability. You are vulnerable to silvered weapons.

Shapechanger. You can use your action to polymorph into the hybrid or nonhumanoid creature based on the chart below, or back into your true form. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You return to your true form when you die.

Feral Regression. Whenever you are stabilized or healed after being reduced to 0 hit points (and knocked unconscious), make a Wisdom saving throw. The Primal DC for your lycanthrope is listed in the chart below. If you fail this save, you gain a level of regression into a feral creature.

Your regression is measured in three levels (see "Madness" in chapter 8 of the *Dungeon Master's Guide* for effects, rerolling any effect that makes you unconscious):

Regression Level	Effect
0	Lucid
1	Bout of indefinite madness (lasts until you complete a long rest)
2	Bout of long-term madness (lasts 1d4 days)
3	Complete feral regression. You lose control of your character, and at the DM's discretion, they either become hostile or attempt to flee.

Your level of regression resets back to 0 after the effect's duration. A *lesser restoration* spell or more powerful magic can also reset a level 1 or 2 regression back to 0. If you would die due to failing death saving throws, you instead return to your feet in either your hybrid or nonhumanoid form with 1 hit point and a level 3 regression.

Lycanthropes

Name	Beast	Ability Adjustments	Speed Adjustments	Traits & Actions	Primal DC
Wererat	Small Rat	+2 Dex, -2 Str	--	Darkvision, Keen Smell, Scavenger, *Accursed Bite*	10
Wereraven	Tiny Raven	+2 Dex, -2 Con	fly 50 ft. in raven and hybrid forms	Bird's Eye, Mimicry, *Accursed Beak*	10
Werewolf	Medium Wolf	+2 Dex or Str, -2 Int	40 ft. in wolf form	Establish Dominance, *Accursed Bite*	12
Wereboar	Medium Boar	+2 Str, -2 Cha	40 ft. in boar form	Charge, Relentless, *Accursed Tusks*	12
Weresquid	Small Squid	+2 Cha, -2 Wis	swim 50 ft. in squid and hybrid forms	Amphibious, Ink Stream, *Accursed Beak*	12
Wereoctopus	Medium Octopus	+2 Int, -2 Cha	swim 40 ft. in octopus and hybrid forms	Amphibious, Underwater Camouflage, Tentacle Grip, *Accursed Beak*	13
Weretiger	Large Tiger	+2 Str, -2 Int	40 ft. in tiger form	Pounce, *Accursed Bite, Claw*	13
Werewasp	Medium Wasp	+2 Dex, -2 Wis	fly 40 ft. in wasp and hybrid forms	Aggressive, *Accursed Stinger*	13
Wereshark	Large Hunter Shark	+2 Str, -2 Con	swim 40 ft. in shark and hybrid forms	Amphibious, Blood Frenzy, *Accursed Bite*	14
Werebear	Large Brown Bear	+2 Str, -2 Dex	40 ft. and climb 30 ft. in bear and hybrid forms	Natural Armor, *Accursed Bite*	14

The Physical Appearance of Lycanthropes

Lycanthropy, like most magic, is weird and amorphous. As a lycanthrope comes to better control their curse, more of their own physical traits can shine through while transformed. A sprite's wings may sprout from their werebear back, the results of which could be terrific in all of its definitions.

Likewise, the source of an individual's curse can influence the appearance of their hybrid and beast forms beyond the creature type. Fey-derived lycanthropy might result in rainbow-colored fur, whereas fiendish lycanthropy could produce a barbed tail.

A group of wereravens is called a kindness. Regardless of the individual wereraven's disposition, it's a rather clever play on an unkindness of ravens.

Out of curiosity, I personally researched the common collective nouns of other werefolk and can provide you with the following results:

A blessing of wererats
A route of werewolves
A breakfast of wereboars
A squad of weresquids
A roll of wereoctopodes
An agreement of weretigers
A go away of werewasps
A street of weresharks
An agency of werebears



ESTER ZEJN



Wererat

Jeice's nose twitched at the faint aroma. Amidst the sweat and gristle of bandits, she caught a subtle mixture of peppermint, sulfur and blood: the smell of magic. The smell of an enchanted dagger buried among a treasure horde. The smell of her next prize.

She took to all fours and shrank into a form more suited for the job. No one thinks twice about the rats in the room.

Nonhumanoid creature. Small Rat

Ability Score Adjustment. Your Dexterity score increases by 2 (to a maximum of 20), and your Strength score is reduced by 2.

Primal DC. Your Primal DC is 10.

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

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

Scavenger. You are immune to the poisoned condition and can subsist on spoiled food or garbage.

Accursed Bite (Rat or Hybrid Form Only). You can make an unarmed strike with your maw. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.



Wereraven

For someone so horrifyingly cursed and feared throughout his homeland, Sir House was as free as they came. Up in the sky there was no fear or affliction—just the magic of flight and the rush of soaring through the sky. It never got old. At this altitude, all he needed was to keep his wings stretched and his eyes open.

At last, he spotted it down below: the library.

Nonhumanoid creature. Tiny Raven

Ability Score Adjustment. Your Dexterity score increases by 2 (to a maximum of 20), and your Constitution score is reduced by 2.

Speed Changes. You now have a fly speed of 50ft. in raven and hybrid forms.

Primal DC. Your Primal DC is 10.

Bird's Eye. You have a +2 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Mimicry. You can mimic simple sounds you have heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Accursed Beak (Raven or Hybrid Form Only). You can make an unarmed strike with your beak. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.



Werewolf

Not even their loss of sight could wipe the image of bloodshed from Willow's mind. Not when that metallic stench still stained their nose, dredging up haunting reminders of every life they'd mangled.

Not much longer now. To save their people, Willow would need to make one more journey. They would have to withstand bloodshed a little while longer.

Nonhumanoid creature. Medium Wolf

Ability Score Adjustment. Your choice of Dexterity or Strength score increases by 2 (to a maximum of 20), and your Intelligence score is reduced by 2.

Speed Changes. You have a speed of 40ft. in wolf form.

Primal DC. Your Primal DC is 12.

Establish Dominance (Wolf or Hybrid Form Only). You can vie for superiority against wolves and other werewolves. Make a Charisma (Intimidation) check contested by the creature's Charisma (Intimidation) check. On success, you have advantage on all Charisma checks against that creature for 24 hours. On failure, you instead have disadvantage. You can't use this feature on that creature again until you finish a long rest.

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

Accursed Bite (Wolf or Hybrid Form Only). You can make an unarmed strike with your maw. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.



Wereboar

The ever-ready Aera traded her wings for hooves in one swift motion and hit the ground running. She charged through the dense forest without reservation, weaving through trees and plowing through brush. This parcel had to be delivered posthaste.

She had nothing to prove to the other aaracockra who called her pig-sick. This wasn't for them. This was all for the customer.

Nonhumanoid creature. Medium Boar

Ability Score Adjustment. Your Strength score increases by 2 (to a maximum of 20), and your Charisma score is reduced by 2.

Speed Changes. You have a speed of 40ft. in boar form.

Primal DC. Your Primal DC is 12.

Charge (Boar or Hybrid Form Only). If you move at least 15 feet straight toward a creature and then make an attack with your tusks on the same turn, your tusks deal an extra 1d6 slashing damage.

Relentless. If you take 14 damage or less that would reduce you to 0 hit points, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Accursed Tusks (Boar or Hybrid Form Only). You can make an unarmed strike with your tusks. 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. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.



Weresquid

How was underwater any different from the Underdark? As long as he stayed in his hybrid form, the young Gaelen could be at home among the sea elves. Were they as cautious of drow as other surface elves? It was best not to find out.

But this was fine. If there were any real danger down here, Gaelen could always slip away in a cloud of ink.

Nonhumanoid creature. Small Squid

Ability Score Adjustment. Your Charisma score increases by 2 (to a maximum of 20), and your Wisdom score is reduced by 2.

Speed Changes. You now have a swim speed of 50ft. in squid and hybrid forms.

Primal DC. Your Primal DC is 12.

Amphibious. You can breathe air and water.

Ink Stream. As an action, you can expel a magical, inky cloud, as if you casted *darkness* centered on yourself. Afterwards, you can use the Dash action as a bonus action. You cannot use this ability again until you finish a long rest.

Accursed Beak (Squid or Hybrid Form Only). You can make an unarmed strike with your beak. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or be cursed with weresquid lycanthropy.



Wereoctopus

It may have been an easy job, but it still required a great amount of care. In matters of work, Jahreed made no waves and left no witnesses. The same could not be said about the boy currently writhing in her deathly grip.

The client hadn't mentioned if they wanted him back dead or alive. How could she be expected to do her job without the details? As his struggling grew weaker and weaker, she tightened her hold on him. She hated getting sloppy.

Nonhumanoid creature. Medium Octopus

Ability Score Adjustment. Your Intelligence score increases by 2 (to a maximum of 20), and your Charisma score is reduced by 2.

Speed Changes. You now have a swim speed of 40ft. in octopus and hybrid forms.

Primal DC. Your Primal DC is 13.

Amphibious. You can breathe air and water.

Underwater Camouflage. You have advantage on Dexterity (Stealth) checks made while underwater.

Tentacle Grip. You have advantage on grapple checks you initiate against a creature you have surprised. You must successfully hide from that creature to use this ability against them again.

Accursed Beak (Octopus or Hybrid Form Only). You can make an unarmed strike with your beak. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or be cursed with wereoctopus lycanthropy.



Weretiger

The cages were locked. The arena was little more than a circle of dirt. Gilthur's blood-red eyes bored into his burly opponent. The battle-scarred orc had probably thought they'd already won, the way they laughed at the sight of this greying dwarf.

Gilthur took one step forward, his tattered boot morphing into a large paw. The orc's laughter quickly turned to a cry for help as the blood-eyed tiger pounced upon them.

Nonhumanoid creature. Large Tiger

Ability Score Adjustment. Your Strength score increases by 2 (to a maximum of 20), and your Intelligence score is reduced by 2.

Speed Changes. You have a speed of 40ft. in tiger form.

Primal DC. Your Primal DC is 13.

Pounce (Tiger or Hybrid Form Only). If you move at least 15 feet straight toward a creature and then make an attack with your claws on the same turn, that target must succeed on a Strength saving throw or be knocked prone. If the target is prone, you can make a bite attack against it as a bonus action.

The DC of this ability is equal to 10 + your Strength modifier.

Accursed Bite (Tiger or Hybrid Form Only). You can make an unarmed strike with your maw. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.



Werewasp

While it's normal to see a wide variety of faces in the tavern, Deathpoint always managed to turn heads. He calmly walked from the door to the bar and took his seat before realizing that the ruckus that filled the air upon his entrance had now become a deadly silence.

Slowly the barkeep raised a trembling finger and pointed it over Deathpoint's shoulder. Deathpoint turned to find that his stinger had carved a path deep into the wooden floor behind him.

Nonhumanoid creature. Medium Wasp

Ability Score Adjustment. Your Dexterity score increases by 2 (to a maximum of 20), and your Wisdom score is reduced by 2.

Speed Changes. You now have a fly speed of 40ft. in wasp and hybrid forms.

Primal DC. Your Primal DC is 13.

Aggressive. As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than you started.

Accursed Stinger (Wasp or Hybrid Form Only). You can make an unarmed strike with your natural weapon. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 13 Constitution saving throw or be cursed with werewasp lycanthropy.

JAY H. HOLLOWAY



Wereshark

She was Captain Latch, the fiercest pirate ever known to survive falling into shark-infested waters. She spoke with authority, meaning you listened when she addressed you. If you didn't, she had a quick way of showing you what she'd faced long ago.

Chances are, things wouldn't turn out as well for you as they did for Latch.

Nonhumanoid creature. Large Hunter Shark

Ability Score Adjustment. Your Strength score increases by 2 (to a maximum of 20), and your Constitution score is reduced by 2.

Speed Changes. You now have a swim speed of 40ft. in shark and hybrid forms.

Primal DC. Your Primal DC is 14.

Amphibious. You can breathe air and water.

Blood Frenzy. You gain a +2 bonus to melee attack rolls against any creature that doesn't have all its hit points.

Accursed Bite (Shark or Hybrid Form Only). You can make an unarmed strike with your maw. If you hit with it, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

While I can't speak for Willow, and I'm sure the term works well and good for them, Lycanthropy seems a little less than descriptive. You see, the lycan root pertains more to a wolf aspect that many of us don't exactly possess. And while we work on reintegrating into society, there's an opportunity to introduce new terminology.

Therianthropes might be a more accurate term, but I've got a personal fondness for Corvidthropes. Doesn't it just tickle your beak?



Werebear

Milo Honeybuns hated being exploited for the group's interrogations. It was the same old routine every time. Step one: sit there stone-faced while the perp resists. Step two: go full-bear and suddenly take up three times more space. Step three: snarl and threaten physical contact. Step four: perp conveniently decides to spill the beans.

This gig was better than being chased out of town for something as innocuous as a sneeze. But maybe just once they could let him sweet-talk the perp, and then the bard's High C could be the scariest thing in the room.

Nonhumanoid creature. Large Brown Bear

Size. Your size in your hybrid form is Large.

Ability Score Adjustment. Your Strength score increases by 2, and your Dexterity score is reduced by 2.

Speed Changes. You have a movement speed of 40ft. in bear and hybrid forms. You also now have a climb speed of 30ft. in bear and hybrid forms.

Primal DC. Your Primal DC is 14.

Natural Armor. Your thick hide grants you a +1 bonus to your AC.

Accursed Bite (Bear or Hybrid Form Only). You can make an unarmed strike with your maw. If you hit with it, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is a living creature, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.



JAY H. HOLLOWAY, OLGA DREBAS

Backgrounds and Customization Options

Adventurers hail from a wide swath of cultures and experiences, and no two adventurers bring the same tools to the table. One person may have given up their voice to achieve powerful magic, while another took their natural talents to even greater heights. These new feats and options expand the horizon for characters to explore.

The Vow of Silence

It takes a great deal of devotion to swear off using your vocal cords and practice the seldom-used language of Clonnish exclusively. The few who do may find themselves blessed with unique features and abilities for their efforts.

The Vow of Silence can be taken on at any time with the following prerequisite: they are not allowed to speak by verbal means. They must rely on the Clonnish language and any other forms of nonverbal communication, such as written word or telepathy. After 30 days of practice the Vow is considered to be in full effect, and devotees gain the full benefits. Some may even find they can cast cantrips without speaking a word.

Even so much as a grunt or yelp of pain is enough to break the Vow and lose the blessings. Devotees must practice for another three days to regain the full effects.

New Feats

The feats are presented in alphabetical order.

Clonnish Caster

Prerequisite: The Vow of Silence

In your silent diligence, you've achieved a new means of casting your spells. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn Clonnish if you don't already know the language.
- **When the Vow of Silence is in full effect**, You can use Clonnish to fulfill the verbal and somatic components of spells.

Clonnish Charm

Prerequisite: Clonn or Half-Clonn

Your humor has grown quite powerful and almost infectious. You gain the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- You have advantage on Charisma checks to make people laugh.
- You can cast *Tasha's Hideous Laughter* at will, without needing a material component. You cannot cast this spell on the same target twice in the same day. Charisma is your spellcasting ability for this spell.

Detachable Limbs

Prerequisite: Tula

Your body's regenerative capabilities have kicked in, proving handy even in the lack thereof. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You can detach a limb with relative ease as an action, taking 1d6 piercing damage in the process. The detached limb can be used as a nonmagical +1 weapon.
  Detached limbs stay durable for 10 days before degrading. You regrow missing limbs to full functionality after 10 days. Its weapon type and the consequence for removing it can be found below

Amputation Table

Limb Removed	Weapon Equivalent	Consequence
Main Arm	Scimitar	Cannot take reactions
Auxiliary Arm	Dagger	Cannot use Free Hands or Ready Hands trait
Leg	Warhammer	Halved Movement Speed

Embrace the Urge

Prerequisite: Feral Regression

You've let yourself succumb to your feral nature. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- Upon taking this feat, your level of regression changes to 1 if it was 0. Your regression level can no longer decrease below level 1 (even through the use of a *lesser restoration* spell), and any level 1 regression effect is indefinite.

Whenever you are hit by an attack that deals bludgeoning, piercing, or slashing damage, you gain the following benefits until the end of your next turn:

- Your movement speed increases an additional 5 feet.
- The damage you take from non magical attacks is reduced by an additional 1 hit point.

For the Fey's Convenience

Prerequisite: Fey or Fey Ancestry

You can use an item of any size with a little magic. Once per long rest, you can focus on magically scaling an object to a size that you can use appropriately. This enchantment lasts for a month, or until it is dispelled. If you use this ability to enchant the object once a month for a year, the enchantment becomes permanent.

Resist the Urge

Prerequisite: Has carried the Feral Regression Trait

You've become strong enough to properly handle the powers that drive you mindless, and may be able to help others suffering from a similar fate. You gain the following benefits:

- Increase your Wisdom by 1, to a maximum of 20.
- Upon taking this feat, your level of regression changes to 0. Your regression level can no longer increase beyond level 1 unless you would die due to death saving throws.
- You can help calm down someone else who carries the feral regression trait. If they have a regression level of 2 or lower, you can use your action to reduce their regression level by 1, to a minimum of 0. You regain the use of this ability after a long rest.

Rubber Soul Adept

Prerequisite: Clonn or Half-Clonn

You've furthered your latent ability to twist your body. You gain the following benefits:

- Your Constitution increases by 1, to a maximum of 20.
- You gain one of the following Rubber Soul abilities (found in the Clonn Traits section) you do not already know: Balloon, Stretch, or Grow. For clonns that aren't Twisted Humors, Grow now has an activation time of one reaction and lasts until your next turn.

You can select this feat multiple times. Each time you do so, you must choose a different Rubber Soul ability. When you have access to all three abilities, the time it takes to regain each ability is reduced to a short rest.

Silk Spinner

Prerequisite: Tula

You've developed a consistent source of natural, strong material with a proper diet. As long as you are eating regularly, you can produce up to 100 feet of silk rope a day. You can work with this silk to produce constructs such as wire traps and parachutes.

Any amount of this rope can be made poisonous to the touch. If handled, the target must succeed a DC 12 constitution save or be poisoned for 1 hour.

Spider Camouflage

Prerequisite: Tula

You have tapped into your latent spider nimbleness and have become quick to miss if people aren't careful. You gain the following benefits:

- Your Dexterity increases by 1, to a maximum of 20.
- Your speed increases by 10 feet.
- You have advantage on stealth checks while standing on walls and ceilings.

Sprite Poison

Prerequisite: Sprite

You have tapped into the knowledge of your ancestors to construct very potent poisons for your weapons. You gain the following benefits:

- Your Intelligence increases by 1, to a maximum of 20.
- During a long rest, you can imbue one melee or ranged weapon with a noxious poison. While imbued, creatures that are hit with this weapon must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake. The poison loses its potency after a full day.



ESTER ZEJN

Clonnish Backgrounds

These backgrounds explore aspects unique to different regions and groups of clonnish communities. They are pioneered by both pierronese and bozolen clonns, though any race that has spent time within a clonnish society has access to these options.

Background: Rodéo Rancher

The Rodéo have made a name for themselves ranching a variety of beasts and lots of them. You carry that legacy in your quick hands and on your quicker wit. Most Rodéo inherit their ranches as a part of the family business. Some seek out the ranch life to enjoy the wide open spaces and the money that comes with it.

But sometimes the money isn't enough. And while wrangling up to hundreds of your livestock is far from boring, you might want to wrangle yourself something a little more exciting.

Skill Proficiencies: Animal Handling, Sleight of Hand
Tool Proficiencies: Rope, vehicles (land)
Equipment: A set of rancher's clothes, 50 feet of hempen rope, a branding iron displaying the mark of your ranch, a large belt buckle with the same mark, and a belt pouch containing 10 gp



Your Critters

Your ranch back home makes a living off its livestock. They were your responsibility. You made sure they were safe, had enough food, and didn't stray from the herd. Roll a d8 to determine what kind of critters made up your livestock.

d8	Livestock	d8	Livestock
1	Cows	5	Oxes
2	Horses	6	Aurochs
3	Goats	7	Giant Lizards
4	Camels	8	Axe Beaks

Feature: Rope Works

You know your way around a rope, and your rope knows its way around a critter's neck. You can immediately tell if a rope is about to snap or if a rope knot will come undone. You also have an eye for estimating how long a rope you'll need to wrangle a moving target.

Suggested Characteristics

The Rodéo life gets down and dirty at times, but it takes all kinds to watch a ranch. A cool head can handle any threat to the livestock, a quick temper will show those critters who's boss, and a fiery heart loves the thrill of wrangling a stray.

d8	Personality Trait
1	I go the extra mile, 'cause there's plains to spare, and it sure ain't crowded.
2	Life's tough, but man is it tougher when you're stupid.
3	If you don't think fear can control you, then you've never been chased by a mad mama critter.
4	Mama taught me to never throw the first punch, but you can bet your behind I'll throw the last one.
5	I'd rather be someone's shot of whiskey than everyone's cup of tea.
6	I'll stare you down and find out everything I need to know about you.
7	If we see a beast out there, I'm gonna catch that critter!
8	No time to dilly; there's gold to gain.

d6	Ideal
1	**Ambition.** Keep your eye on the high mark, and you will hit it. (Any)
2	**Vigilance.** Trust everyone, but always cut the cards. (Neutral)
3	**Action.** Never apologize and never explain – it's a sign of weakness. (Neutral)
4	**Persistence.** Ride or die. (Chaotic)
5	**Self-Control.** I'm not looking for a fight, but I won't back down from one either. (Good)
6	**Precision.** Fast is fine, but accuracy is everything. (Any)

LUCAS W.

d6 Bond

1	There's no doubt in my mind that I'll wrangle me a dragon someday.
2	My family's legacy precedes me, and it's gonna proceed on the lips of the land.
3	That stampede destroyed my entire way of life. It's time to wrangle a new one.
4	They can't take my critters and think that I won't take 'em back.
5	The whole world's gone astray, and I'll sure as fire wrangle it.
6	I left my heart back at the ranch, but I'll see her again right soon.

d6 Flaw

1	I stay out of people's business. Not my roundup, not my bull.
2	I see the world as black and white.
3	I usually zone out, staring off into the distance.
4	My hands and my eyes used to be quick as lightning, but now I'm hesitant to ever trust 'em again.
5	I get dirty and forget to clean up.
6	I tend to hoot and holler at inappropriate times.



Background: Mimé Performer

As Clonnish was used more secularly, clonns have taken to exploring the concept of silence and absence as a form of performance. These entertainers have come to be known as Mimés. They practice routines that invoke a sense of physicality and communication where nothing actually exists.

To be a Mimé takes a lot of training, not just in keeping silent, but in perfecting weight control and balance. Those who walk away from the performance life may not have been able to handle it, or they found out that they were now capable of so much more.

Skill Proficiencies: Acrobatics, Performance
Tool Proficiencies: Rope
Languages: Clonnish
Equipment: A set of performer's clothes, a small book filled with routines and notes from a colleague, and a pouch containing 15 gp

Prerequisite: The Vow of Silence

This background requires that you actively follow or have taken *The Vow of Silence*. You may take this background and break your Vow, but the feature provided by the background will not be available.

Feature: Transfer of Weight

You have exceptional control over the grace of your movements. Your breathing, as well as any footsteps you take as you move, do not produce any noise. You also find that people tend to lose track of you in louder than quiet environments.

Suggested Characteristics

Mimés are typically detail oriented, either focusing on their own technique or watching everyone else's actions. They aren't quite as loud as other entertainers, but a Mimé can be just as eager to get paid for their art.

d8 Personality Trait

1	I'll repeatedly practice a thing to do it perfectly, given the opportunity.
2	I can usually be found leaning on an invisible wall at any given moment.
3	I'm happiest in the spotlight or completely unseen, never anything in between.
4	I let out all of my frustrations in aggressive performance.
5	I could share incredible tales from my past if I were to open my mouth.
6	It's fun to mimic people's actions better than they can perform them.
7	Sometimes it feels like I'm stuck in an invisible box.
8	There's always pressure to be the best Mimé I can be.

d6 Ideal	
1	**Perfection.** It's less about if we succeed and all about if it was done well. (Any)
2	**Composure.** Shift your weight with adversity and always maintain your balance. (Any)
3	**Compensation.** Any faults must be overcome with an even better replacement. (Any)
4	**Awareness.** I must know how things work to better reflect them to my audience. (Lawful)
5	**Importance.** My art represents the work of all Mimés. I cannot fail. (Any)
6	**Silence.** The truth dies with my voice. (Evil)

d6 Bond	
1	The routine book I pen will be the future of the Mimé artform.
2	I learned my art from the best and I strive to become even better than they were.
3	To be heard without ever making a sound, that's the pride of the Mimé.
4	My words broke someone's heart. I will never speak again.
5	I must perform for myself and not for my old troupe's gain.
6	My routine partner can never be replaced, but I must move on.

d6 Flaw	
1	I obsess over my own posture and form.
2	I get distracted by watching other people move.
3	It's difficult to express myself sometimes.
4	I overvalue my work.
5	I am always performing. Always.
6	I am easily startled.

Background: Galo Worshipper

Followers of Galo Brings Carnival operate a bit differently from members of other faiths. They offer alms to their god through rough parties, excessive eating and drinking, and leading generally chaotic lifestyles. The more their bodies endure, the taller they stand as an example of Galo's craftsmanship. And the louder they exist above the rest, the sooner they will be invited to The Gathering of Galo.

A worshiper will always stand by the people they consider their family, no matter where they go or what adventures they take on. They will also be sure to celebrate at every victory, defeat, or waking hour.

Skill Proficiencies: Intimidation, Religion
Tool Proficiencies: Herbalism Kit, Painter's Supplies
Equipment: A holy symbol, painter's supplies, a small vial of a thick unknown liquid from a fellow worshiper, vestments of Galo, and a pouch connected to a metal chain containing 10 gp



Party Scars

Galo asks all of his followers to be rowdy as a testament to his craftsmanship. That being said, you may have a few lingering scars from some unforgettable nights of worship. Roll a d8 to determine what your partying has wrought onto your own flesh.

d8 Party Scar		d8 Party Scar	
1	No feeling in fingers or toes	5	Walks with noticeable limp
2	Missing or mangled ear	6	Missing a finger or more
3	Strong acidic smell	7	Covered in burn wounds
4	Covered in cuts	8	Pick any 2 party scars

Feature: The Gathering

Other Galo worshippers and revelrausers within a town or city's limits are drawn to you when you party and celebrate, even if they don't immediately see or hear you. Likewise, you tend to know where you can find people partying in town, or if someone is celebrating nearby.

Suggested Characteristics

The Galo lifestyle is offbeat and vibrant. Practitioners may fully embrace Galo's teachings and become emboldened troublemakers. They may also try and escape the culture, though old Galo habits die Galo hard.

LUCAS W.

d8 Personality Trait

1	I haven't known a night where I wasn't bruised up somehow.
2	The world is filled with magic and I'm diggin' every last inch of it.
3	If people look at me funny, I like to get in their faces to give them a better look.
4	It's us versus the world, and I like our odds.
5	I only listen to the Big G and my gut, and they both wanna party.
6	I'm suspicious of other priests' gods and make rude gestures while they pray.
7	I'm not good with sitting still or drinking water.
8	If you're eager to learn about Galo, I'll be happy to share what I know and lend you face paint.

d6 Ideal

1	**Comradery.** The people you party with are the people to party with. (Any)
2	**Endurance.** I see things through to the very end. (Any)
3	**Openness.** Secrets never help anybody. (Chaotic)
4	**Equality.** Punch others who have kicked you. (Neutral)
5	**Ownership.** Do it yourself if you want it done right. (Chaotic)
6	**Whatever.** I don't judge. (Neutral)

d6 Bond

1	I must party no matter the circumstances to be seen by Galo.
2	I'll prove to everyone that Galo has made me tough.
3	My family in Galo was always true to me, and I'll always be true to them.
4	I may like to fool around, but no one will call me a fool again.
5	It's hard to leave the Galo life behind me, but I'm trying.
6	The death of a brother in Galo is on my shoulders, and I need to do right by them.

d6 Flaw

1	I don't know how anything works, and I don't care to. Don't ruin the wonder.
2	I never see my wounds as bad as they really are.
3	What's an inside voice?
4	Tact doesn't come easy to me.
5	It takes a lot to change my mind.
6	I overindulge in sweet/alcoholic drinks.



Background: Pagglio Priest

Clonns across multiple faiths feature the Pagglio as a part of their clergy. These priests uproot their lives in society, and embark on a journey; being an example of their faith for others, and growing closer with their gods.

Pagglio priests are special among acolytes. In their sacrifice of nearly everything in their lives, they become worthy avatars for higher powers to talk through. Pagglios find good company among groups who need a touch of divine guidance to keep them on track.

Choose a god, a pantheon of gods, or some other quasi-divine being from among those listed in the Player's Handbook or those specified by your DM, and work with your DM to detail the extent of their impact on the campaign, if any.

Skill Proficiencies: Performance, Religion
Languages: Clonnish and a language of your choice
Equipment: A holy symbol, a small prayer book, a blanket or tattered rags, a percussion instrument (such as a tambourine or a rattle), and a belt pouch containing 5 gp

Prerequisite: The Vow of Silence

This background requires that you actively follow or have taken *The Vow of Silence*. You may take this background and break your Vow, but the feature provided by the background will not be available.

Feature: Mouthpiece

You are revered by other clergy members in your faith as an avatar of the gods. Additionally, there is a chance that your deity or a higher power you serve may verbally speak through you. This does not break your Vow of Silence.

Suggested Characteristics

Pagglios offer up to their worship as much of their self as their deity will take. What remains of them is usually weird or uncouth. Echoes of their past life may linger into priesthood coloring each Pagglio a little differently.

d8 Personality Trait

1	My heart swells at the prospect of traveling.
2	I do not oppose enemies. I oppose ideals.
3	I'm content with watching people laugh, bicker, or both.
4	There's nothing wrong with a little mischief if it teaches a lesson.
5	I thrive in uncomfortable situations.
6	When something interesting happens, I jump at the chance to get a closer look.
7	I am always willing to listen.
8	Whenever someone has a big revelation, I am elated.

d6 Ideal

1	**Humility.** I take no credit for what my deity has accomplished through me. (Any)
2	**Patience.** What needs to get done will get done when it needs to. (Neutral)
3	**Hospitality.** People all have a right to warmth and comfort, no matter their sins. (Good)
4	**Reflection.** I act as an example of how you shouldn't be acting. (Chaotic)
5	**Faith.** I trust my god that this is all happening for a reason. (Lawful)
6	**Oddity.** The peculiar is worth more than any treasure. (Any)

d6 Bond

1	I have been forsaken, and silence is my burden to bear.
2	My life belongs to my faith and its followers.
3	Never again will I be tempted by worldly desires.
4	I must always be an example of of my god's will.
5	Our temple was burned down. It is my duty to found a new one.
6	My god has guided me to this point for a reason, like They always have.

d6 Flaw

1	I struggle with proper etiquette.
2	My jokes are only funny to me.
3	I like to get lost in prayer.
4	I tend to chew food with my mouth open.
5	I am distracted by and fascinated with the tiniest little details.
6	I don't have the same amount of urgency as others might.

Background: Masked Vení Patron

The Masks of Vení are a small but long-standing group in Clonnish society dedicated to having fun with people who know nothing about clonns. They wear fanciful masks and weave convincing stories about the world they hail from, which may afford them luxuries from rubes who buy into their prank. It is a life filled with travel, thrills, and good humor.

A Vení patron may find joy in tricking an adventuring party, or use them as a strong cover for the bit. Alternatively, a Vení may find themself tricked by their own story.

Skill Proficiencies: Deception, History
Language Proficiencies: Two languages of your choice
Equipment: A set of fine clothes, a very elaborate mask that you either crafted or received as a gift from a forebearer, a small piece of jewelry either worth 10 gp or made to look like it does, a confetti kit, and a belt pouch containing 15 gp

Clonnish Lie

It doesn't take much to pull off this prank if people have never seen anyone or anything like you. The real trick here is committing to the bit. Roll a d6 to determine the lie you'll tell about yourself and your people, or come up with one yourself.

d6 The Bit

1	My people are cunning warlords slowly taking over the country.
2	We are wealthy jewelers looking for the finest gems to bring back home.
3	The Grand Clonn has been looking for allies in our long and exhausting fight.
4	I come from a race of mystics and bring news of the future to your leaders.
5	The clonns mask themselves because we are cursed humans, seeking only to reassimilate with our brethren.
6	I am a member of the elite traveling jester people, and I live only to make you laugh.



Feature: Foreign Emissary

To people who aren't familiar with clonn culture, you appear to be an exotic and eccentric noble. You are provided accommodations and knowledge of customs you might not know in these "foreign" lands. You may also court attention for yourself and your companions with local nobles looking to establish relations with your kingdom, if you can keep up the charade.

Suggested Characteristics

People enter into the Vení life for a variety of reasons. While some are born into it by tradition, others find solace in escaping their past or carving a new future for themselves. All Vení patron masks, however, represent the same thing: opportunity.

d8 Personality Trait

1	"Absolutely, and here's how we'll do it."
2	There's a thrill in getting people to trust me.
3	Everyone wears a mask. Mine is just visible.
4	You can hide a lot of stories behind a perfect porcelain smile.
5	It's so hard not to laugh when people fall for my pranks.
6	I look royal and act extra. You have to play the role you want.
7	I won't be caught wrong, even if someone else is right.
8	Liabilities are difficult to be acquainted with.

d6 Ideal

1	**Improvisation.** Always encourage and build off what people tell you. (Any)
2	**Deflection.** I steer conversations away from my past. (Neutral)
3	**Fun.** It's fine if no one is physically hurt that much. (Chaotic)
4	**Mistrust.** I don't expect people to live up to what they tell me. (Neutral)
5	**Luxury.** I'm meant for the finer things in life. (Evil)
6	**Repression.** The bit is who I am. (Any)

d6 Bond

1	I took my joke too far and now I must live up to who I say I am.
2	I prefer my mask to the reality and can't go back.
3	My longtime partners were all caught in the act but me, and I'm paranoid that I'll be next.
4	I am the latest in a long line of people to take up this persona and wear this disguise.
5	I honor my best friend's life by continuing it for them where they left off.
6	No matter what I do, it's only worth it if there are laughs to be had.

d6 Flaw

1	The only one fooled by my bit is me.
2	I panic without my mask.
3	I have difficulty taking people seriously.
4	I overthink situations.
5	I have trouble recognizing faces, including my own.
6	I tend to forget what's true and what's false frequently.

LUCAS W.

"The prize of solving mystery is growth, not relief."



Chapter 3
And the World

Magic Items

Each magical item tells a tale about its maker. The finer details and properties they're imbued with reveal a lot about the crafter's knowledge, their working style, and even the situation they were in when they needed to construct such wondrous works.

This section reveals several new and odd magic items. It also introduces replica magic items and the beauty of their flaws.

Replica Magic Items

Many magic items can be reproduced with the appropriate knowledge and skill. Lacking one or the other can result in a complete mess, or a nonfunctioning item. But crafters seeking to hone their skill are often able to produce a less potent replica. Despite this copied item's flaws, there's value to be found.

A replica magic item can be treated as a lesser version of the item it is imitating. It could provide smaller bonuses, hold less charges, or even break after a single use. It might be unable to insulate its magic, leading to wild magic surges, or come with side effects that function similarly to curses. That being said, they can be a lot cheaper than their genuine counterparts, and they might be all an adventurer needs to get the job done.

Replica magic items are generally not as valuable as the original and can host all sorts of malfunctions. For each rarity lesser than the original item, a replica gains one of the random flaws on the Replica Flaws table. Reroll if the replica already has that flaw/property or is unaffected by it.

Replica Flaws

d8	Flaw
1	Damage and any numerical bonuses granted by this item are halved (rounded down).
2	Maximum charges or number of uses of this item's abilities are reduced to 1.
3	This item's abilities can only be used 1d4 times before it breaks, or for 1d4 × 6 hours if its effects are normally ongoing.
4	This item only features one of the original magic item's properties (at the DM's discretion).
5	This item causes a surge of wild magic after each use of its abilities, every attack, or once every 6 hours (whichever is most applicable). Roll on the Wild Magic Surge table (*Player's Handbook*, page 104) to determine the wild magic effect.
6	This item requires attunement to be utilized properly. Any of its ongoing effects disappear on unattunement.
7	This item might not work all of the time. Roll 1d4 every 6 hours. On a 1, the item loses its magical properties for the next 6 hours.
8	Using this item gives you the effects of a minor detrimental property, as if you were attuned to the item, until you complete a long rest. Roll on the Minor Detrimental Properties table (*Dungeon Master's Guide*, page 220) to determine the effect. A replica can have multiple iterations of this flaw.

KARINA S.

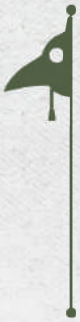
Replica Artifacts

It takes an incredibly skilled and incredibly foolish crafter to attempt to recreate an artifact of legend, let alone succeed to any degree. Nevertheless these fools abound, and once the casualties are tallied, a crafter may crawl from the wreckage to claim their item: something that resembles an artifact or divine tool.

A Legendary rarity replica of an artifact requires the following adjustments:

- The item loses any minor or major beneficial properties.
- The item gains 2 random minor detrimental properties.
- The item gains 1 random major detrimental properties.
- The item only features a subset of the original artifact's properties (at the DM's discretion).

Any replica of the artifact with a Very Rare or lesser rarity can be adjusted as normal from a Legendary rarity.



Upgrading Replica Magic Items

A replica can be tinkered with and fixed up by a skilled crafter until it more accurately resembles the original magic item. Upgrading the item takes half the time and money normally crafting the original from scratch takes, given the proper schematics are found and followed.

Upgrading a replica artifact, however, might be more dangerous than the process it took to create it in the first place.

New Magic Items

These are a few of the items that Sir House has uncovered, encountered, or constructed in his adventures. They are presented in alphabetical order.

Alolo's Ombrella

Weapon (spear), rare (requires attunement)

The ombrella is a long, ornate umbrella constructed for the comfort of creatures adjusting to live outside of the Underdark. Its beauty is only matched by its prowess in the heat of combat.

While the ombrella is open, the underside emits a 5 foot cloud of magical darkness the user can see through. Creatures are unaffected by Sunlight Sensitivity or equivalent traits while under the ombrella's darkness.

While closed, the ombrella functions like a spear with blades on both ends. You gain a +1 bonus to attack and damage rolls made with this magic weapon.



ALOLO'S OMBRELLA



BLOOD NEEDLE

Blood Needle

Weapon (dagger), rare (requires attunement)

When the blood needle pierces a creature's skin, their blood attaches to the blade and can be pulled out of the body in a tough, coagulated thread.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. After a successful attack with this weapon, as a bonus action you can make a grapple check with advantage to restrain a target using their own blood.

You can also use the blood needle to reattach lost limbs and stitch together open wounds.

Crown of Bones

Wondrous Item (any creature type), very rare (requires attunement)

This crown is made from the remains of a specific creature type (or race of humanoid). While wearing this crown, you can use an action to cast the *fear* spell against living creatures of that type.

Corpses and remains of the crown's creature type within 60 feet of you rise as appropriate undead creatures under your command. As a bonus action on your turn, you can command one within range to move and attack. If the crown is destroyed, all undead creatures once under its power become inert again.

Dimensional Zipper

Wondrous Item, rare (1 foot in diameter), very rare (2 feet in diameter), or legendary (4 feet in diameter)

The zipper can be opened or closed with a loud zipping noise as an action. When placed on a surface and opened, this zipper creates an opening through to the other side of that surface, upwards to 2 feet deep. If removed without closing first, the opening remains for 10 minutes before closing again. Anything left inside a normally solid surface is pushed out to the closest open space.

If the dimensional zipper is left on a surface open for more than 10 minutes, the surface reseals itself and a pocket demiplane 6 feet in each dimension opens in its place. The zipper is then permanently affixed to that surface.

Each newly affixed zipper opens to a separate demiplane. However, if the DM rolls 1d100, they can use a 95 or higher to create an interdimensional hiccup that connects the zipper to someone else's demiplane.



CROWN OF BONES

DIMENSIONAL ZIPPER



Sir House's Incredible Cape of Darts

Wondrous Item, legendary (requires attunement)

While wearing this cape, you gain a +1 bonus to AC.

This cape is lined with 10 incorporeal darts. As a bonus action on your turn, you can command the cape to launch any number of darts at a target you choose within 30 feet, making a +3 ranged attack with each dart. A dart deals 1d4 + 3 psychic damage and disappears right after it hits or misses. Darts detached from the cape disappear if they aren't immediately launched.

The darts replenish after 24 hours unless the cape is torn.

Sir House's Incredible Fez

Wondrous Item, legendary

This flat-top hat will never fall off your head unless you manually remove it yourself. It has a weight capacity of 50 pounds. If it bears more than 50 pounds, it crumples and loses its magical properties for 24 hours, after which it props itself up again.

Sir House's Incredible Plague Mask

Wondrous Item, legendary (requires attunement)

This mask has a sleeping gas trap that is triggered when someone puts it on. It requires a DC 15 Intelligence (Arcana) check to disarm, or the victim must succeed on a DC 15 Constitution saving throw to avoid falling asleep for 10 minutes.

This mask adds +2 to all attack rolls. Additionally, people who didn't see you put on the mask have a difficult time remembering who you are unless they make a DC 15 Intelligence (History) check. When you remove the mask, your face appears blurry for 1 hour, and people cannot discern your details unless they succeed on a DC 15 Intelligence (Investigation) check.

Sir House's Incredible The Book of House

Wondrous Item, legendary (requires attunement by a wizard)

The book makes a gronking laugh when it is opened. While carrying it, you know the general direction of the nearest library and other books.

You can use this book as a spellbook. It still contains several legible spells (all found in the next section) and has room for your own. Spells cast from this book are done so as if using a higher level spell slot.

As I understand it there are a few iterations and replicas of my attire still out in the world. If you come across any of them, *You're Welcome.*

I Want Them Back.

SIR HOUSE'S INCREDIBLE FEZ



SIR HOUSE'S INCREDIBLE PLAGUE MASK



SIR HOUSE'S INCREDIBLE CAPE OF DARTS



WICTORIA NORDGAARD

Shovel of Unearthed Arcana

Adventuring Gear (shovel), very rare (requires attunement)

A powerful shovel of ancient dwarven make. It is incredibly light, even when laden with dirt. As an action, you can use it to give yourself an added burrow speed of 20 feet for your turn. After using it to dig, you can use a bonus action to fling the loose ground as a ranged weapon attack (15/30 range) that deals 1d10 force damage.

When you are targeted by an area of effect attack, you can use your reaction to dig into the ground and provide yourself with half cover (or three-quarters cover if your body is already halfway concealed by the ground).

Dwarven researchers have estimated that a Shovel of Unearthed Arcana is discovered at least once a month, usually buried within long abandoned mines.



SHOVEL OF
UNEARTHED ARCANA

Vistani Scarf

Wondrous Item, rare

A beautiful wrap that changes color and pattern based on the time of day. While the scarf covers your face, you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and stinking cloud effects, inhaled poisons, and the mists of Barovia).



VISTANI SCARF



SIR HOUSE'S
INCREDIBLE THE BOOK OF HOUSE



I suggest seeking out the magic item merchant Alolo during your adventures, at least once in your lifetime. The drow stores his entire stock of merchandise within the zippers of his robe, and he has a sharp eye for anything arcane.

Now, am I suggesting you purchase anything from this man? No, not at all. In fact, he overprices all of his items for the simple reason that they've all "been personally handled by [himself]."

Rather, I suggest you should simply experience the catty blowhard. Have a conversation with him! Alolo is the closest most mortals will get to achieving divine power, *and he supposedly got there all on his own.* He freely addresses the very people that govern an adventurer's every action. A perspective like that is nothing short of invaluable.

The experience is certainly worth how uncomfortable he'll make you feel the entire time. And you know to whom I am referring when I use the word *you.*

WICTORIA NORDGAARD, JACKIE WHISLER

New Spells

The spells contained in this book present effects that may be more complicated than the effects produced by the standard spell lists. These spells can be introduced into your own game all at once, or slowly through the use of spell scrolls, enemy spellcasters, or a particular magic item containing them all.

Spell Lists

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in parentheses.

Bard Spells

Cantrips (0 Level)

Instill Doubt (Enchantment)
Talkback (Illusion)

1st Level

Adhesion (Transmutation)

2nd Level

Felipe's Funny Swap (Abjuration)

4th Level

Charade (Divination, ritual)

5th Level

Appear False (Illusion)
Sir House's Incredible Mirror Bang (Illusion)

Cleric Spells

1st Level

Adhesion (Transmutation)

2nd Level

Feel Fit/Feel Ill (Enchantment)
Felipe's Funny Swap (Abjuration)
Row of Rue (Necromancy)

3rd Level

Premeditated Bolt (Divination)

5th Level

Appear False (Illusion)

Druid Spells

Cantrips (0 Level)

Talkback (Illusion)

1st Level

Adhesion (Transmutation)

2nd Level

Feel Fit/Feel Ill (Enchantment)
Kickback (Conjuration)
Row of Rue (Necromancy)

Paladin Spells

2nd Level

Feel Fit/Feel Ill (Enchantment)
Kickback (Conjuration)

5th Level

Sir House's Incredible Mirror Bang (Illusion)

Ranger Spells

1st Level

Adhesion (Transmutation)

4th Level

Charade (Divination, ritual)

5th Level

Sir House's Incredible Mirror Bang (Illusion)

Sorcerer Spells

2nd Level

Kickback (Conjuration)
Row of Rue (Necromancy)

4th Level

Magic Bullet (Evocation)

5th Level

Sir House's Incredible Mirror Bang (Illusion)

Warlock Spells

Cantrips (0 Level)

Instill Doubt (Enchantment)

2nd Level

Feel Fit/Feel Ill (Enchantment)
Felipe's Funny Swap (Abjuration)
Kickback (Conjuration)
Row of Rue (Necromancy)

4th Level

Charade (Divination, ritual)

5th Level

Appear False (Illusion)
Sir House's Incredible Mirror Bang (Illusion)

Wizard Spells

Cantrips (0 Level)

Instill Doubt (Enchantment)
Talkback (Illusion)

1st Level

Adhesion (Transmutation)

2nd Level

Feel Fit/Feel Ill (Enchantment)
Felipe's Funny Swap (Abjuration)
Kickback (Conjuration)
Row of Rue (Necromancy)

3rd Level

Premeditated Bolt (Divination)

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Charade (Divination, ritual)
Magic Bullet (Evocation)

5th Level

Appear False (Illusion)
Sir House's Incredible Mirror Bang (Illusion)

Spell Descriptions

The spells are presented in alphabetical order.

Adhesion

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a dab of tree sap)
Duration: 10 minutes

You magically fuse together two separate objects, or one object broken in two, that are touching. The bond lasts for the duration of the spell if no outside pressure is applied to it. The heavier the force applied to the bond, the shorter the spell's duration.

Weight of Force	Duration
Up to 10 pounds	10 minutes
11-50 pounds	5 minutes
51-150 pounds	1 minute
151-300 pounds	30 seconds
Greater than 300 pounds	Spell ends

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of force the bond can withstand doubles for each slot level above 1st.

Appear False

5th-level illusion

Casting Time: 1 action
Range: 120 feet
Components: S, M (a bit of torn up fleece)
Duration: Concentration, up to 1 hour

You manipulate a sound or an object within range to make it appear false or illusory for the duration. If you manipulate a sound, you cannot change the message. However, you can adjust the volume of the sound, make it sound hollow or fried, or adjust it to come from a different source.

If you manipulate an object, it must be no larger than a 20-foot cube. You can make the object flicker or appear faint, or you can make the object tingle to the touch. You can also give it the appearance of a different object of the same type, such as a different book or precious stone.

If a creature uses its action to examine the sound or image, the creature can determine that it is being manipulated with a successful Intelligence (Investigation) check against your spell save DC. If the creature is wearing or carrying the object, or is the source of the sound, they have advantage on the roll. If a creature discerns the illusion for what it is, the illusory effects dissipate for the creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, it no longer requires concentration.

Charade

4th-level divination (ritual)

Casting Time: 1 minute
Range: Special
Components: V, S, M (a strip of paper and a lit candle)
Duration: Concentration, up to 1 hour

Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. For the duration of the spell, you pantomime the actions that creature is currently taking. If they are performing actions that you are unable to do yourself, such as flying, you mimic them to the best of your ability.

You can use your action to reverse the spell and manipulate them into pantomiming you instead. The target must make a Wisdom saving throw. On a successful save, you take 3d6 psychic damage and the spell ends. If the target is made aware of you casting this spell, it makes its saving throw with advantage.

Feel Fit/Feel Ill

2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to adjust your target's sense of wellbeing, either filling them with a swell of vigor or a pang of sick. A creature you can see must make a Charisma saving throw or be affected by your choice of the following:

Feel Fit. Until the spell ends, the target's movement speed increases by 10 feet. The target also receives 2d6 temporary hit points. When the spell ends, the target loses any remaining temporary hit points from this spell.

Feel Ill. Until the spell ends, the target's movement speed decreases by 10 feet. The target also takes 2d6 necrotic damage. Damage that would reduce a creature's hit points to 0 incapacitates them instead of killing them. Its hit point maximum is reduced for the spell's duration by an amount equal to the necrotic damage it took, to a minimum of 1. When the spell ends, the target gains the amount of hit points it lost.

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

Felipe's Funny Swap

2nd-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an odd sense of humor)
Duration: Instantaneous

You attempt to teleport two creatures at once, instantly switching their places. Both targets must make a Wisdom saving throw.

If both targets succeed their save, the swap fails.

If only one target succeeded their save, the other creature cannot teleport into their place. The creature that failed their save takes 2d6 force damage and the swap fails.

> Felipe personally demonstrated this spell for me while I was in flight and a goblin was not. It is an incredible spell, but I still question the name "Funny Swap." The goblin did not find it very funny when suddenly I was on the ground and they were not.

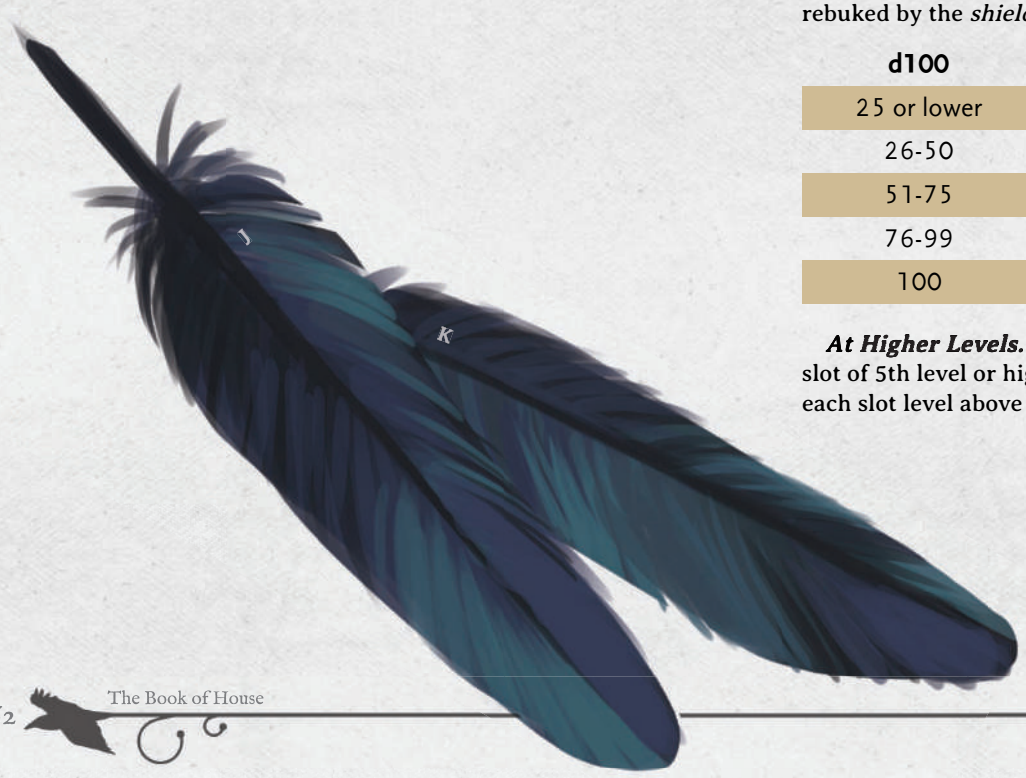
Instill Doubt

Enchantment cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Select a target you can see. You can attempt to fill their mind with thoughts of doubt and apprehension. The target must make a Wisdom saving throw or take 1d4 psychic damage, and it can't take reactions until the start of its next turn. This damage is not lethal.

This spell's damage increases by 1d4 when you reach 5th level (2d4) 11th level (3d4) and 17th level (4d4).



Kickback

2nd-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You suddenly rocket back 15 feet in the opposite direction of that which you're facing until you jerk to a halt and fall prone, stopping early and falling prone if you impact against a solid surface. This movement does not provoke attacks of opportunity. When you strike something, it takes damage dependent on your size.

Size	Damage
Tiny	1d8 force damage
Small	2d8 force damage
Medium	3d8 force damage
Large	4d8 force damage
Huge	5d8 force damage

If a creature is in the way, that creature must succeed on a Dexterity saving throw, or you successfully strike it. Additionally, if the creature fails and is your size or smaller, it must also succeed on a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the distance you travel increases by 10 feet for each slot level above 2nd.

Magic Bullet

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You aim and fire a small, compressed pellet of magical energy at your target. Roll 1d100 to determine the success and damage of the attack. This spell does no damage if rebuked by the *shield* spell.

d100	Effect
25 or lower	The spell misses
26-50	1d8+1 force damage
51-75	5d8+5 force damage
76-99	7d8+7 force damage
100	100 force damage

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

ESTER ZEJN

Premeditated Bolt

3rd-level divination

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pocket watch or a small sand timer)
Duration: 24 hours

Choose a creature can you see in range and roll 4d10. That target is marked. At any point within the spell's duration, you can use your reaction to call down a bolt of searing light from above them, concluding the spell. The target must succeed on a Dexterity saving throw or be hit by an amount of radiant damage you rolled for.

The spell fizzles if the target is on or escapes to another plane of existence. You know if the bolt hit your target but nothing about their state after the strike.

Row of Rue

2nd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a chipped fingernail)
Duration: Instantaneous

Choose a 5-foot square you can see on the ground within range. Throngs of undead arms and claws erupt from the ground in an anguished wave that spreads outwards 5 feet in opposite directions, forming a line at any angle you choose. The wave can reach as high as five feet into the air, reaching out for anyone they can grasp.

Each creature in that area must make a Dexterity saving throw. A creature takes 2d12 necrotic damage on a failed save, or half as much damage on a successful one. Additionally, a creature that fails their save and is under half their maximum total of hit points is restrained until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the row extends out an additional 5 feet in both directions for each slot level above 2nd.

Sir House's Incredible Mirror Bang

5th-level illusion

Casting Time: 1 reaction, which you take in response to being damaged by a creature that can see you
Range: Special
Components: V
Duration: Instantaneous

When you take damage from an opponent, even if you would be reduced to 0 hit points, you can use your reaction to instantly change your appearance to that of the attacker. The creature must make a Wisdom saving throw. It takes the same amount of damage it dealt to you in psychic damage on a failed save, or half as much damage on a successful one, as if it had hurt itself. You cannot use this spell if their attack would outright kill you.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases to twice the amount of damage on a failed save, and the same amount of damage the creature dealt to you on a successful one. When you cast this spell using a spell slot of 9th level, you can use this spell even if their attack would outright kill you.

Talkback

Illusion cantrip

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, up to 1 minute

You record any sounds that you can hear within 30 feet of you. You can store up to the last 6 seconds of audio in your memory. That audio can stay banked for the next 1d4 hours, or until you record something else.

If you cast this spell while already banking audio, you can instead choose to play that audio back at a lower fidelity. The sound emanates either from your hand or your vocal chords.

The time that the recording can stay banked increases to 2d4 hours when you reach 5th Level, 3d4 hours at 11th level, and 4d4 hours at 17th level.



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Q.L.O.



Combat Considerations

It's easy to get into the flow of moving your character, rolling to attack, rolling for damage, and then letting the next player take their turn. For some characters this is the most effective strategy, and for others this is their only option.

A number of D&D groups can appreciate the quick and simple combat encounters and may feel they are more than enough. But for your consideration, here are some additional options for approaching combat to make the experience more interesting.

Battle DC

Most improvised efforts in battle are done either out of desperation or in an attempt to gain an additional benefit to make the fight easier. When done against an opponent, this is resolved with either an opposed contest roll (grappling) or a saving throw (knocking prone).

When no preexisting DC exists for a combatant's action, you can use a simple Battle DC that the opponent must succeed against. The saving throw DC is calculated as follows:

Battle DC = 10 + the ability modifier you used in the action

Attacking Specific Locations

Targeting specific parts of your opponent is a common martial tactic, even for scrappy fighters.

You can aim for one of the following locations while declaring your attack, resolving any saving throws against your Battle DC. Declaring an attack on a specific location cannot be done within a reaction or in conjunction with using a similar Maneuver ability. Every subsequent attack you declare on the same location gains an additional penalty of -2 to the attack roll until the end of your turn.

Strike the Leg. When you declare a weapon attack to strike a target's leg, and the target is Large or smaller, take a -5 penalty to the attack roll. If the attack hits, the target must make a Strength saving throw. On a failed save, you knock the target prone.

Strike the Arm. When you declare a weapon attack to strike an arm the target is holding an object in, take a -5 penalty to the attack roll. If the attack hits, the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Strike the Head. When you declare a weapon attack to strike a target's head, take a -7 penalty to the attack roll. If the attack hits, the target must make a Constitution saving throw. On a failed save, the target is stunned until the end of its next turn.

Strike the Eye. When you declare a weapon attack to strike a target's eye, and the attack would deal piercing or slashing damage, take a -9 penalty to the attack roll. If the attack hits, the target must make a Constitution saving throw. On a failed save, the target loses sight in that eye and has all vision and perception checks halved. If the target has no more eyes left, it is considered blinded.

Strike the Ego. When you declare a weapon attack to strike a target's ego and successfully explain how you intend to do so, take a -3 penalty to the attack roll. If the attack hits, the target must make a Charisma saving throw. On a failed save, the target is disgraced, and it can't take reactions until the start of its next turn.

Inflicting Conditions

Other means of inflicting status conditions on your opponents may need to be improvised on the spot. This can be become easier to accomplish with practice, but keep these ideas in mind while planning out your course of action: the condition you want to inflict, facilitators in your surroundings you can use, and the tactics you have available to you.

Typical Conditions and Tactics

Condition	Facilitator	Example Tactic
Blinded	Bright light, loose dirt	Surprise them with light or dirt in the eyes
Deafened	Cannon, rough metal	Causing a loud bang or scraping nearby, boxing the ears
Exhaustion	Long road, omnipresent danger	Relentless assault, extended activity
Frightened	Ghastly or imposing features/actions	Intimidation, reminding them of their debts
Grappled	Your body, giant claws, tentacles	Manually holding them down, excessive hugging
Suffocating	Fire, water	Excessive amounts of ingested smoke, drowning
Prone	Large hazard or strength	Overwhelming force, tackle
Restrained	Net, rope, webbing, or massive object	Tying/tangling them up, pinning access to arms and legs
Stunned	Concussive force	Surprise blow to the head, questioning parentage

When attempting to manually afflict a condition, the outcome may be handled in one of two different ways:

Use a *contested roll* if the target is actively intervening against your action, such as an attempt to grapple.

Use a *saving throw* if the target cannot directly intervene in the execution of your action, such as exhausting them.

Battle DC can be used for saving throws without a predetermined DC. Even then, the DM might expect several degrees of results and utilize a Difficulty Scale as well (detailed in the next section).

Difficulty Scale

There are times when interacting with an object or the environment is less of a "you did" or "you didn't" and more appropriately evaluated as "how well you did." For instance, when the barbarian attempts to pull the tree out of the ground, they have several different outcomes awaiting them. The tree could:

- hardly budge
- come partly out of the ground, ready to be kicked over
- get lifted from the ground over the barbarian's head
- be hurtled into the air and start falling
- snap and break into a shower of wood chips, to the horror of spectators

A Difficulty Scale takes the challenge set by a DC and gives it some leeway. This facilitates evaluating benefits from taking an action and encourages riskier and exciting feats from adventurers.

Difficulty Scale

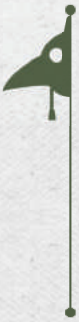
DC Proximity	Outcome
-6 or lower	Failure
-5 to -1	Partial Success
0 (hit the DC) to +5	Success
+6 to +10	Exceptional Success
+11 or higher	Overdid It (or Beyond)

Let's look at the barbarian lifting the tree out of the ground again. If the task of pulling a tree out of the ground is **very hard** on a typical DC (as seen in the *Dungeon Master's Guide*), the barbarian would need to roll an Athletics check of 25 to be successful. We can match these results to a DS.

Barbarian's Success

DC Proximity	Outcome
19 or lower	Tree barely budges
20-24	Tree becomes partly unearthed
25-30	Tree is lifted
31-35	Tree is launched airborne
36 or higher	Tree explodes (or tree is tossed quickly)

This is already a normal aspect of evaluating ability checks for DMs. But giving labels to results and introducing partial success makes it easier to determine numerical bonuses for more improvisational actions.



Mightier Than Most

Consider an adventurer's ability scores for a moment. A score of 10 or 11 is average for a common person. A score approaching 30 is reserved for titanic monsters and divine creatures. Halfway to godhood, an ability score of around 18-20 is nothing to sniff at.

Don't be afraid if the action an adventurer might want to take seems superhuman. They might just be able to pull it off.

Creating Hazards And Cover

Unearthing a tree, pushing or launching a boulder, and kicking a table are all actions that could have scaling amounts of success. In imposing any sort of movement on these objects, they can be turned into hazards or cover that can affect the field. Strong adventurers have an easy time of shaping the environment to their advantage.

Distance and Velocity

You can use a DS to determine the success the player has with manipulating objects their size or larger, particularly if they intend on putting the object into motion. A table kicked across the floor may move a lot further and faster depending on how hard you kick it. A table kicked across the floor might also be harder to avoid depending on how fast and far it goes.

Locomotion DS for an Object Your Size

DS	Distance	DC to Avoid
Partial Success	5 feet	7 + your Strength modifier
Success	10 feet	10 + your Strength modifier
Exceptional Success	20 feet	13 + your Strength modifier
Beyond	30 feet	15 + your Strength modifier

Objects that aren't being moved across a distance but are being provided a velocity (ie, swinging a giant pillar) can still be treated as a hazard instead of an improvised weapon. You can determine its DC the same way using a Difficulty Scale.

Size Matters

Unless an object has a physical property that allows it to roll or move on its own, an object's size and weight will affect the distance and speed it can travel. For creatures with *Powerful Build* or an equivalent trait, the following rules also apply.

For each size category larger than the player, halve the distance it can travel and subtract 2 from the DC to Avoid. Pushing an object that exceeds their carrying capacity can be considered a size larger.

For each size category smaller than the player, double the distance it can travel and treat as a ranged weapon attack.

Hazard Damage

The DM can assign an appropriate amount of damage and effects that the hazard can inflict on impact. The following table features typical damage dice and effects based on size category.

Size	Dice	Effects
Tiny	1d4	—
Small	1d6	—
Medium	1d10	Smaller creatures are knocked prone
Large	2d10	Smaller creatures are stunned
Huge	4d10	Smaller creatures are restrained underneath the weight of the item

Additional Actions

These action options provide more flexibility to players who might not feel they can do much in the heat of combat. They represent the things that an adventurer might use their forte for and are organized by the ability stat they employ.

Strength

Most of the rules from this section apply to actions that can be taken using the Strength score. The following summarizes these actions more plainly.

Moving a Hazard. You can use your action to set a hazard in motion, whether it's to launch, swing, push, or roll it. Roll a Strength (Athletics) check against the object's DC. On success, the effectiveness of your efforts can be determined on the Locomotion DS Table.

Moving a Creature. You can use your action to set a creature you are grappling or carrying in motion, whether it's to drag or launch it. Make a Strength (Athletics) check contested by the creature's Strength (Athletics) check. On success, the effectiveness of your efforts can be determined on the Locomotion DS Table.

Forceful Attack. When you declare a melee weapon attack using Strength, and the target is your size or smaller, take a -5 penalty to the attack roll. If the attack hits, the target must make a Strength saving throw against your Battle DC (Strength). On a failed save, you push the target up to 10 feet away from you.

Dexterity

Dexterous individuals are good at staying in motion and will perform actions that will position them both out of harm's way and into fortune's favor.

Pratfall. When you are targeted by a ranged attack you can see, you can use your reaction to attempt to fall out of the way. You must succeed on a Dexterity saving throw against the attacker's Battle DC (Dexterity). On success, you fall prone before the attack and the attacker has disadvantage. On failure, the attack proceeds normally and you fall prone afterwards.

Stunt. As a bonus action, while you still have an appropriate amount of movement remaining, you can attempt to do an acrobatic stunt to reach a difficult location. This includes destinations such as the top of a tree or the back of a large monster. You must succeed a DC 10 (or DM's choice) Dexterity (Acrobatics) check to reach your destination, or any remaining movement is spent.

Constitution

Utilizing a strong constitution means being able to withstand a hit no matter how much it hurts. The blow might not be intended for them, but they'll take it anyway.

Psych Up. As a bonus action on your turn, you attempt to raise your damage tolerance to all non-magical attacks. Roll a Constitution check against a DC 15. Using DS, a partial success gives you a damage threshold of 1d4, success gives you 1d6, and higher gives you 1d8 + your Constitution Modifier until the start of your next turn. This ability cannot be used on consecutive turns.

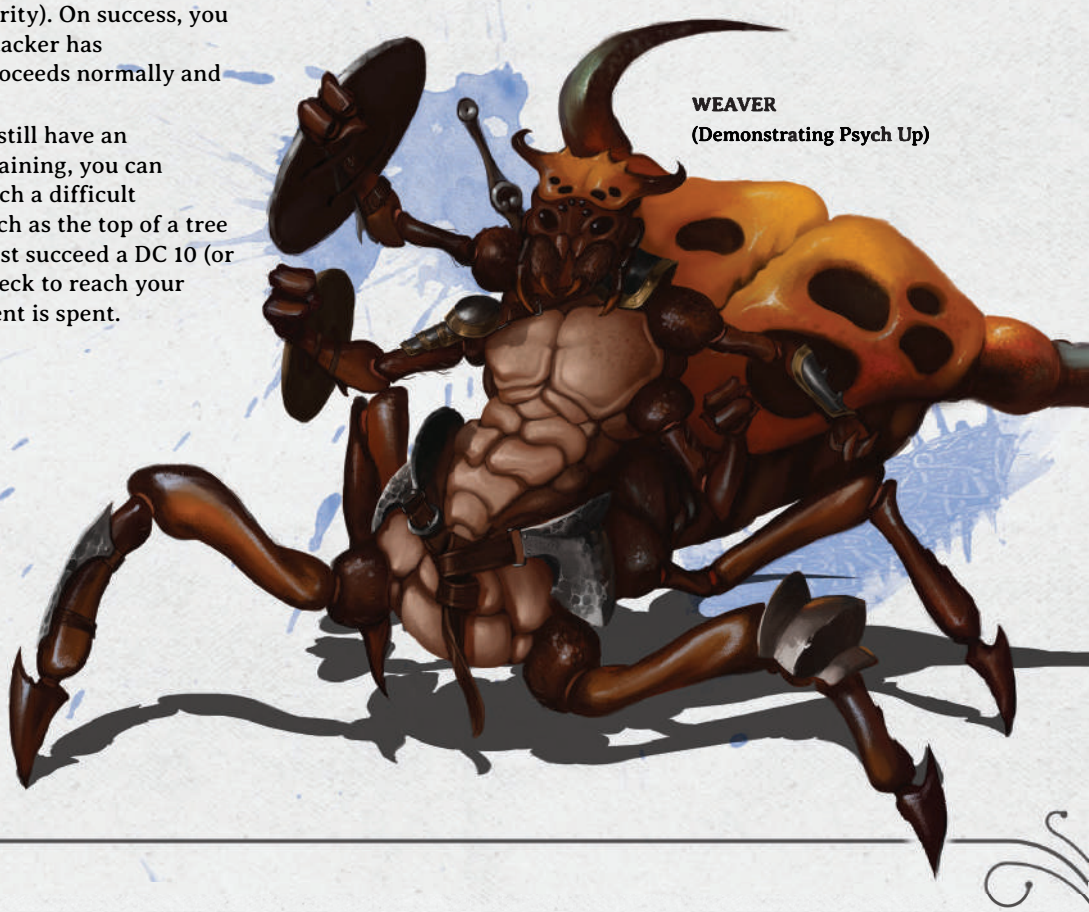
Bodyguard. When an adjacent ally must make a Dexterity saving throw against an area effect attack you can see, you can use your reaction to cover them. You fail your saving throw against the attack to provide your ally with three-quarters cover for the duration of the attack.

Intelligence

Logic prevails for intelligence users. Battles can play out like chess with a moment to think and quick ability to simulate outcomes.

Focus. As a bonus action on your turn, you can attempt to focus your mind on landing a precise attack. Roll an Intelligence check against a DC 15. Using DS, a partial success gives you +1 to your next attack roll, success gives you +2, and higher gives you +4. Regardless of the outcome, attacks against you have advantage until the start of your next turn.

Predict. As a bonus action on your turn, you can predict the next actions of a creature that you can see. Make an Intelligence (Investigation) check contested by the target's Charisma (Deception) or Wisdom (Insight) check (the target chooses the ability to use). If you win the contest, you are able to discern what your target will do next. The DM must reveal and stick to their plans for that creature's next turn, unless the situation changes drastically.



WEAVER
(Demonstrating Psych Up)

Wisdom

The wise have their eyes open for every opportunity, and not just ones that they'd like to take. Their calls can mean all the difference in life or death situations.

Survey the Situation. You can use your action to analyze your current predicament. Roll a Wisdom (Perception) check against a DC 15. Using DS, you're able to put together the following:

- Partial Success: you acertain general details about the visible environment and creatures in the area.
- Success: you also notice any areas of interest and immediate danger.
- Overwhelming Success: you further point out the direction a recent attack came from or visible clues of a hidden threat. You can then use your bonus action to take the Search action.

"How Are They Looking?" As a free action, you can attempt to ascertain the status of a creature that you can see. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) or Constitution check (the target chooses the ability to use). If you win the contest, the DM must reveal their physical condition, visible emotions, and generally how close they are to defeat.

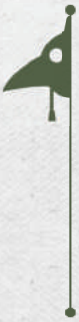
Watch Your Back. As a bonus action on your turn, you can make a Wisdom (Survival) check to prevent hostile creatures from gaining advantage on you or an adjacent ally through the use of flanking, *Pack Tactics*, or similar abilities. This effect lasts until the start of your next turn. The DC for the check is 10 or the total number of visible enemies, whichever is higher.

Charisma

Charismatic folks make sure that you can hear them. Utilizing their sense of presence is important for communicating across the battlefield.

Talking. As a free action, you can speak and receive a message about a sentence long with a creature that can hear you once per round. To talk any further in a round, you must succeed on a DC 10 Charisma check for up to two more sentences worth.

Appeal. After performing an impressive feat using your action, such as slaying an enemy or landing a graceful maneuver, you can use your bonus action make either an imposing or inviting appeal to creatures that can see you within 30 feet. They must succeed on a Wisdom saving throw against your Battle DC (Charisma). On a failure, they're either frightened until the start of your next turn or they're impressed, whichever is deemed more appropriate by the DM.



Heat of the Moment

There are instances during combat where everyone at the table can get caught up in the drama of the events unfolding before them. These are instances where it can be okay for rules to be simplified or bent so as to keep up the pace and the tension without ruining the mood.

By the next morning, you'll most likely regret the actions you did wrong or didn't take. But it'll be a great story to tell your friends.

CAIO SANTOS

Reading Reference

There are a lot of official rules regarding abilities, improvised actions, and determining damage on the fly, found in other books and across multiple sections. Topics of interest and the pages they're found on have been indexed for your convenience.

- **Ability Checks (and common DCs)**, *Player's Handbook*, page 174
- **Advantage and Disadvantage**, *Dungeon Master's Guide*, page 239
- **Contests**, *Player's Handbook*, page 174
- **Damage Threshold**, *Dungeon Master's Guide*, page 247
- **Difficulty Class**, *Dungeon Master's Guide*, page 238
- **Falling**, *Player's Handbook*, page 183, *Xanathar's Guide to Everything*, page 77
- **Grappling**, *Player's Handbook*, page 195
- **Improvised Weapons**, *Player's Handbook*, page 147
- **Improvising Damage**, *Dungeon Master's Guide*, page 249
- **Interacting with Objects**, *Player's Handbook*, page 185
- **Jumping**, *Player's Handbook*, page 182
- **Lifting and Carrying**, *Player's Handbook*, page 176
- **Objects**, *Dungeon Master's Guide*, page 247
- **Ranged Attacks**, *Player's Handbook*, page 195
- **Resting**, *Player's Handbook*, page 186, *Xanathar's Guide to Everything*, page 77
- **Saving Throws**, *Player's Handbook*, page 179
- **Shoving a Creature**, *Player's Handbook*, page 195
- **Sleeping**, *Xanathar's Guide to Everything*, page 77
- **Strength Checks**, *Player's Handbook*, page 175
- **Suffocating**, *Player's Handbook*, page 183
- **Using and Tracking Conditions**, *Dungeon Master's Guide*, page 248

Monsters and Modifiers

The following section provides additional monster stat blocks, as well as a new way to flavor monster encounters. Keep in mind that the martial options that were provided to players earlier are also viable tactics for the DM to employ.

The boss enemy stat blocks at the end of this section are designed to take full advantage of the resources this book has to offer.

Personality

Injecting flavor into monster encounters by giving them unique personality traits and quirks is a strong means of creating memorable moments in your sessions. It can also be a way of adding a new challenge for players encountering recurring enemies, especially when those quirks have mechanical consequences.

The following table provides new monster features listed by personality and state of mind rather than physical attributes for quick reference. The last two entries, *Haunted* and *Volatile*, entail more extreme scenarios compared to the others. If rolling for features, you can use a d10 instead of a d12 to exclude them.

Monster Features

d12	Name	Effect on Challenge Rating
1	Alluring	—
2	Attentive	Increase the monster's effective per-round damage output by 2.
3	Careful	Double the monster's effective hit points. Halve the monster's effective per-round damage output.
4	Cocky	Increase the monster's effective attack bonus by 2.
5	Excited	Increase the monster's effective per-round damage by its strongest melee attack damage output.
6	Ferocious	—
7	Petty	—
8	Scrappy	—
9	Skittish	Increase the monster's effective hit points by 25%.
10	Upset	Halve the monster's effective hit points. Triple the monster's effective per-round damage output.
11	*Haunted*	—
12	*Volatile*	Increase the monster's CR by 1.



Sudden Changes In Personality

Anything can happen in the middle of a battle, and circumstances could change the way a monster feels about their situation. You can add or swap out one of these personality quirks for another on the fly, making sure the change in the enemy's disposition and battle tactics are clear to your adventurers.

Alluring

It looks at you with eyes that bore into your very soul. It knows what it wants.

This creature can use its reaction when a creature it sees makes an attack. It attempts to get the attacking creature's attention with its seductive wiles, provoking an opposed Charisma check. If it succeeds, the opponent has disadvantage on attacks until the start of its next turn.

Attentive

It darts its head left and right, ready to act on a moment's notice.

This creature can use an additional reaction per round.

Careful

It braces itself with slow, deliberate movements. It won't take any chances with you.

This creature takes and deals half damage rounded down after all modifiers.

Cocky

Its casual stance betrays its lack of concern for this encounter. On its face is a permanent toothy grin.

This creature can use its reaction on its turn to make a feint at a creature it can see with an opposed Charisma check. If it succeeds, it has advantage on attacks against that opponent until the start of its next turn.

Excited

It's frothing at the mouth and ready to go. Its arms carry a heavy swing, and it can't seem to sit still.

After this creature makes a melee attack, it can use its reaction to go into a flurry and make another melee attack against any number of creatures within 5 feet of it, with a separate attack roll for each target.

Ferocious

Its eyes follow your every movement under a heavy brow. It lets out a low growl on each heavy exhale.

When this creature takes damage within melee range, it can use its reaction to attempt to grapple the attacker.

Petty

It barely pays you much attention, save for occasional glances and sneers.

After making an attack, this creature can use a bonus action to shove a target in melee range.

Scrappy

It looks younger and a bit beat up, but it's definitely ready for anything.

When an opponent targets this creature with an attack and misses, this creature can use its reaction to take an attack of opportunity against its attacker.

Skittish

It hasn't stopped shaking since you saw it. Its limbs are scrunched close to its body, while its feet rap against the floor.

When this creature takes damage, it can use its reaction to move up to its movement speed away from the source of damage. This movement does not provoke any attack of opportunity from the source of damage.

Upset

This creature has nothing to lose. The look in its eyes spells death.

This creature can take multiple actions during its turn, immediately taking a level of exhaustion after each additional action.

Haunted

It looks past your party, seemingly staring deep into something the rest of you cannot see.

Attacks against this creature have advantage. When this creature takes damage, it can use its reaction to cast the spell *phantasmal force* for free against the source of damage. The DC for this spell is 10 or half the damage this creature took, whichever is higher.

Volatile

Occasional sparks and flickers of flame spring forth with each of its movements. Who knows what could happen?

When this creature takes damage, roll on the Wild Magic Surge table in the *Player's Handbook* to create a random magical effect. This ability can happen once per turn.



ESTER ZEJN

Example Monsters

The following monster stat blocks are modified using the new personality features. The features will be marked so that you can also use the new monsters and NPCs normally.



Butler [Attentive]

Medium humanoid (human), any lawful alignment

Armor Class 14
Hit Points 30 (4d8+12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Medicine +4, Perception +4
Senses passive Perception 14
Languages Any two languages
Challenge 1/2 (100 XP) **[1 (200 XP)]**

Unarmored Defense. While the butler is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the butler is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

At Your Service. Once per round, the butler can run up to half its movement speed to a space adjacent to an ally that would be hit by an attack to use its *Protect* ability.

[Attentive.] The butler can use an additional reaction per round.

Actions

Multiattack. The butler makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Reactions

Parry. The butler adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so, the butler must see the attacker.

Protect. The butler trades places with an adjacent ally that would be hit by an attack, taking all damage the ally would have, as well as any subsequent effects. It can then use its attack of opportunity as part of this reaction, if possible.

Man of Flames and I had a number of encounters with bandits on our travels. More often than not, they threatened our lives for coin, but Man noticed how particularly emaciated they tended to look. He took the time to teach bandits his method of preparing food, which is probably more kindness than they've experienced in their entire lives.

Nowadays on your travels, you may be jumped by bandits that force you to eat their food and pay for it. Still dangerous, yes, but I do prefer being threatened on a full stomach.



Chef [Excited]

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor, wok)
Hit Points 23 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	11 (+0)	12 (+1)	13 (+1)	16 (+3)

Skills Acrobatics +3, Performance +12, Sleight of Hand +6
Senses passive Perception 11
Languages Any one language (usually Common)
Challenge 1/2 (100 XP) **[1 (200 XP)]**

Meal. The chef and its allies are under the effects of one of the following meals:

Savory. Affected creatures have a +1 bonus to their melee damage rolls.

Spicy. Affected creatures have a 5 foot bonus to their movement speed.

Sweet. Affected creatures regenerate 1 hit point at the start of their turns.

Sour. Affected creatures have a +2 bonus to their initiative.

Bitter. Affected creatures have a +1 bonus to their AC.

Salty. If the affected creatures take 3 damage or less that would reduce them to 0 hit points, they are reduced to 1 hit point instead. The effect then ends.

Spellcasting. The chef is a 4th-level spellcaster, performing spells by swinging and dancing with its cooking tools. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The chef has the following bard spells prepared:
Cantrips (at will): *mage hand, prestidigitation, vicious mockery*
1st level (4 slots): *bane, charm person, healing word, thunderwave*
2nd level (3 slots): *heat metal, pyrotechnics**

* *from Xanathar's Guide to Everything*

Actions

Wok. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) bludgeoning damage.

Eat A Sweet Snack. For 1 minute, the chef gains up to +2 temporary hit points at the start of each of its turns.

Reactions

[Excited.] After the chef makes a melee attack, it can use its reaction to go into a flurry and make another melee attack against any number of creatures within 5 feet of it, with a separate attack roll for each target.

MAX SLAVSKY

Clonn (Ancient) [Careful]

Medium humanoid (clonn), any lawful alignment

Armor Class 12 (hide armor)
Hit Points 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (0)	10 (+0)	10 (0)

Damage Resistances bludgeoning
Senses passive Perception 10
Languages Clonnish
Challenge 1/4 (50 XP) **[1/8 (25 XP)]**

Pack Tactics. The ancient clonn has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

Rubber Soul (Stretch). The ancient clonn has an extended reach of 5 feet on all of its attacks (reflected below). It can extend an additional 5 feet on an attack with disadvantage.

[Careful.] The ancient clonn takes and deals half damage rounded down after all modifiers.

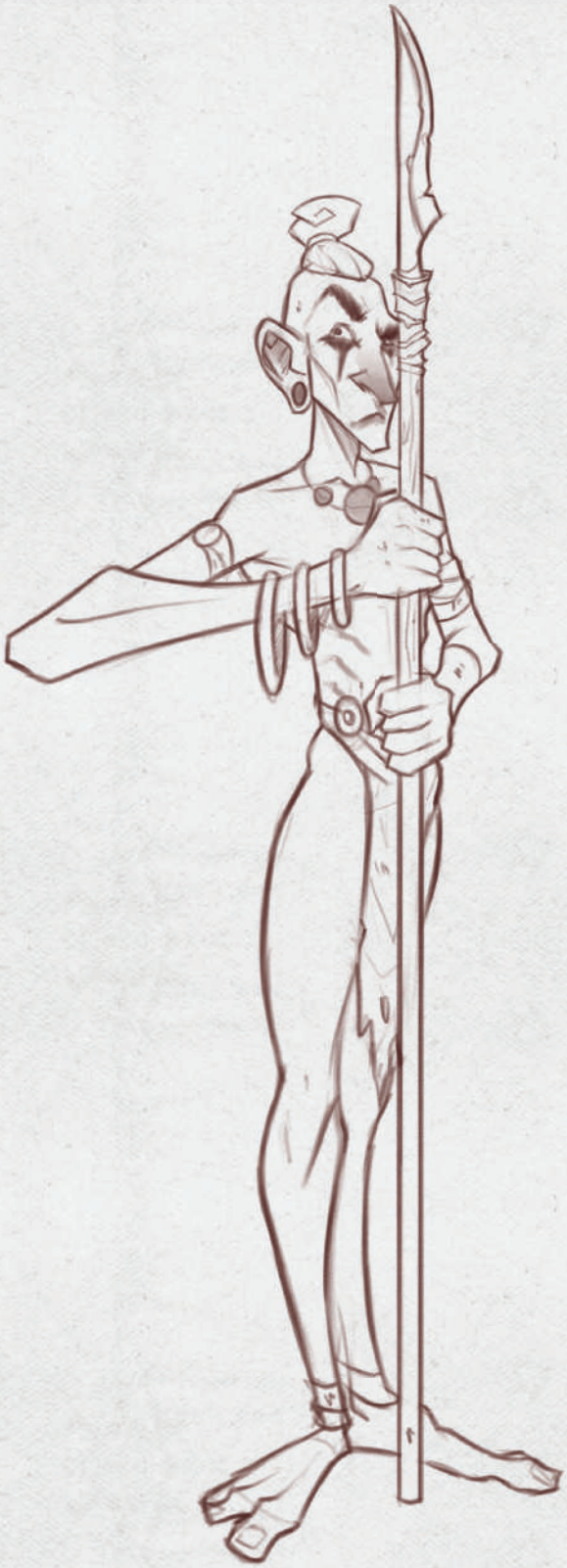
Actions

Multiattack. The ancient clonn makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 10 ft. or range 25/65 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

Reactions

Rubber Soul (Balloon). The ancient clonn inflates or deflates itself against a triggering attack, as if using the *shield* spell. To do so, the ancient clonn must see the attacker. It does not gain the benefits of this trait if an attack would do piercing damage. Instead, it takes an additional 2d6 force damage and immediately returns to normal.



MAX SLAVSKY



Clonn (Twisted Humor) [Haunted]

Medium humanoid (clonn), any chaotic alignment

Armor Class 12 (leather armor)
Hit Points 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (0)	10 (+0)	10 (0)

Damage Resistances bludgeoning
Damage Vulnerabilities piercing
Senses passive Perception 10
Languages Common, Clonnish
Challenge 1/8 (25 XP) **[No Change]**

Rubber Soul (Stretch). The twisted humor has an extended reach of 5 feet on all of its attacks (reflected below). It can extend an additional 5 feet on an attack with disadvantage.

Running Joke (Recharge 5—6). If the twisted humor takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

[Haunted.] Attacks against the twisted humor creature have advantage.

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Rubber Soul (Grow). For 1 minute, the twisted humor grows in size, along with anything it is wearing or carrying. While enlarged, the twisted humor is Large, doubles its damage dice on unarmed strikes, and makes Strength checks and Strength saving throws with advantage. If the twisted humor lacks the room to become Large, it attains the maximum size possible in the space available.

Reactions

[Haunted.] When the twisted humor takes damage, it can use its reaction to cast the spell *phantasmal force* for free against the source of damage. The DC for this spell is 10 or half the damage the twisted humor took, whichever is higher.



Peddler [Petty]

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor, shield)
Hit Points 27 (6d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Arcana +5, Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP) **[No Change]**

Bank. The peddler has 200 gp on reserve in a remote location. It can pull any amount of gold from this reserve to its person.

Golden Opportunity. For 5 gp, the peddler can shine a golden light on its target, giving it advantage on its next attack roll. The money used is considered spent and vanishes. The cost of using this trait multiplies by 5 each time the peddler uses it, until the start of its next long rest.

Sneak Attack. The peddler deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the peddler that isn't incapacitated and the peddler doesn't have disadvantage on the attack roll.

[Petty.] After making an attack, the peddler can use a bonus action to shove a target in melee range.

Actions

Multiattack. The peddler makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Reactions

Paid Protection. For 5 gp, the peddler shields itself behind a forcefield of gold against a triggering attack, as if using the *shield* spell. The money used is considered spent and vanishes. The cost of using this trait multiplies by 5 each time the peddler uses it, until the start of its next long rest.

MAX SLAVSKY



Psychic Hunter [Upset]

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather armor)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +6, Perception +5
Senses passive Perception 15
Languages Any one language (usually Common)
Challenge 5 (1,800 XP) **[6 (2,300 XP)]**

Sharp Eye. The psychic hunter adds 1d6 to its next attack and damage roll if it moves no more than half its speed on the same turn.

Mind Traps. The psychic hunter has the following mind traps prepared:

Attack Strain. Whenever the target of this strain attempts to attack, it takes 1d6 psychic damage before its attack. The trap then disappears.

Defend Strain. Whenever an attack directed at the target of this strain fails to hit, the trap activates and reduces the target's AC by 1. The trap disappears after three activations, and the target's AC returns to normal at the start of their following turn.

Movement Strain. Whenever the target of this strain willingly attempts to move its body more than five feet, a pain begins to well up inside its body. Its movement speed is halved, and it takes 1d4 psychic damage after it stops moving, or 2d4 psychic damage if it dashes. The trap then disappears.

Retreat Snare. When the target of this snare willingly attempts to move away from the psychic hunter, it is suddenly knocked prone. Its speed becomes 0 for the rest of the turn. The trap then disappears.

Sudden Snare. When the target of this snare attempts to take a reaction, it is suddenly stunned until the start of its next turn. The trap then disappears.

Verbal Strain. Whenever the target of this strain attempts to speak or otherwise use its vocal cords, the trap activates. The target takes 1d4 psychic damage after it stops vocalizing, or 2d4 psychic damage if it yells. The trap disappears after three activations.

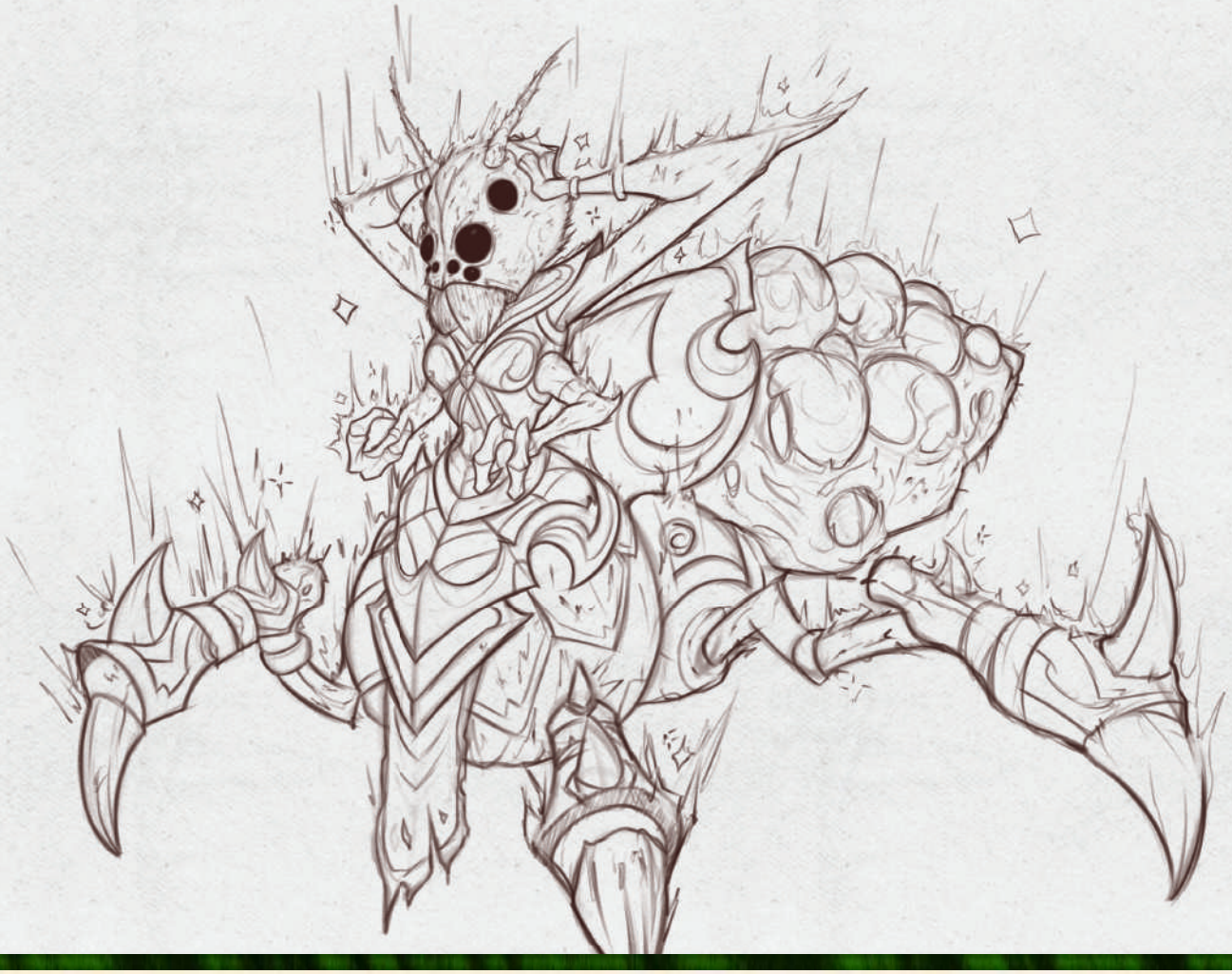
Actions

[Upset.] The psychic hunter can take multiple actions during its turn, immediately taking a level of exhaustion after each additional action.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Lay Mind Trap. As a bonus action, the psychic hunter can attempt to set a mind trap in up to three targets that it can see. Each target must make a DC 15 Wisdom saving throw or be affected by one of the psychic hunter's traps.



Tula (Hirsute) [Volatile]

Small humanoid (tula), any chaotic alignment

Armor Class 13 (15 with mage armor)
Hit Points 40 (9d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +6, Cha +7
Skills Sleight of Hand +6
Senses darkvision 120 ft., passive Perception 11
Languages Undercommon
Challenge 5 (1,800 XP) **[6 (2,300 XP)]**

Spider Climb. The tula can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The tula ignores movement restrictions caused by webbing.

Spellcasting. This tula is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The tula has the following sorcerer spells prepared:
Cantrips (at will): *fire bolt, dancing lights, prestidigitation*
1st level (4 slots): *expeditious retreat, mage armor, magic missile, shield*
2nd level (3 slots): *blur, misty step*

Free Hands. The tula can perform the somatic components of spells as long as one of its four hands are free.

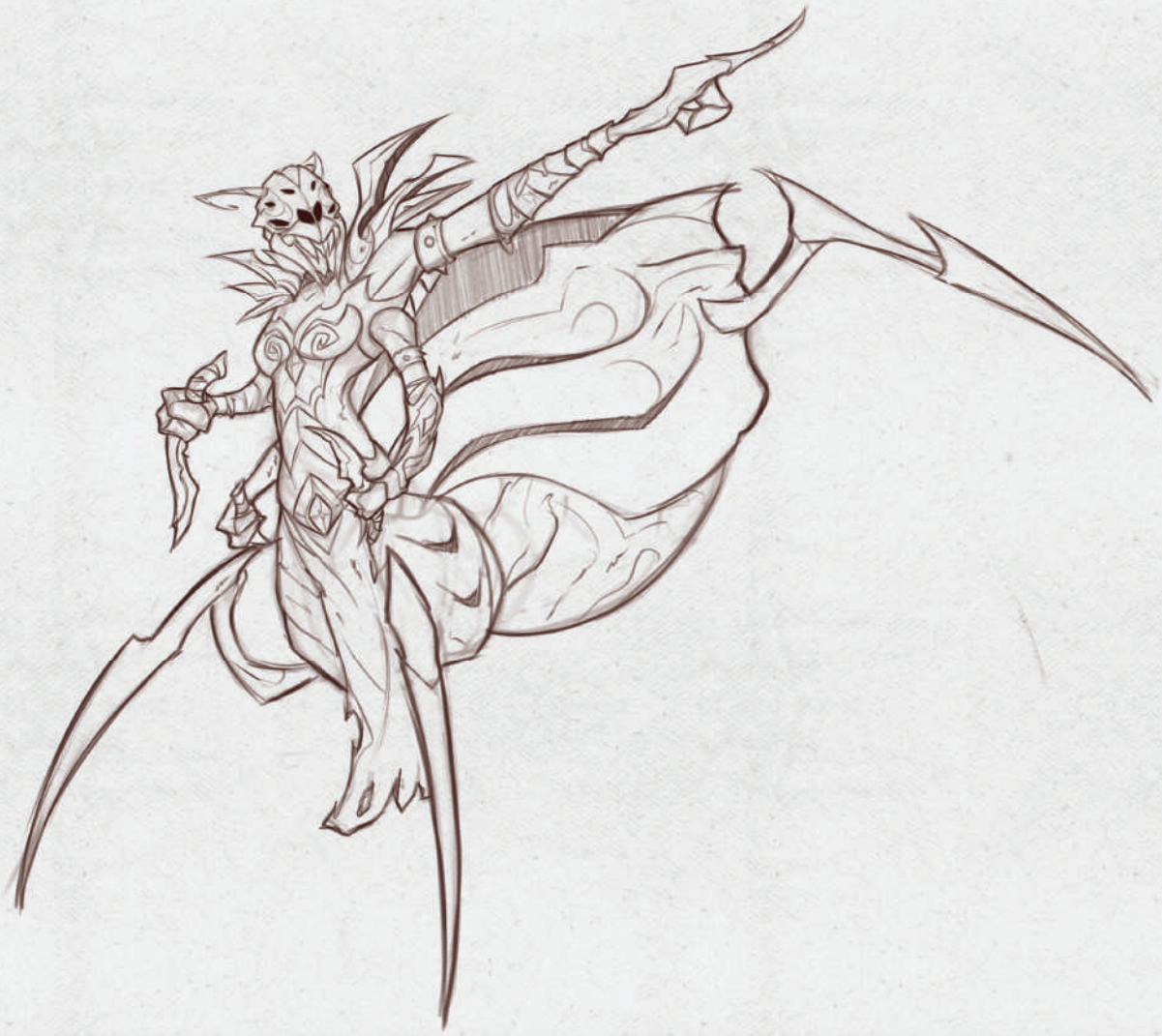
[Volatile.] When the tula takes damage, roll on the Wild Magic Surge table in the *Player's Handbook* to create a random magical effect. This ability can happen once per turn.

Actions

Multicast. Whenever the tula casts a spell using a level 1 or 2 slot, it can use a Bonus Action to cast an additional cantrip it knows.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Web (Recharge 5—6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



MAX SLAVSKY

Tula (Glabrous) [Scrappy]

Small humanoid (tula), chaotic neutral

Armor Class 13
Hit Points 33 (6d8+6)
Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Dex +6, Con +4
Skills Sleight of Hand +6, Perception +4, Stealth +6
Senses darkvision 120 ft., passive Perception 14
Languages Undercommon, understands Elvish
Challenge 2 (450 XP) **[No Change]**

Spider Climb. The tula can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The tula ignores movement restrictions caused by webbing.

Standing Leap. The tula's long jump is up to 25 feet and high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The tula makes two melee attacks with its main hands, and one melee attack with its auxiliary hands.

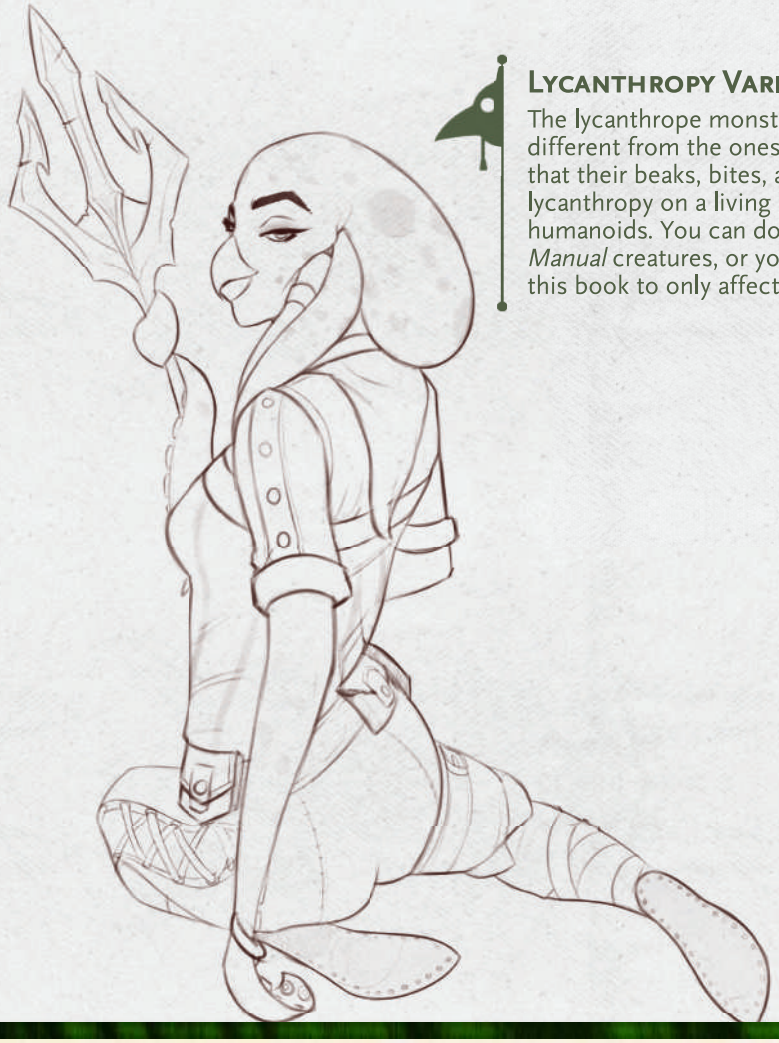
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Dagger (auxilary hands). *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Reactions

[Scrappy.] When an opponent targets the tula with an attack and misses, the tula can use its reaction to take an attack of opportunity against its attacker.



Lycanthropy Variant

The lycanthrope monster stat blocks listed here are different from the ones in the *Monster Manual* in that their beaks, bites, and stingers can inflict lycanthropy on a living creature instead of just humanoids. You can do the same with the *Monster Manual* creatures, or you can change the effects in this book to only affect humanoids as well.

Wereoctopus [Alluring]

Medium humanoid (any, shapechanger), neutral evil

Armor Class 10
Hit Points 120 (16d8+48)
Speed 30 ft. (swim 40 ft. in octopus and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	17 (+3)	11 (+0)	8 (-1)

Skills Perception +4, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 12
Languages Any one language (can't speak in octopus form)
Challenge 5 (1,800 XP) **[No Change]**

Shapechanger. The wereoctopus can use its action to polymorph into an octopus-humanoid hybrid or into a medium sized octopus, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The wereoctopus can breathe in air and water.

Underwater Camouflage. The wereoctopus has advantage on Dexterity (Stealth) checks made while underwater.

Tentacle Grip. The wereoctopus has advantage on grapple checks it initiates against a creature it has surprised. To use this ability against the same target again, it must successfully hide from that creature first.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wereoctopus makes two attacks, one of which can be with its beak.

Beak (Octopus or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage. If the target is a living creature, it must succeed on a DC 13 Constitution saving throw or be cursed with wereoctopus lycanthropy.

Trident (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6+2) piercing damage, or 11 (2d8+2) if used with two hands to make a melee attack.

Reactions

[Alluring.] The wereoctopus can use its reaction when a creature it sees makes an attack. It attempts to get the attacking creature's attention with its seductive wiles, provoking an opposed Charisma check. If it succeeds, the opponent has disadvantage on attacks until the start of its next turn.



MAX SLAVSKY

Wereshark [Cocky]

Medium humanoid (any, shapechanger), chaotic evil

Armor Class 13
Hit Points 70 (20d8-20)
Speed 30 ft. (swim 40 ft. in shark and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	9 (-1)	11 (+0)	10 (+0)	12 (+1)

Skills Athletics +7, Intimidation +4, Perception +3
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 13
Languages Any one language (can't speak in shark form)
Challenge 5 (1,800 XP) **[No Change]**

Shapechanger. The wereshark can use its action to polymorph into a shark-humanoid hybrid or into a large hunter shark, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The wereshark can breathe in air and water.

Blood Frenzy. The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wereshark makes two attacks, one of which can be with its bite.

Bite (Shark or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) piercing damage. If the target is a living creature, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Trident (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6+4) piercing damage, or 13 (2d8+4) if used with two hands to make a melee attack.

Reactions

[Cocky.] The wereshark can use its reaction on its turn to make a feint at a creature it can see with an opposed Charisma check. If it succeeds, it has advantage on attacks against that opponent until the start of its next turn.

Weresquid [Skittish]

Medium humanoid (any, shapechanger), neutral

Armor Class 13
Hit Points 33 (6d8+6)
Speed 30 ft. (swim 50 ft. in squid and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	-9 (-1)	8 (-1)	14 (+2)

Skills Acrobatics +5, Perception +1, Stealth +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 11
Languages Any one language (can't speak in squid form)
Challenge 2 (450 XP) **[No Change]**

Shapechanger. The weresquid can use its action to polymorph into a squid-humanoid hybrid or into a small squid, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The weresquid can breathe air and water.

Actions

Multiattack (Humanoid or Hybrid Form Only). The weresquid makes two attacks, one of which can be with its beak.

Beak (Squid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or be cursed with weresquid lycanthropy.

Ink Stream (Squid or Hybrid Form Only, recharge 5—6). The weresquid casts *darkness* for free centered on itself. Afterwards, it can use the Dash action as a bonus action.

Spear (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) if used with two hands to make a melee attack.

Reactions

[Skittish.] When the weresquid takes damage, it can use its reaction to move up to its movement speed away from the source of damage. This movement does not provoke any attack of opportunity from the source of damage.

Being afflicted with lycanthropy for the first time is universally agreed to be a horrific experience. It's even worse when you're alone, possibly hurt, and your parents would be too scared to help you.

If you find yourself in this situation, I advise you to breathe, stay put, and keep your mind busy. Read this book, perhaps! Any sort of conscious thought can help stave off these new instincts from taking over.

There will be time to get acquainted with your primal self later. I believe that you'll turn out just fine.



MAX SLAVSKY



Werewasp [Ferocious]

Medium humanoid (any, shapechanger), chaotic evil

Armor Class 13
Hit Points 120 (16d8+48)
Speed 30 ft. (fly 40 ft. in wasp and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	10 (+0)	9 (-1)	14 (+2)

Skills Intimidation +5, Perception +2
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 13
Languages Any one language (can't speak in wasp form)
Challenge 4 (1,100 XP) **[No Change]**

Shapechanger. The werewasp can use its action to polymorph into a wasp-humanoid hybrid or into a medium giant wasp, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Aggressive. As a bonus action, the werewasp can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewasp makes two attacks, one of which can be with its stinger.

Stinger (Wasp or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) piercing damage. If the target is a living creature, it must succeed on a DC 13 Constitution saving throw or be cursed with werewasp lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Reactions

[Ferocious.] When the werewasp takes damage within melee range, it can use its reaction to attempt to grapple the attacker.

Legendary Enemies

The following game statistics belong to more fearsome enemies. Proceed with caution, as engaging with these opponents will require good lateral thinking skills and even better dice rolls.

Joyless Reagan

Joyless Reagan, otherwise known as The Bleeding Man, is a powerful necromancer with an unnerving sense of humor. It's funny to him that the living and the dead can be composed of the same materials, but the living are always more rotten. This Twisted Humor wants nothing more than to fill his living victims with sheer terror, stalking and torturing them until they're in on the joke. Unfortunately, the only ones who seem to appreciate his humor are the dead that come under his control.

Reagan stands at a height of 9 feet tall with a gaunt, decrepit figure. His attire is etched with long, gold stripes that stretch the miles of his limbs, right up to his sore-covered hands and feet. Even the oily hair on his own head shies away from his pointed gaze. That look could fill anybody with a cold sense of dread, had they only the nerve to look directly at his bloodstained face.

Twisted Humor

A clonn is given a title as malspirited as 'Joyless' for one of two reasons: their peers were cruel, or the clonn gaining the title earned it. In Joyless Reagan's case, both of these reasons applied.

Friends were hard to come by while Reagan was growing up. He didn't have many of the same interests, nor did he find humor in the things that other people laughed at. The festivals and revelry were never to his enjoyment either, and he spent a lot of his time on his own amid the serene quiet of the graveyard. He also carried an off-putting tic, a need to scratch and peel at his skin when he was nervous or excited.

The clonn endured a lot of teasing for his peculiar behavior, and eventually Reagan decided to leave. He gained his title on the day he returned to his people, covered in blood, and accompanied by the living dead.

An Undying Joke

The Bleeding Man's ability to toy with people's heads is formidable. Even those who are especially charismatic will find it challenging to confront his twisted methodology. Nevertheless, the clonn takes many precautions to aggress from a place of safety, taking advantage of undead servants, and leading his victims into a state of helplessness.

Even if he would meet his untimely end, strange magic binds his soul to his body. He will quickly rise back up from every deadly blow that befalls him. It is as though Joyless Reagan cannot die, a fact he finds both hilarious and infuriating.



Joyless Reagan

Medium humanoid (clonn), chaotic evil

Armor Class 12 (15 with mage armor)
Hit Points 225 (30d8+90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Int +10, Wis +7, Cha +9
Skills Arcana +10, Athletics +5, Acrobatics +7, Insight +7, Intimidation +9, Perception +7, Religion +7, Sleight of Hand +7, Stealth +7
Damage Vulnerabilities piercing
Damage Resistances bludgeoning
Condition Immunities frightened, charmed
Senses passive Perception 17
Languages Common, Clonnish
Challenge 10 (5,900 XP)

Legendary Resistance (3/Day). If Reagan fails a saving throw, he can choose to succeed instead.

Spellcasting. Reagan is a 9th-level spellcaster, using his fingernails as arcane foci. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following wizard spells prepared:
Cantrips (at will): *chill touch, prestidigitation, shocking grasp*
1st level (4 slots): *mage armor, sleep, Tasha's hideous laughter*
2nd level (3 slots): *crown of madness, shatter, mirror image*
3rd level (3 slots): *animate dead, fear, vampiric touch*
4th level (3 slots): *blight, dimension door, Evard's black tentacles*
5th level (1 slot): *dominate person, mislead*

Rubber Soul (Stretch). Reagan can perform spells with a range of touch up to 20 ft. away.

Uncanny Presence. When a creature first enters the area within 30 ft of Reagan, they must make a Wisdom saving throw (DC 14) or be frightened until the start of their next turn. On a success, a creature is immune to this effect for the next 24 hours.

Running Joke. Unless an attack or damage would instantly kill Reagan, he falls unconscious when he is reduced to 0 hit points. At the start of his next turn, he returns to 10 hit points and regains consciousness.

Actions

Multiattack. Reagan makes two attacks, only one of which can be used to grapple a creature.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 7 (2d6) bludgeoning damage. If the target is a creature, you can choose to consider that creature grappled (escape DC 14 with disadvantage). Until this grapple ends, the target is restrained. Reagan can only grapple up to two targets at a time.

Rubber Soul (Grow). For 1 minute, Reagan grows in size, along with anything he is wearing or carrying. While enlarged, Reagan is Large, doubles his damage dice on unarmed strikes, and makes Strength checks and Strength saving throws with advantage. If Reagan lacks the room to become Large, he attains the maximum size possible in the space available.

Legendary Actions

Reagan can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Reagan regains spent legendary actions at the start of his turn.

Vanish. Reagan turns invisible and moves up to his speed until the end of his next turn or until he attacks.

Grab. Reagan attempts to grab a creature within 20 feet of him.

Joyless Reagan Plot Hooks

d4	Plot Hook
1	Zombies have been invading the local town. A group of clerics were hired before you to stop them, but the zombies have been strangely resilient to their efforts.
2	A Hallmet is taking place to address the growing number of Twisted Humors appearing in the city. They're trying to figure out the source of this unprecedented phenomena.
3	Clonns have been traveling to a nearby city en masse, seeking sanctuary after their own city was razed to the ground. All that remains of their home are dying embers, undead guards, and a king of rot.
4	A troupe of Mimés performing in the tavern are rather peculiar. If you looked beyond their painted faces, their motions are stiff and they are doused in a very strong perfume. Overnight, there is an assassination attempt.

KARINA S.



Radical Eddie

The Edacity, or more commonly colloquialized to Radical Eddie, is a force to be reckoned with. The gnoll's massive, imposing size is bested only by her unfathomable strength, rivaling that of the gnoll god Yeenoghu. It's said that Eddie could even move mountains, a feat once thought only long-forgotten magic could accomplish.

Stronger and Stronger

A gnoll's life is rather fleeting. If they aren't being threatened by an endeavor to vanquish Yeenoghu's influence, they're worried about the threat of other gnolls and the collateral of wanton destruction. Only the strongest gnolls survive, and even then, life isn't guaranteed for long.

One gnoll found herself to be especially lucky. She was pushed to the brink of death a multitude of occasions, but by the grace of Yeenoghu or some other natural force, she lived to see the next day every time. With each near death experience, she came back tougher and angrier than before. It wasn't long until she became a tightened mass of muscle and destruction who no longer knew what pain felt like.

Other gnolls have come to follow in her wake (from a safe distance) as though she were Yeenoghu incarnate. She travels without a clear direction or path, driven only by her bottomless hunger for destruction. Where there was once luck, there is now only The Edacity.

Natural Disaster

Witnessing Eddie in person is a sure sign that death is close to follow, and that the land will soon be razed. She affects everyone and everything in the landscape much like a natural disaster would.

More difficult than surviving the gnoll is stopping her. She appears to be unphased by any cause of pain and even manages to rebuff magical effects. People have theorized that calming Eddie down or wearing her out might provide an opportunity to suppress her, but to date, no one has been successful.

If you plan on trying to stop Radical Eddie, you might need to find yourself to be especially lucky.

I've been asked to handle Eddie before. Of course, someone who was Sir House could deal with such a dangerous individual. Someone who wasn't Sir House would almost certainly maybe run into some difficulties, however.

Remember that gnolls can be smarter than they let on. If you can think, you can overthink. The following passage was enough to overwhelm Eddie while I de-escalated the situation. *You're welcome.*

KARINA S.

Yeen the Queen, her fur she cleans
Laps and laps until it gleams
Sun splits sky in equal parts
Bath is done. The carnage starts.

Questions posed for minds so bright
Seen the scene repeat at night
When she cleans among the stars
Who receives the twilight scars?

Does her power overflow
Only with the sunbeam's glow?
Yeen the Queen, it matters still
Day or night, gains she her kill?

And the gnolls who do her heed
Should they run before they bleed?
Grooming ends, you hear her roar
Yeen the Queen, she prowls for more.

-Unknown fey author
Modified by V. Sir House of Barovia of Barovia

Radical Eddie

Large humanoid (gnoll), chaotic evil

Armor Class 14 (hide armor)
Hit Points 120 (16d10+32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Str +15, Dex +7, Cha +7
Skills Athletics +15, Acrobatics +7, Intimidation +7, Survival +5
Damage Immunities all
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Gnoll
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If Eddie fails a saving throw, she can choose to succeed instead.

Impervious. Eddie is unaffected by spells and other magical effects. This trait stops working if Eddie is exhausted.

Momentum. If Eddie is exhausted, her damage immunities are reduced to damage resistances.

Rampage. When Eddie reduces a creature to 0 hit points with a melee attack on her turn, she can take a bonus action to move up to half her speed and make a bite attack.

Blood Rush. While Eddie's hit points are lower than half her maximum HP, her AC is reduced by 2, her speed increases by 10 feet, and she gains a +5 bonus to damage rolls from melee attacks. Eddie returns to normal while the condition is not in effect.

Unrivaled Might. Eddie can throw anything she is grabbing as a free action.

Actions

Multiattack. Eddie makes three attacks. If an attack hits, she can cause it to create an additional effect of her choice or at random (each effect can be used only once per Multi attack):
1. The target must succeed on a DC 25 Strength saving throw or be pushed 5 feet away from Eddie. If the saving throw fails by 5 or more, the target falls prone.
2. The target must succeed on a DC 15 Constitution saving throw or be stunned until the start of Eddie's next turn.
3. The target is considered grappled (escape DC 20).

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 28 (4d8+10) slashing damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 32 (4d10+10) piercing damage.

Legendary Actions

Eddie can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Eddie regains spent legendary actions at the start of her turn.

Charge. Eddie moves up to her speed.

Swat (Costs 2 Actions). Eddie makes a claw attack against each creature within 10 feet of her. Targets must succeed on a DC 25 Strength saving throw or be pushed 5 feet away from Eddie.

Chuck Hazard. Eddie attempts to grab anything adjacent to her and throws it at a target.

Radical Eddie Plot Hooks

d4	Plot Hook
1	A tempered Flind seeks allies against the big gnoll that has taken Yeenoghu's favor. It's strange that the Flind talks so calmly about the demon lord.
2	Two tula hunters chat at a bar about a bounty for Radical Eddie's head. They claim to have encountered her before, but they were no match for the big gnoll. They might be willing to share in the ridiculous bounty.
3	Gnolls from across the land are gathering in the mountains every night. This has been ongoing for three months now, and the mountain towns have all been preparing for the worst.
4	Four massive, towering, arcane pillars are all that protects the material plane from being decimated by the the tarrasque. It was thought impossible, but Eddie has destroyed one already. The other three are in her war path.

KARINA S.



The Nightmare Army

The collective known as The Nightmare Army is composed of a small kindness of wereravens. Each of these lycanthropes is a magical copy of Vladislav Sir House.

The Nightmare Army was once a fearsome group of twenty wizards. Their combined might allowed them to lay claim to an island of their own with little hassle. There the group hoarded mountains of books and ancient artifacts, and Sir House worked on a means of achieving divinity.

Only five known copies of Sir House remain from the original Nightmare Army after the original Sir House died. However it is said that his soul, still intent on reaching his goals, is trapped on the Astral Plane, where it waits to pull unsuspecting victims into his dreams.

Driven to the Brink

Leaving Barovia was a hard-fought achievement, but it cannot erase the experience of living in terror for all of your life. Sir House, his family, and his fellow Barovians would never truly be free as long as there was a chance for the vampire lord to return. They would never truly be free as long as the Dark Powers controlled their home.

In the absence of Von Zarovich, Sir House spent his time both caring for his family and poring over mountains of old texts. He needed to find a way to overcome the might of the Dark Powers without losing sight of the people who needed him. Each day that came was a tireless effort, and each day that passed without a solution brought him one day closer to Von Zarovich's reemergence.

His research eventually took his mind into the history of the demiplane of dread, where he learned that Barovia was one of the many domains trapped within the cursed mists. His mind was taken into the purpose of each of these lands, and the malefactors they were meant to imprison. Further studies then took his mind into the myths and legends of the malefactors that overcame the Dark Powers, and who did so by achieving divinity. Sadly, his research eventually just took his mind.

Sir House came to leave his family in pursuit of the means necessary to confront the Dark Powers and free his homeland. He hurt many people as he grew in magic and influence, even spreading his curse to struggling individuals and enlisting them in his campaign. Together they gathered countless texts and tomes on powerful magic, and as Sir House learned more about what he required, they acquired that, too.

Sir House wishes he never did that. However, using *wish* magic so carelessly could lead to unimaginably worse consequences, and he has no right to play with the world's fate in such a way.

Sir House Simulacra

Each simulacrum Sir House employed was necessary for the rituals he needed to undergo. His followers were simply not capable of handling such powerful magic, and anyone who was would be liable to act independently of him. However, having multiple copies of himself at his every command ensured that his plan could be executed without issue.

Creating the number of simulacra necessary for the coming rituals took countless hours of spellcasting and research. They were special illusions, crafted and enchanted by incredible magic to be indistinguishable from the real thing. All of Sir House's knowledge, memories, and magical ability was at their disposal.

For all their capabilities and craftsmanship, one mustn't forget that they are beings made of magic and snow. They may learn clever ways of hiding their minute flaws, but even the perfect diamond is only a myth. That said, they could be considered the pinnacle of illusory magic should the process be recovered and replicated.

Dream House and Nightmare House

Most individuals who weren't Sir House himself never saw the wizard in person. He operated out of his dreamscape, appearing to followers as Dream House and instructing them on his needs. In dreams, Sir House had absolute control over his plans, and he was safe from those who would try to stop him.

However, Sir House was more susceptible to his lycanthropy within the dreamscape. If he was angered or pushed to his limits, Nightmare House would take over. His curse had twisted him into a rampant and terrible werecreature that was beyond control. There were serious cases of people waking up paralyzed and hysterical that were all connected by claims of seeing this beast during their sleep.

Sir House's plot was foiled only by the doling out of divine punishment. In a last ditch effort to survive, the wizard projected his mind into the Dreamscape before his body was completely destroyed. All that remains of the original Sir House is forever trapped to fester on the Dreamscape, though the might of his dreamself has not diminished in any noticeable capacity.

Dreamscapes: Demiplanes of Dreams

Individuals who experience dreams may not realize the incredible distance their souls travel. Dreams are contained within demiplanes, or dreamscapes, normally scattered and adrift along the silvery sea of the Astral Plane. These spaces are subconscious constructs of the dreamer, comprised of any thoughts and emotions the dreamer carries across all layers of their mind.

Travel between dreamscapes other than one's own is difficult within such an abstract plane of existence. The *dream* spell can grant its user direct passage into a target's dreamscape, though a powerful entity can prevent or limit the user's access into its realm.

Creatures native to the Astral Plane may come in contact with a dreamscape, but they can never directly manipulate its contents. Dreamscapes not on the Astral Plane, such as ones trapped within a Domain of Dread, are subject to the rules of either that realm or its ruler.

A deity or other being with a powerful mind can pull unsuspecting souls into their own dreamscapes. Caution is required, as it is possible to have one's connection to their body severed while within someone else's domain.

Sir House [Simulacrum]

Medium humanoid (human, shapechanger), lawful neutral [neutral evil]

Armor Class 15
Hit Points 220 (40d8+40) **[110 (20d8+20)]**
Speed 40 ft. (fly 50 ft. in raven and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	22 (+6)	12 (+1)	14 (+2)

Saving Throws Dex +10, Int +12, Wis +7, Cha +8
Skills Arcana +12, History +12, Insight +7, Investigation +18, Perception +13
Damage Resistances acid, cold, fire, lightning, necrotic, poison, psychic, radiant, thunder
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Common, Sylvan, Abyssal
Challenge 20 (25,000 XP) **[15 (13,000 XP)]**

Legendary Resistance (3/Day). If Sir House fails a saving throw, he can choose to succeed instead.

Magic Resistance. Sir House has advantage on saving throws against spells and other magical effects.

Spellcasting. Sir House is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He has the following wizard spells prepared:
Cantrips (at will): *light, mage hand, minor illusion, prestidigitation, shocking grasp*
1st level (at will): *catapult, disguise self, magic missile, sleep*
2nd level (at will): *blur, mirror image, misty step, phantasmal force*
3rd level (at will): *counterspell, fear, fireball, major image*
4th level (3 slots): *dimension door, hallucinatory terrain, greater invisibility, phantasmal killer*
5th level (3 slots): *animate objects, dream, mislead, seeming*
6th level (3 slots): *chain lightning, disintegrate, eyebite, mental prison**
7th level (3 slots): *mirage arcane, Mordenkainen's magnificent mansion, project image, teleport*
8th level (2 slots): *feeblemind, illusory dragon*, maze*
9th level (1 slot): *wish*

* *from Xanathar's Guide to Everything*

Shapechanger. Sir House can use his action to polymorph into a raven-humanoid hybrid or into a raven, or back into a human. His statistics, other than his size, are the same in each form. Equipment Sir House is wearing or carrying is transformed. [The simulacrum most typically stays in hybrid form.]

[Empowered Simulacrum.] The simulacrum is capable of recovering his health and spell slots. If the simulacrum dies or is dispelled, his body turns into a pile of snow and his gear vanishes.

Dreamscape. Creatures Sir House puts to sleep have their minds sent to his dreamscape until they wake up.

Malleable Illusions. Sir House can change the nature of one of his illusion spells as a bonus action on his turn, provided that he can see the illusion.

Illusory Reality. Sir House can choose one inanimate, nonmagical object that is part of one of his illusions and make that object real as a bonus action on his turn. The object remains real for 1 minute. The object can't deal direct damage to anyone, but any damage otherwise incurred from it can be considered psychic damage.

Actions

Dozing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage, and the target must succeed on a DC 20 Constitution saving throw or fall unconscious. Target remains asleep for 1 minute, or until either the sleeper takes damage or someone uses an action to shake or slap the sleeper awake. Creatures unaffected by sleep effects are instead stunned until the start of Sir House's next turn.

Sleeping Darts (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., up to three targets. *Hit:* 6 (1d4+4) piercing damage. Target must succeed on a DC 15 Constitution saving throw or fall unconscious. Target remains asleep for 1 minute, or until either the sleeper takes damage or someone uses an action to shake or slap the sleeper awake.

Staff (+3 Quarterstaff, Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) force damage, or 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) force damage when used with two hands.

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

Reactions

Illusory Step (Recharges after Short or Long Rest). When a creature makes an attack roll against Sir House, he can use his reaction to interpose an illusory duplicate between the attacker and himself. The attack automatically misses him, then the illusion dissipates.

Legendary Actions

Sir House can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Sir House regains spent legendary actions at the start of his turn.

Taunt. Sir House mimics a target creature's speech patterns and taunts them, as if using the *vicious mockery* spell.

Swap. Sir House switches places with one of his illusions.

Hypnotic Gaze (Costs 2 Actions). Sir House glares at a creature looking at him within 30 feet. That creature must succeed on a DC 15 Constitution saving throw or fall unconscious. Creatures immune to sleep effects still succumb to this ability but can make the save with advantage. Target remains asleep for 1 minute, or until either the sleeper takes damage or someone uses an action to shake or slap the sleeper awake.

Dream House

Medium humanoid (human, shapechanger), neutral evil

Armor Class 17
Hit Points 240 (43d8+43)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	22 (+6)	12 (+1)	14 (+2)

Saving Throws Dex +10, Int +12, Wis +7, Cha +8
Skills Acrobatics +10, Deception +8, History +12, Investigation +18, Perception +13
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Common, Sylvan, Abyssal, telepathy 120 ft.
Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If Dream House fails a saving throw, he can choose to succeed instead.

Sever. Creatures killed by Dream House in his dreamscape have the connection to their bodies on the material plane severed.

Awaken. Killing Dream House wakes up all creatures within his dreamscape.

Shapechanger. Dream House can use his action to polymorph into a gargantuan amphiptere-like creature, or back into a human. His statistics, other than his size, are the same in each form. Equipment Dream House is wearing or carrying is transformed.

Actions

Multiattack (Humanoid Form Only). Dream House can use his Frightful Presence. He then makes three attacks: one with his tail and two with his bite.

Multiattack (Amphiptere Form Only). Dream House makes three attacks, firing a set of darts and then two claw attacks.

Claw (Humanoid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) psychic damage.

Feather Darts. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., up to three targets. *Hit:* 14 (4d4+4) psychic damage.

Tail (Amphiptere Form Only). *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 13 (2d8 + 4) psychic damage.

Bite (Amphiptere Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 26 (4d10+4) psychic damage. If the target is a humanoid, it must succeed on a DC 20 Constitution saving throw or be cursed with wereraven lycanthropy.

Frightful Presence (Amphiptere Form Only). Each creature of Dream House's choice that is within 120 feet of him and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Dream House's Frightful Presence for the next 24 hours.

Radical Breath (Amphiptere Form Only, Recharge 5–6). Dream House exhales a multicolored mixture of fire and smoke in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 56 (16d6) psychic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Dream House can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Sir House regains spent legendary actions at the start of his turn.

Teleport. Dream House magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Illusory Double. Dream House creates a duplicate of a target creature. The duplicate immediately attempts to grapple the target. The double has the same AC and Strength (Athletics) bonuses that the target does. Any doubles disappear after 1 minute, or if a double is successfully attacked.

Malleable Dream (Costs 2 Actions). Dream House completely changes the look, sound, smell, and even feel of the dreamscape. All aspects of the terrain are physical and can be interacted with. He typically won't put other creatures into immediate harm, but hazards are common.

The Nightmare Army Plot Hooks

d4	Plot Hook
1	People have been reporting waking up restless from nightmares of a bizarre dragon ensnaring them. Even more people are stuck in a catatonic state and cannot wake up.
2	Kenkus have been stealing valuables at epidemic levels. What's strange is that they're flying off with their hauls, all of them heading out across the ocean somewhere.
3	A fledgling raven stumbles into the party and transforms into a scared and confused little girl. She's been looking for her papa. The only concrete detail she gives the party to work with is that he always wears a funny bird mask.
4	The encounter takes place before Sir House's original death. A lone simulacrum of the wizard visits the party in their dreams, and beckons them to stop him.



My dear Sorina,

I hope this message finds its way to you. The Sir House who wrote it is merely an echo of the Sir House you knew, but maybe his words may provide you with some sort of benefit or relief.

Be it too late and me not myself to understand that leaving you behind was wrong. Having an important cause did and does nothing to change that. Even if Sir House was successful, all that time I could have spent nurturing your growth can never be replenished.

Make no mistake, I know you were a strong child and no doubt grew into a strong adult. You are your mother's daugher after all! And I count the days until I hear about the great things you do with your life.

And yet I feel a great deal of insecurity about ever seeing you in person again. I may cling to real memories, but I am but a false illusion of your late father. The absence of the absence of Sir House, a shadow of a corpse that I watch wither from the walls. You would have no attachment to me.

I'll selfishly ask that you remember and keep a light shining on Sir House, his every detail and flow, while I continue to work in his shadow and fail to make things right.

All of my love,

-V. Sir House of Barovia of Barovia

JACKIE WHISLER

What's Behind Your Mask?

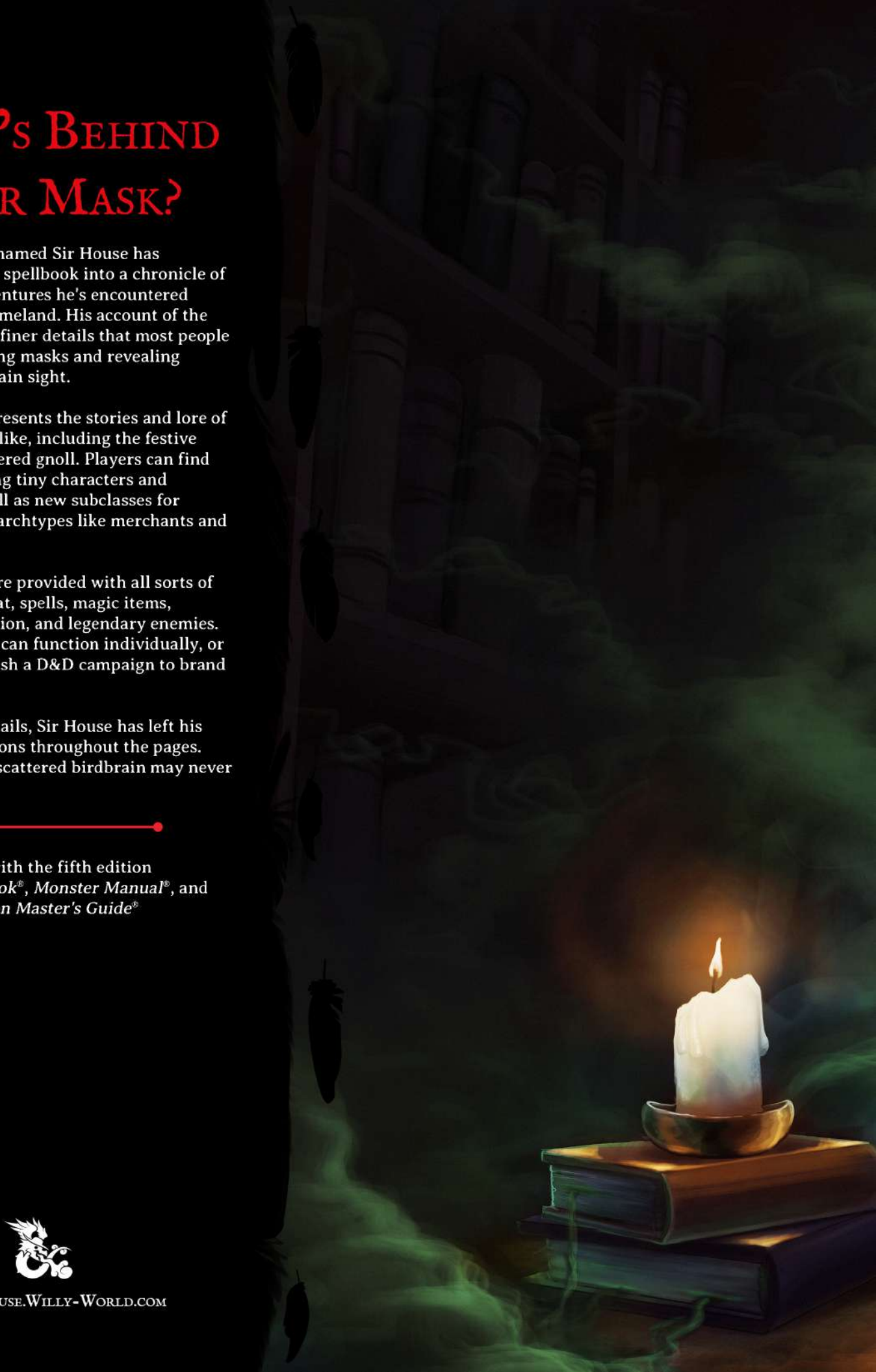
A Barovian wizard named Sir House has transformed his old spellbook into a chronicle of the people and adventures he's encountered since leaving his homeland. His account of the world goes into the finer details that most people never see, uncovering masks and revealing secrets hidden in plain sight.

The Book of House presents the stories and lore of old and new races alike, including the festive clonn and the tempered gnoll. Players can find new rules for playing tiny characters and lycanthropes, as well as new subclasses for common character archtypes like merchants and chefs.

Dungeon Masters are provided with all sorts of new rules for combat, spells, magic items, monster customization, and legendary enemies. All of these options can function individually, or work together to push a D&D campaign to brand new heights.

Amid the book's details, Sir House has left his notes and observations throughout the pages. The mystery of his scattered birdbrain may never be solved!

For use with the fifth edition
Player's Handbook®, *Monster Manual®*, and
Dungeon Master's Guide®



BookOfHouse.Willy-World.com