

DARK ALLEYS OF RUNEHALT



5TH EDITION COMPENDIUM

EXPLORE THE FORBIDDEN ARTS HIDDEN WITHIN THE HIGH WALLS



Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this MonkeyDM game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Dark Alleys of Runehalt is published by MonkeyDM under the Open Game License version 1.0a. Copyright 2021 MonkeyDM. All Rights Reserved

FOREWORD

Originating as a fortress built by the Runecarver Dwarves and the Hobgoblins led by Aveg Hon Kofa, Runehalt has slowly developed into the one of the most integral points of the Vanguard Grounds. Its population, to this day mainly dwarvish and goblinoid, excel as crafters, forgers and inventors; and it is often said that their production is incremental to the result of any wars that the Vanguard Grounds might fight. Whether it be runecrafting armors, dwarvish weapons or even the dangerous goblin warmachines, they're all crafted here.

This does, however, come with its drawbacks. The walls and streets of the city are covered in soot and ash, and although part of it has been placed as far and away from civilization as possible, the clouds that roll out of the main ironworks and forges still make their mark on the health of the citizens. For this reason, those that are not hardy enough don't spend time in Runehalt. It's only the goblins and dwarves that craft, the hobgoblins that guard and the orcs and bugbears who are used as grunts, for heavy lifting and hard smashing. Industriality, at its simplest.

LOREMASTER AKACHII

TABLE OF CONTENT

Content	Page
Foreword	3
Subclasses	4
Races	17
Feats	21
Items	22
Spells	36
Monsters	41
Thank You	66
License	69

SUBCLASSES

Art by Camilkuo



BARBARIAN - HOUND MASTER

A lost puppy wanders the streets starving, a young homeless girl gives it the meagre pieces of meat that she has collected, a bond is born. The Hound Master archetype embodies a friendship between the barbarian and its true animalistic side. United in battle, beast and barbarian work as one to fight the foes that threaten their home. Born of the wilds or of the slums, this link between man and beast is unbreakable.

LOYAL COMPANION

At level 3, You can magically summon the hound bound to you. As an action, you can summon the hound, which appears in an unoccupied space of your choice that you can see within 30 feet of you.

The hound is friendly to you and your companions and obeys your commands. See its game statistics in the Hound Companion stat block, which uses your proficiency bonus (PB) in several places. You can determine the cosmetic characteristics of the hound such as its breed, color, or any visible effect it has, your choice has no effect on its game statistics.

In combat, the hound shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the hound can take any action of its choice, not just Dodge.

If the beast has died within the last hour, you can use your action to touch it and expend 2 hit dice. The beast returns to life after 1 minute with all its hit points restored.

Otherwise upon completing a long rest you can resummon it in an empty space with 20 feet of you.

BATTLE BOND

At level 6, the bond you share with your hound intensifies, stoking the hound's rage. Your hound gains the following benefits:

- The hound's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- While you are raging, your hound also gains the benefits of the Rage feature.

BESTIAL FURY

Starting at 10th level, when you command your hound to take the Attack action, the hound can make two attacks.

FEARSOME BEAST

At 15th level, when your hound uses its deflect ability, it reduces the damage by 2d10 + PB. In addition, a number of times per long rest equal to your proficiency bonus, you can command your hound to emit a fearsome howl as part of its Bite. All creatures of your choice within 60 feet of the hound must succeed on a Wisdom saving throw or become frightened until the end of your next turn. (DC equals 8 + your proficiency bonus + your Constitution modifier).

Art by Camilkuo



COMPANION HOUND

Medium beast, same alignment as its master

Armor Class 14 + PB (natural armor)

Hit Points 5 + five times your barbarian level (the hound has a number of hit dice [d10s] equal to your barbarian level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Dex +1 plus PB, Wis +2 plus PB

Skills Perception +2 plus PB

Senses darkvision 60 ft., passive Perception 12 plus PB

Languages understands one language of its owner
Challenge -

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

Reactions

Deflect. When a creature the hound can see hits a target, other than itself, within 5 feet of it with an attack, it can use its reaction to reduce the damage the target takes by 1d10 plus PB (to a minimum of 0 damage).

FIGHTER: THE GEARSHIFTER

While some combatants will only use the most simple of weapons, Gearshifters will always tinker in pursuit of more. With a combination of engineering and martial prowess, these clockwork combatants are a near unmatched on the battlefields. Stories of their ingenious designs, often referred to as Gearshift Weapons spread around, but more keen-eyed observers might also notice the subtle mechanical implements these warriors place upon their own body in order to become stronger warriors.

GEARSHIFT WEAPON

When you choose this archetype, you gain access to your Gearshift Weapon. This counts as a magical weapon and its appearance can be determined by you. When you gain this feature, choose any two weapons. As a bonus action, the Gearshift Weapon can change into any of these weapons.

You can replace one of the integrated weapons by applying another non-magical weapon to your Gearshift Weapon as part of a long rest.

You may choose one additional weapon to add to your Gearshift Weapon at the 7th, 10th and 15th level.

TINKERER'S MIND

Also at 3rd level, you gain proficiency in tinker's tools, or another type of artisan's tools if you are already proficient with tinker's tools. Your proficiency bonus is doubled for checks made with these tools. While wielding tinker's tools or your Gearshift Weapon, you may also cast the *mending* or *shocking grasp* cantrips. Intelligence is your Spellcasting Modifier for these spells.

Additionally, you have advantage on all Intelligence (Arcana) and Intelligence (History) checks involving mechanical creations or constructs.

MECHANICAL PRECISION

Lastly, also at 3rd level, your strikes gain mechanical precision. At the start of your turn, you can choose to tap into your mechanical prowess. For the entire turn, your attacks cannot suffer from disadvantage and you gain a bonus to damage rolls made with your Gearshift Weapon equal to your Intelligence modifier (minimum of 1).

You can use this feature a number of times equal to the number of weapons integrated in your Gearshift Weapon (minimum of 2). Once all uses are expended you must complete a short or long rest before using it again.

MAGICAL GEARHULK

By 7th level, you have gained expertise over your Weaponry. You can integrate magical weapons into your Gearshift Weapon, replacing one of the original weapons chosen. In order to do so the magical weapon needs to be of the same type as one of your Gearshift integrated weapons. The Gearshift Weapon cannot have more magical weapons integrated than the number of weapon forms it has. The magical weapons still require attunement while they are part of your Gearshift Weapon. However, if you integrate multiple weapons that require attunement within the Gearshift weapon, they will only require one attunement slot together.



VOLTAGE REPULSOR

Beginning at 10th level, your clockwork arsenal allows you to respond with electrical attacks against those that harm you. You gain access to the following benefits:

- You gain resistance to lightning damage.
- You and may use the shocking grasp cantrip as a reaction to being hit with a melee weapon attack, if you do so, you can also move up to 10 feet as part of that reaction.
- After taking or dealing lightning damage, your next weapon attack deals an additional 1d8 force damage.

OVERSPARK EXPERIMENT

At 15th level, Using your tinker's tools or your Gearshift Weapon, you may cast the *haste* spell or the *slow* spell (spell save DC equal to 8 + your Intelligence modifier + your Proficiency modifier). If you cast *haste* on yourself, you have advantage on saving throws made to maintain concentration.

Once you've cast either of the spells, you must complete a short or long rest before doing so again.

HIGHER GEAR

Once you reach the 18th level, you can push yourself into higher gear as an action, breaking past the limits of your normal body. For 1 minute, you gain the following effects:

- Your movement speed is doubled.
- You gain a +3 to your AC.
- You gain advantage on Dexterity, Constitution and Strength saving throws.
- Your weapon attacks deal an additional 2d8 force damage.
- At the start of each of your turns, you take 3d6 lightning damage (that ignores resistance).

The effect instantly ends if you fall unconscious or if you choose to end it (no action required). Once you've used this feature, you must complete a long rest before you can use it again.

Art by Daniel Comerci



MONK:

WAY OF THE KARMIC KILLER

When one shifts the balance of the world's energy, they better watch their back, for the Order of the Karmic Killers will have no mercy. Watching and feeling the energy of the world, they take down anyone who dares disturb the balance. Their brand of justice is one considered violent by many, but one cannot argue with its effectiveness.

KARMIC ASSASSIN

3rd-level Way of the Karmic Killer feature

You excel as a vigilante and assassin, taking down those who wronged the world with vicious swiftness. Each time you reduce a creature of CR1/2 or higher to 0 hit points with unarmed strikes, you regain a number of Ki points equal to your Wisdom modifier (minimum of 1 Ki point).

In addition, your melee attacks made against targets that are stunned or unconscious deal an additional 1d6 necrotic damage.

TOUCH OF KARMA

6th-level Way of the Karmic Killer feature

You've found a way to turn Karma against a target, its impending essence aiding you in its disposal. As a reaction to taking damage, you may use 2 Ki points to choose a creature within 5 feet of you. That creature takes an amount of force damage equals to half of the damage dealt to you.

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

CHOSEN BY DEATH

11th-level Way of the Karmic Killer feature

You can mark a target for death and enact a terrifying form of justice upon it. As initiative is rolled or when you are hidden from a creature, you may attempt place a black mark upon them, if they are within 30 feet of you. The target must make a Charisma saving throw against your Martial Arts save DC. On a failure, the mark takes effect. For the next minute, all your attacks against the target are made at advantage and each time you roll a critical hit, the target becomes stunned until the end of your next turn.

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

SOUL FOR A SOUL

17th-level Way of the Karmic Killer feature

You take the will of the world within your own hands, choosing to bind your soul to a creature's Ki and Karma. Sacrificing your soul to end theirs. Choose a creature within 90 feet of you. You and the creature become bound. For the next minute, you gain the following benefits:

- You may use Touch of Karma on it regardless of how far away the creature is from you.
- All your attacks against it deal an additional 2d10 necrotic damage.
- You have advantage on all saving throws it forces you to make.
- The creature must make a Wisdom saving throw against your Martial Arts save DC each time it attempts to move to a space that is more than 90 feet away from you, being unable to do so for that round on a failure.
- At the end of the minute, if your chosen target has not reached 0 hit points or died, you fall to 0 hit points with 2 failed death saving throw.

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

Art by Warm_Tail



WAY OF THE RUNED HAND

Within the treacherous landscape of Runehalt, filled with dangerous beings of both magical and mechanical builds, the Way of the Runed Hand stand out as defenders of all that is right. Under this name, an order of monks, using traditional runes inked in the skin of their hand, try to keep the peace through more discreet means than that of guards. Due to their great power and subtlety, they are often even used as contracters by the Sightmaster himself.

RUNIC EQUIPMENT

3rd-level Way of the Runed Gauntlets feature

You gain a pair of special runic tattoos, the appearance of which you determine yourself. The tattoos can be enhanced with various runes, which give you specific benefits. These tattoos have open slots for a number of Runic Implementations equal to your Wisdom modifier. At the end of a long rest, you may select a number of Runic Implementations and have them prepared for the day. Whenever you reach a level that would increase your Wisdom bonus, you get to prepare an additional Runic Implementation.

Runic Implementations may require an action, bonus action or reaction to activate (See **Runic Implementations**). Once a Runic Implementation has been activated once, it cannot be activated again until you take a short rest, unless you spend 1 Ki Point (no action required) to reinfuse it with power. If a rune requires a saving throw or casts a spell, the spellcasting ability is Wisdom and the DC is equal to 8 + your Wisdom modifier + your Proficiency bonus.

You cannot be disarmed of your runic gloves while in combat, but you must take them off in order to benefit from a long rest. If you lose your runic gloves, you may perform a 1 hour ritual to create a new pair.

Art by Dean Spencer

MARK OF TRACKING

6th-level Way of the Runed Gauntlets feature

Through a hidden mark in your palm, you can ensure those you wish to keep an eye on remain within your sights. Once per short rest, when you use your Stunning Strike feature on a target, regardless of if they fail or succeed the saving throw, you can decide to imbue them with a hidden mark. For the next minute, you know their exact location and negate any effects that would blur, hide or obscure their position (such as a *mirror image*, *invisibility* spell).

In addition, if the target becomes or already is invisible, you may spend 1 ki point to instantly end its invisibility as a bonus action.

This feature lasts for 1 hour or until you fall unconscious or decide to mark a new creature. When you reach the 11th level, this feature lasts for 8 hours.

TRANSFERENCE OF ENERGY

11th-level Way of the Runed Gauntlets feature

You have learned to link your body's energy to that of your runes, allowing you to better use their flow of energy. You may activate each rune twice before you require a short rest. Additionally, as a bonus action, you may choose to transfer the energy of your Runic Implementations into your body. Without using its effect, you spend two uses of a Runic Implementation and regain a number of Ki points equal to half your Wisdom modifier (rounded down, minimum of 1). If you only have one use left of a rune or less, you cannot use this ability.

ONE WITH THE RUNES

17th-level Way of the Runed Gauntlets feature

Through your immense knowledge of your inner self and your ki, you gain the ability to use activate your Runic Implementations four times per short rest of time. Transferring your Runic Implementations' energy into Ki points still deactivates them.

RUNIC IMPLEMENTATIONS

If no level is mentioned the rune can be selected starting at level 3.

ARCANA SHIELD RUNE

When you would be hit with a ranged spell attack, you may use your reaction to use your Deflect Missles feature on it.

ENDLESS WATCH RUNE (9th Level)

If you have a creature marked with your Mark of Tracking feature, you may activate this as an action to cast the *scrying* spell at its lowest level on the creature, requiring no spell slot or material components. The spell automatically succeeds.

INNERSIGHT RUNE

As an action, you may cast the *detect thoughts* spell at its lowest level. When you reach the 13th level in this class, you may cast *telepathic bond* at its lowest level instead.

INTERRUPTOR RUNE

When you use your reaction to make an attack of opportunity, you may activate this rune (no action required) to make an additional attack which, on a hit, reduces the enemies speed to 0 until the start of your next turn.

HIDDEN SELF RUNE

As an action, you may cast the *invisibility* spell at its lowest level. Once you reach the 13th level, you may cast *greater invisibility* instead.

MAGEBANE RUNE

(9th Level Required)

When a spell is cast within 5 feet of you, you may use your reaction to make an unarmed strike against the caster. If your attack is successful, you cast the *counterspell* spell at its lowest level, without requiring a spell slot as part of your attack on that creature.

MOUNTAINOUS RUNE

When forced to make a Strength (Athletics) check or a Strength saving throw, you may activate this rune as a reaction, giving you advantage on the roll and a bonus to said check or saving throw equal to your Wisdom modifier.

PEACEKEEPER RUNE

As an action, you may cast the *charm person* spell at its lowest level. When you reach the 13th level, you may cast *dominate person* at its lowest level instead.

RUNESEER RUNE

You may activate this rune as an action. For the next hour, you gain the benefits of the *comprehend languages* spell.

SENTINEL RUNE

(9th Level Required)

When a creature exits your melee range, you may use your reaction to activate this rune. When that creature ends its turn, if you can see it, you instantly teleport in an empty space within 5 feet of its new location.

SWIFTSTEP RUNE

You may activate this rune as an action. For the next hour, you gain a climbing speed equal to twice your walking speed.

RANGER - THE PEACEKEEPER

You are tasked with maintaining order. Some of your peers do so in the natural world, full of savage beasts. You know that the most savage monster is hidden within all of us, and so you make it your duty to capture these monsters, and bring them to justice. Some can be viligantes, some can be working for the crown, but all of you try to make the world safer.

ARMED TO THE TEETH (OPTIONAL)

At 3rd level, you're used to unconventional weaponry, you gain proficiency with firearms.

PEACEKEEPER MAGIC

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

PEACEKEEPER SPELLS

Ranger Level	Spell
3rd	command
5th	Seraphine's instant cage
9th	Slow
13th	Banishment
17th	Wall of force

RESTRAINING ORDER

Also at 3rd level, when you deal damage to a creature you can use a bonus action to order them to stand still. The target must succeed on a Wisdom saving throw against your spell save DC or be restrained by your magic until the start of your next turn.

You can use this bonus action a number of times equal to 1 + your Wisdom modifier (minimum of 1), and regain all expended uses on a short or long rest.

INTERROGATION EXPERT

At 7th level, you know how to extract the truth out of anyone. You can add a bonus equal to your Wisdom modifier to any Persuasion, Intimidation or Insight check that you make.

MAN HUNTER

At 11th level, you have honed your talent for tracking criminals and wrongdoers. You can cast the spell locate creature without expending a spell slot. Once you do so you cannot use this ability again until you complete a short or long rest.

In addition, each time you deal damage to a creature affected by your restraining order, it takes an additional 1d6 force damage.



Art by Dean Spencer

CROWD CONTROL

At 15th level, as an action you can emanate an aura of authority. If you do so the area in a 30 feet radius centered on you is considered difficult terrain. You can choose any number of creatures of your choice to not be affected by this effect. You can extinguish this aura at will (no action required), it ends early if you fall unconscious.

In addition when you successfully place a restraining order on a creature, you can immediately teleport to it, reappearing in an empty space within 5 feet of the creature.



ROGUE: THE MAGPIE

There are many ways a creature can gain some small piece of nature's power. For some it is a gift freely given, whilst others must toil in search of understanding, and from time-to-time nature it self may choose a champion. But for the clever this bounty is free for the taking, if they can only figure out how.

FORMS FEIGNED

At 3rd level, as an action you can magically assume the shape of a beast that you have seen before. You can use this feature twice and you regain expended uses when you finish a short or long rest. Your rogue level determines the beasts you can transform into, as shown in the Beast Shapes table.

Level	Max. CR	Limitations	Example
3rd	0	No flying or swimming speed	Weasel
4th	1/4	No flying speed	Poisonous Snake
8th	1/2	--	Giant Owl

You can stay in beast shape for a number of hours equal to half your rogue level (rounded down). You then revert to normal form unless you expend another use of this feature. You can revert to your normal form early with a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, use the rules described for druid's *Wild Shape*.

SECRETS GLEANED

At 3rd level, you know **Druidic**, the secret language of druids. However when you gained this secret knowledge you learned to augment your skills with the ability to cast spells.

CANTRIPS

You learn three cantrips: *Shillelagh*, *Magic Stone*, and one other cantrip of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level. Additionally, when you cast the *Shillelagh* or *Magic Stone* cantrips they count as finesse weapons, and the duration is extended to 8 hours.

PREPARING AND CASTING SPELLS

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

At the end of a long rest you can prepare the list of Magpie spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to 2 + half your rogue level (rounded down). The spells must be of a level for which you have spell slots, and casting the spell doesn't remove it from your list of prepared spells.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your magpie spells.

Spell save DC = 8 + your Prof Bonus + your Wis Mod

Spell attack modifier = your Prof Bonus + your Wis Mod

THE MAGPIE SPELLCASTING TABLE

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

TREASURES FOUND

At 9th level, you gain the ability to enhance your magical and mundane senses for 10 minutes as a bonus action. For the duration, you gain advantage on Perception and Survival checks and are under the effect of the *detect magic* spell.

As part of activating the ability or as a bonus action at any point before the end of the duration, you can focus your awareness onto a single creature gaining insight into it. This however immediately ends the ability. You choose one creature you can see within 90 feet of you. It must make a Wisdom Saving throw against your spell save DC. On a failure, You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are, as well as any condition immunity. If the creature is hidden from divination magic, it automatically succeeds the save.

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

POWER PERJURED

By 13th level, you now count as a druid the purposes of meeting requirements on the use of magic items. You can also cast *alter self* at will without expending a spell slot.

Additionally, you learn to beast shape without having to expand uses of the Forms Feigned Ability. When shaping in this way, you do not assume the beast's hit points or hit dice. If you are brought to zero hit points, you lose your beast form and fall unconscious.

NATURE'S BLESSING

At 17th level, you've improved your talents over the druidic arts. You can cast many of your spells in any shape you assume using Forms Feigned. You can perform the somatic and verbal components of any spell of 2nd level or lower while in a beast shape, but you aren't able to provide material components. In addition you are now to cast *shillelagh* on natural weapons, such as claws or fangs.

Monkey Note: You can now turn into an bird, plunge towards an unknowing target, peck them a little and deal all your Sneak Attack damage, before flying away. There's a reason people call magpies Murder Birds.

Art by Dean Spencer



WARLOCK: THE CYBERCORTEX

To the mortal mind, life is but a reflection of our perception. We might see this as reality, but that is far from the truth. To those that learn of the Cybercortex, our "reality" is nothing more than an illusion. With enough willpower, anything can be changed, altered. The human psyche is at the whims of its perception. The Cybercortex, a hivemind of both machine and man, seeks to twist the human consciousness and then fully engulf it, slowly but surely connecting all minds and souls into one single omega-being, whose perception is endless and whose dreams are all encompassing. And by the will of the Cybercortex, all will become part of a true reality, a simulated one, where existence is boundless.

Warlocks that serve the Cybercortex adhere to this will. Their aim is to bring new victims into the true reality provided within the Cybercortex. With illusion, enchantment and psychic abilities, these warlocks make for unmatched manipulators and knowledgeable spies.

EXPANDED SPELL LIST

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

CYBERCORTEX EXPANDED SPELLS

Spell Level	Spells
1st	<i>command, dissonant whispers</i>
2nd	<i>blur, detect thoughts</i>
3rd	<i>nondetection, sending</i>
4th	<i>compulsion, phantasmal killer</i>
5th	<i>creation, geas</i>

PASSAGE TO THE MIND

1st-Level Cybercortex feature

Due to the Cybercortex's perturbant abilities, no mind attacked by you is safe. Whenever you charm or detect the thoughts of a creature with a spell or ability, you gain an insight into their existence. You can choose to learn one of the following things about it:

- Its skill proficiencies, if it has any.
- Its Intelligence, Wisdom and Charisma score.
- Its resistances, immunities and vulnerabilities.

Instead of learning any of the following, you can choose to burrow yourself deeper within the creature's mind, granting it disadvantage on its next saving throw against a charm effect you force it to make. This effect lasts for 1 minute.

You can use this feature a number of times equal to your Proficiency bonus per long rest.

MARK OF THE MATRIX

6th-Level Cybercortex feature

Using the power of the Cybercortex, your mind can strengthen and become an impenetrable fortress, which feeds on the psyche of others. After you deal psychic damage to a creature with a spell or ability, you may choose to mark it. You have advantage on all Intelligence, Wisdom and Charisma saving throws that the marked creature forces you to make.

In addition, while a creature is charmed or marked by you, each time you inflict psychic damage to it, you deal an additional psychic damage equal to your Charisma modifier.

EXPENDED REALITY

10th-Level Cybercortex feature

Your connection to the Cybercortex has become inseparable, and you are able to track potential new members to add to its consciousness. You are always aware of the location of any creature capable of thought within 120 feet of you (Creatures with an Intelligence score of 5 or higher). You do not know the creature's identity, name or species, but you know its exact location and cannot be surprised by it. You may cast the *detect thoughts* spell at will (without expending a spell slot) on any creature within this range, but no more than once per creature per day.

INFINITE HIVEMIND

14th-level Cybercortex feature

Using the Cybercortex's powers of reality-altering, you can implement false memories into any creature you gain control over. Whenever a creature is charmed by you, you may choose to erase its memories and instead give it new ones. Right before the charm ends, you can replace the memories of events that happened while the creature was charmed. You may not do this if the charm is dispelled.

In addition, as an action you may cast *charm person* at its lowest level without expending spell slots on any number of creatures within 120 feet of you that you can sense. Creatures do not realize that a spell was cast, and when the spell ends, don't know they were charmed by you. You can use this ability once per long rest..

Art by Dean Spencer

7 ELDRITCH INVOCATIONS OF RUNEHALT

DEMOLISHING BLAST:

Prerequisite: *Eldritch Blast* cantrip

You *eldritch blast* spell can now target objects and structures that are within 30 feet of you and deals double damage to them.

VANISHING BLAST:

Prerequisite: 12th level

When you successfully damage a creature within 120 feet of you with your *eldritch blast*, you can force it to make a Charisma saving throw against your spell save DC, on a failure, you swap position with the creature. To do so you must be standing on a solid surface. You can use this once per short rest, if the creature succeeds on the save, the use is not expended.

VOICE OF THE MASTER

Prerequisite: 9th level

You can cast *geas* once without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

FALSE FRIENDSHIP

Prerequisite: *friends* cantrip

When you use the *friends* cantrip, creatures do not realise that magic was used on them and do not automatically become hostile towards you as a result.

NATURE'S STRIKE

Prerequisite: 5th level, Pact of the Blade

You learn the *thorn whip* cantrip, it doesn't count against your maximum number of cantrips known. If you hit a target successfully with the cantrip, you can choose to make a single melee attack with your Pact Weapon as a bonus action.

CHILLING GRASP

Prerequisite: *chill touch* cantrip

When you damage a creature with *chill touch*, the skeletal hand drains them. The target's speed is halved until the start of your next turn.

ELDRITCH SPELLSWORD

Prerequisite: 15th level, Pact of the Blade

When you cast a spell from your Pact Magic feature as an Action, you can make one melee attack with your Pact Weapon as a bonus action.



WIZARD - SCHOOL OF WITCHERY

A witch is often describes as a woman having magic powers, especially evil ones, wearing a black cloak and pointed hat and flying on a broomstick. Wizards of the the school of witchery know these are lies popularized by ignorance. Members of this school of magic can be of any gender, despite the stereotype. They focus their powers on dark potions and spells, capable of altering the life of all, they are able to summon and control familiars to spy on their enemies. They do fly on broomsticks though.

POTION MAKER

At 2nd level, you gain proficiency with **herbalism kits**. If you have an herbalism kit, you can spend an hour to craft a witch potion, or 30 minutes if you also use a cauldron, this can be done as part of a short rest. To create a potion you need to expend a spell slot of 1st level or higher as part of the crafting.

If a potion has the rupture tag, it means that it can be thrown to a creature within 40 feet to apply the effects as if it drank it, being in melee with a creature doesn't impose disadvantage on the roll. Potions are destroyed immediately after being used. If a potion requires a saving throw, the DC is equal to your spell save DC.

You can only have a maximum number of potions at a time equal to your Intelligence modifier at a time. If you create more the other ones that you created lose their effect.

- **Acid.** (*rupture*) As a bonus action, a creature can apply this potion on a weapon or ammunition. On their next hit, the target takes an additional 2d6 acid damage. If the target is an object or surface made of wood or metal, the acid eats a hole through it 6 inches in diameter and 1 inch deep. A creature takes this damage if they drink the potion. The damage increases to 4d6 when you reach 11th level in this class.
- **Voodoo Healing.** As a bonus a creature can drink this potion, gaining a number of temporary hit points equal to 2d4 + your Intelligence modifier. This potion has no effect on undead or constructs. The temporary hit points increases to 4d4 + your Intelligence modifier when you reach 11th level in this class.
- **Charm.** (*rupture*) A humanoid drinking this potion must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When you reach 11th level in this class, this potion functions on all creatures, not only humanoids.
- **Poison.** (*rupture*) A creature drinking this potion takes 3d8 poison damage and must succeed on a Constitution saving throw or be poisoned. While poisoned this way, at the end of each of their turn the target takes an additional 1d8 poison damage and can repeat the saving throw, ending the effect on itself on a successful save. The initial damage increases to 5d8 when you reach 11th level in this class
- **Resistance.** A creature drinking this potion gains resistance to one of the following damage types for 1 minute, chosen randomly: acid, cold, fire, lightning, poison, thunder. When you reach 10th level in this class, you can choose the damage type when you create the potion, instead of determining randomly and the AC of the creature increases by 1.
- **Vigor.** A creature drinking this potion is cured of one disease or poison affecting it. This potion has no effect on undead or constructs. When you reach 11th level in this class, the potion also reduces the exhaustion level of a creature by one.

WITCH'S CURSE

Also at 2nd level, you can mark someone with misfortune. As a bonus action, you can target one creature you can see within 60 feet of you. The target is cursed for 1 minute. Until the curse ends, whenever the target makes an attack roll, ability check or a saving throw, you can use your reaction to roll a d4 and subtract the number rolled from the ability check or saving throw. The curse ends early if the target dies, you die, or you are incapacitated. Once you use this feature, you can't use it again until you finish a long rest or until you expend a spell slot of 2nd level or higher to use it again.

UNFAMILIAR FAMILIARS

At 6th level, You learn the *find familiar* spell if you don't already know it. The spell doesn't count against your number of spells known. In addition you can use your action to merge with your familiar. You can use this ability once per short or long rest. Apart from the choice of creatures, merging with your familiar follows the same rules as the Wild Shape ability of druids.

BOTTLED CURSE

At 10th level, you can imbue your potions with powerful magic.

As an action, you can alter one of your potions using a prepared spell of 4th level or lower, expending the spell slot and condensing the spell's magic into one of your witch potions. The spell is absorbed and held within the potion for 8 hours. When the duration ends the spell is lost, and the potion returns to its previous state. A creature holding the potion can use its action to release the spell within, whereupon the potion breaks. The spell uses your spell attack bonus and save DC, and the spell treats the creature who released it as the caster for all other purposes.

When you modify the potion, instead of a prepared spell, you can choose to infuse it with the *bestow curse*, *polymorph* or *phantasmal killer* spell, even if you do not know these spells. if you do so, a creature that drinks the potion is afflicted by it and has disadvantage on the initial saving throw.

Once you modified a potion with this feature, you can't do so again until you finish a short or long rest.

WITCHING HOUR

Starting at 14th level, your witching power grow. By taking one hour to cast ritual magic, which you can take as part of short rest, you can infuse a broom with flying magic, turning it into a **Broom of Flying** (basic rules, pg. 156). If your broom is lost or destroyed, you can create a new one using the same ritual. If your previous broom still exists when you make a new one, it is destroyed once the new one is completed.

In addition you gain greater control over your familiar. As a reaction to being targeted by an attack or spell, you can swap positions with your familiar, as long as you can see it. If you do so your familiar appears in your space and becomes the new target of the attack or spell.

Art by Daniel Commerci



RACES:

TEMPEST AASIMAR

ABILITY SCORE INCREASE.

Your Strength or Dexterity score increases by 1.

BOOMING STEPS

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a raging thunder to form around you, filling your eyes with lightning, and threaten to destroy everything:

- Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet and once on each of your turns, you can deal extra lightning damage to one target when you deal damage to it with an attack or a spell. The extra lightning damage equals your level. In addition on each of your turn, when you first initiate your movement, you can force each creature within 5 feet of you to make a Strength saving throw or take an amount of thunder damage equal to your level and be pushed back 10 feet on a failure, as you dash forward with fury.
- Once you use this trait, you can't use it again until you finish a long rest.

STAR TOUCHED AASIMAR

ABILITY SCORE INCREASE.

Your Wisdom score increases by 1.

HEAVENLY LIGHT

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your skin to shine like the heavenly bodies in the night sky, illuminating the void, and blinding your foes:

- Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 30-foot radius and dim light for an additional 30 feet and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. In addition, the first time on a turn that a creature within 10 feet of you targets you with an attack roll, it must succeed on a Constitution saving throw (DC equal 8 + your proficiency bonus + your Charisma modifier) or suffer disadvantage on attack rolls against you until the end of its turn, blinded by your starlight. An attacker that can't be blinded is immune to this feature.
- Once you use this trait, you can't use it again until you finish a long rest.

Art by Warm_Tail

These are subrace variants of the regular aasimar race. One reflecting the fury of the storm and the other the beauty of the night sky.

DEVOTION AASIMAR

ABILITY SCORE INCREASE.

Your Wisdom score increases by 1.

LIGHT'S EMBRACE

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your skin to glow and orbs of light to orbit around you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you emit bright light in a 30-foot-radius and regain 1d4 hit points at the start of each of your turns. In addition, for the duration, the light you emit protects your allies. When an ally within 5 feet of you is targeted by an attack roll, you can use your reaction to interpose yourself between your ally and the attacker, becoming the new target of the roll, if the attack hits you, you have resistance to the damage.

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

STEEL SOUL AASIMAR

ABILITY SCORE INCREASE.

Your Strength score increases by 1.

FIRE AND STEEL

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your skin hardens like steel, and your eyes to light ablaze. Your AC increases by 1 for the duration. In addition, once per turn, when a creature deals damage to you with a melee attack, it takes fire damage equal to half your level.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra fire damage to one target when you deal damage to it with an attack or a spell. The extra fire damage equals half your level.

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

TRICKSTER BLOOD AASIMAR

ABILITY SCORE INCREASE.

Your Constitution score increases by 1.

HOLLOW SELF

Starting at 3rd level, you can use your action to unleash the divine fey blood within you, causing your body to lose its tie to the physical world. For the duration, attack rolls against you have disadvantage. If you are hit by an attack, this trait is disrupted until the end of your next turn. This trait is also disrupted while you are incapacitated or have a speed of 0.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals half your level.

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

DUSK AASIMAR

ABILITY SCORE INCREASE.

Your Intelligence score increases by 1.

REIGN OF DUSK

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a darkness similar to the night's sky to flow out of you, pouring out of your eyes and mouth, and covering the world around you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed darkness light in a 10-foot radius and dim light for an additional 10 feet, the darkness is magical but you can see in it as if it were bright light. In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

CYBORGS

Not all people are delighted with their humanity. Some may think it to be a harness, rather than a blessing. There are those who seek to always break their limits, get stronger, faster, better. Then, there are the Cyborgs, those who improve on their bodies by stripping away that which made them human in the first place. Often times, for these half-humanoids, adventure is the best way to achieve further improvement, further growth and to truly knock down the boundaries of a human life they find too plain for their liking.

CYBORG TRAITS

By becoming a cyborg, you lose all previous racial traits and gain the following instead:

Age. A Cyborg's age is defined by the race they were before heavily altering their body. If they were an elf, they are likely to live for much longer than if they were a human. However, with enough experimentation, a Cyborg might make his or her body entirely ageless.

Alignment. Due to their inclination for altering and removal of traditionally humanoid traits, Cyborgs are often very neutral, but their experimentation also requires precision and lawfulness.

Ability Score Increases. Your Intelligence score increases by 1 and based on your subrace, another Ability Score will increase by 2. Alternatively, when determining your character's ability scores, increase any of those scores by 2 and a different score by 1.

Creature Type. You are considered both a humanoid and a construct.

Languages. You know Common and one additional language of your choice, which can reflect your original race or background.

Size. You are Medium or Small. You choose the size when you gain this race.

Speed. Your walking speed is 35 feet.

Mechanical Endurance. You have resistance to lightning damage.

Cybernetic Knowledge. You have proficiency in Tinker's Tools and the Arcana skill.

Mechano-organic Anatomy. Due to your partially humanoid anatomy, your consumption of resources is reduced. You only need to consume food and water once every 3 days. In order to gain the benefits of a long rest, you only need to remain seated for 6 hours, during which you are partially awake and aware of your surroundings.

Subraces. The area which you improved with mechanical contraptions determines your subrace. You are either a Gearhead, a Cogclutch, a Cyberstep or a Clockheart.

GEARHEAD

Gearheads make alterations mainly to their skulls, adding cogs, cybernetic eyes and other modifications that allow them to better use their mental prowess.

Ability Score Increase. Your Wisdom score increases by 2.

Darkvision. Due to your cybernetic eyes, 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.



Cybernetic Influence Dampener. Whenever you are forced to make an Intelligence, Wisdom or Charisma saving throw, you may do so at advantage. Once you've used this trait, you can't do so again until you finish a long rest.

CLOCKHEART

Whether it be because of a weakened immune system or because of the drive to push the body further than its natural limits, Clockhearts swap out internal organs for cybernetic implants, thus becoming bastions of inner strength.

Ability Score Increase. Your Constitution score increases by 2.

Cybernetic Immono-protectors. You have advantage on all saving throws against disease, exhaustion and on death saving throws.

Clockheart Recalibrating. Once per long rest, you may attempt to recalibrate your inner mechanisms in order to dispel harmful effects. If you are under a spell or magical effect that requires a saving throw, you may spend your bonus action to make that saving throw once again, ending it on a success.

Art by Daniel Comerci

COGCLUTCH

Cogclutches often see bring about changes to their arms, reinforcing them with steel and other such materials, allowing them to be stronger than their original bodies would normally allow.

Ability Score Increase. Your Strength score increases by 2.

Unarmed Strikes. Your mechanical limbs count as natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning or slashing damage equal to 1d6 + your Strength modifier. If you attack with both hands (empty), this damage increases to 1d8 + your Strength modifier.

Strengthening Circuits. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Empowered Elbow Thrusters. You have proficiency in the Athletics skill.

CYBERSTEP

Cybersteps find their footing in enhancing their lower body, often replacing their entire legs with ergonomical, mechanical designs.

Ability Score Increase. Your Dexterity score increases by 2.

Enhanced Cyberjoints. Because of your empowered legs, your movement speed is increased by 5 feet and your jump distance is tripled.

Step Propulsor. Once per long rest, you may activate your step propulsors. For the next minute, your walking speed is doubled.

FEATS

IMPROVED DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- When you take the Attack Action, you can make a blade flourish, splitting your attack between your two weapons. Make an attack roll with each weapon, you have a -3 penalty to each, on a hit they deal their normal damage. If you have the Extra Attack feature, you can split the additional attacks given to you by that feature in the same way. You cannot use this ability if both weapons you are holding are magical.

DESERT WALKER

Living in the harsh barren environment which is opposed to life has rendered you tougher than most. The magic of the desert has stuck to you. You gain the following benefits:

- Your Constitution score increases by 1.
- You ignore difficult terrain caused by sand or desert environment, and automatically succeed Constitution saves against exhaustion caused by those terrains.
- You have advantage on saving throws against being blinded.
- Once per short or long rest you can, as a bonus action cover yourself with a cloud of magical sand until the end of your turn. While in that form you have a flying speed equal to your walking speed, and attacks of opportunity made against you have disadvantage.

IMPROVED GRAPPLER

Prerequisite: Strength 13 or higher.

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to put a creature grappled by you in a chokehold. To do so, make another grapple check. If you succeed, the creature becomes restrained until the grapple ends, and you have disadvantage on attack rolls against other creatures for the duration. While restrained this way a creature must make a DC (8 + your Proficiency bonus + your Strength modifier) Strength saving throw each time it attempts to cast a spell with a verbal component, or fail to do so on a failure.

Art by Melkor3D



ITEMS



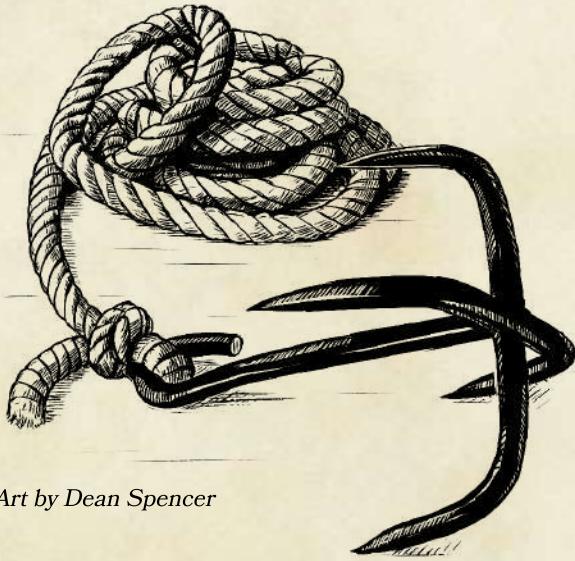
Art by Bob Greyvenstein

GRAPPLING HOOK

wondrous item (gloves), uncommon

This marvel of technology is said to have been created by jail-breakers, trying to bypass the high walls that imprisoned them.

Once per turn, as an action or bonus action, you may target a surface, object or creature within 40 feet. If the target is Medium or larger, you can choose to be pulled to it. This automatically succeeds, but this does not grapple it, if it is a surface or large object, you can choose to hold onto at the point you grappled if there is something to grab onto. If the target is Small or smaller, the hook fails to find purchase and nothing happens.



Art by Dean Spencer

TACTICAL GLOVES

wondrous item (gloves), rare

While wearing these gloves, as an action you can touch a surface, this causes magic to spread through your body camouflaging you with the environment. You become invisible until you move or take an action or a reaction.



Art by Cobalt Sage Creations

ABERRANT STAFF

Art by Bob Greyvensteinr

Staff, very rare (requires attunement by a Sorcerer, Warlock, or Wizard)

This wooden weapon swirls unnaturally, a careful observer will notice a tentacle seems to replace part of it from times to times, hungry for something.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls. The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Devouring Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 psychic damage to the target, you regain half as many hit points as the psychic damage dealt.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: black tentacles (4 charges), contact other planes (5 charges), dispel evil and good (5 charges), hold monster (5 charges), levitate (2 charges), modify memory (5 charges), telekinesis (5 charges)

Unleashed Hunger. As an action, you choose a point within 30 feet of you where aberrant limbs tear through reality, manifesting a measure of their thalassic might. You can direct a barrage of spectral tentacles to issue forth and strike up to five creatures you can see within 30 feet of the manifestation point. Each target must make a Dexterity saving throw against your spell save DC. On a failed save, the creature takes 3d10 cold and 3d10 psychic damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone. The tentacles then vanish and you must succeed on a DC 20 Wisdom saving throw, on a failure the staff loses all magical properties for 1d4 days, and you take 3d10 psychic damage. Once you use this effect, you can't use it again until you finish a long rest.



STURDY MANACLES

adventuring gear

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have an AC of 10 and 15 Hit Points and are immune to poison and psychic damage. These manacles prevent the usage of the somatic components of spells.

MAGE BREAKER MANACLES

wondrous item, rare

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have an AC of 10 and 15 Hit Points and are immune to poison and psychic damage.

In addition, these manacles can prevent spell casters to use their magic. For each minute that a creature wears them, they lose their highest level spell slot, until they are out of spell slots. These manacles have an AC of 10 and 50 Hit Points and are immune to poison and psychic damage. In addition a creature wearing these manacles cannot cast spells or use magical effects. Once removed a creature regains the spell slot at a rate of 1 each 10 minutes, starting from the lowest slot.

SHRINKING MANACLES

wondrous item, very rare

These manacles shrink the power and size of creatures. These manacles can bind creatures of size Gargantuan or smaller magically adjusting to their size. Once attached to a creature, the creature will shrink until it is of Medium size, if it isn't already that size or smaller, in addition the creature's Strength Score is reduced to 10, if it isn't lower. Escaping the manacles requires a successful DC 25 Dexterity check. Breaking them requires a successful DC 22 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 22 Dexterity check. These Manacles have an AC of 15 and 60 Hit Points and are immune to poison and psychic damage. These manacles prevent the usage of the somatic components of spells.

Art by Dean Spencer



EVOLVING WEAPON

HOLY MOONLIGHT SWORD

Weapon (longsword), artefact, requires attunement by a creature with 13 Intelligence or higher.

"An arcane sword discovered long ago by explorers. When blue moonlight dances around the sword, and it channels the abyssal cosmos, its great blade will hurl a shadowy lightwave. The Holy Moonlight Sword is synonymous with the Holy Blade, but few have ever set eyes on the great blade, and whatever guidance it has to offer, it seems to be of a very private, elusive sort."

You gain +3 to attack and damage rolls made with this magic weapon. A creature with an Intelligence score of 16 or higher is considered proficient with this weapon.

While being attuned to this weapon, you have advantage on saving throws against being charmed. In addition, when you attack with that weapon, you can use your Intelligence modifier, instead of Strength, for the attack and damage rolls and can cast the *guidance* cantrip, Intelligence is your spellcasting modifier for the spell.

Once per short or long rest, you can unleash the true power of the blade by uttering its command word (no action required). The weapon becomes imbued with arcane powers for 1 minute. While transformed it gains the following properties:

- The blade becomes a +3 greatsword that deals force damage with which you are proficient. You gain a bonus to damage dealt by this weapon equal to your Intelligence modifier.
- While holding the blade you are immune to being charmed.
- Once per turn, when you make attack with the Holy Moonlight Sword in its transformed state, you send out a deflagration of arcane energy with the slash. A moonlight crescent is emitted from the blade in a 30-foot long, 5-foot wide line in the direction you attacked. Any creature in the line must succeed a DC Dexterity saving throw (DC equal 8 + Proficiency bonus + Intelligence modifier), taking 5d10 force damage on failure or half as much on a success. If a creature is hit by the initial attack it automatically fails this saving throw.

GM NOTE

Alternatively you can give this weapon as an evolving weapon which levels up with your player following this scheme.



EVOLVING WEAPON

This weapon starts off as a regular longsword at 1st level, becomes a +1 weapon at level 4, a +2 weapon at level 9, and a +3 weapon at level 15.

- To unlock the *guidance* cantrip, the weapon must draw blood on the night of a full moon.
- To unlock the advantage on saving throws against being charmed a fey creature must be killed with the blade.
- To be able to use your Intelligence modifier, instead of Strength, for the attack and damage rolls a player must carry the blade with them for a period of 1 month without ever removing the attunement.
- To unlock the transformation it must have unlocked all the previous abilities AND killed an aberration of CR 9 or higher. At first the transformation is only available once per day, the greatsword transformation has the same bonus to attack and damage roll as the longsword and the arcane slash deals 3d10 force damage on a failure or half on a success.
- After slaying two aberrations of CR 14 or higher, the transformation unlocks its full power, but can still only be used once per long rest.
- After slaying one Legendary Aberration of CR 16 or higher, the blade unlocks all its powers.



STORM LORD'S FURY

Adventuring Gear (Gauntlets), Legendary

These heavy gauntlets carry the fury of the Storm Lord, a powerful being of thunder and lightning that ascended to godhood.

To unlock the full power of the gauntlets, the Storm Lord has set trials, that only the strongest can survive. If one complete these trials they are considered worthy of the full power of the gauntlets.

Each trial is necessary to complete for the subsequent one to become available. A creature attuned to the gauntlets isn't necessarily aware of what the next trial is, but may uncover it through research.

INACTIVE FORM

While equipped and attuned to these gauntlets, damage you deal with your unarmed strikes is equal to 1d4 + your Strength Modifier.

This weapon has 2 charges that it regains daily at dawn, you can expend 2 charges to cast the *misty step* spell.

1ST FORM

Trial: Get the gauntlets struck by lightning while wearing them and survive.

While equipped and attuned to these gauntlets, your unarmed strikes are considered magical for the purposes of resistances and immunities. In addition, damage you deal with your unarmed strikes is equal to 1d6 + your Strength Modifier.

This weapon has 6 charges that it regains daily at dawn, you can expend 2 charges to cast the *misty step* spell.

Art by Warm_Tail

2ND FORM

Trial: Kill an Air elemental or a Behir.

While equipped and attuned to these gauntlets, you have resistance to lightning damage and your unarmed strikes are considered magical for the purposes of resistances and immunities. In addition, damage you deal with your unarmed strikes is equal to 1d8 + your Strength Modifier.

This weapon has 6 charges that it regains daily at dawn, you can expend 2 charges to cast the *misty step* spell.

While equipped and attuned to these gauntlets, you can cast the *absorb elements* spell against lightning or thunder damage at will, without expending a spell slot.

3RD FORM

Trial: Use absorb elements on an Adult or Ancient Blue Dragon's Lightning Breath.

While equipped and attuned to these gauntlets, you have resistance to lightning damage and your unarmed strikes are considered magical for the purposes of resistances and immunities. In addition, damage you deal with your unarmed strikes is equal to 1d8 + your Strength Modifier.

This weapon has 9 charges that it regains daily at dawn.

You can cast *misty step* using 2 charges, when you cast the spell, upon reappearing, a deflagration of lightning explodes out from you. Each creature other than you in a 15-foot radius area originating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Alternatively, you can expend 5 charges to smash the gauntlets together and summon the power of the Storm Lord. If you have direct access to the sky, lightning strikes you. For the following 1 minute you are under the effect of the *overcharge* spell.

While equipped and attuned to these gauntlets, you can cast the *absorb elements* spell against lightning or thunder damage at will, without expending a spell slot.

FINAL FORM

Trial: Enter the Quasi-Elemental Plane of Lightning and spend 24 hours there without dying.

While equipped and attuned to these gauntlets, you have resistance to lightning damage and your unarmed strikes are considered magical for the purposes of resistances and immunities. In addition, damage you deal with your unarmed strikes is equal to 1d10 + your Strength Modifier.

This weapon has 12 charges that it regains daily at dawn.

You can cast misty step using 2 charges, when you cast the spell, upon reappearing, a deflagration of lightning explodes out from you. Each creature other than you in a 15-foot radius area originating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Alternatively, you can expend 4 charges to smash the gauntlets together and summon the power of the Storm Lord. If you have direct access to the sky, lightning strikes you. For the following 1 minute you are under the effect of the *overcharge* spell and have immunity to lightning damage and are immune to being stunned.

While equipped and attuned to these gauntlets, you can cast the *absorb elements* spell against lightning or thunder damage at will, without expending a spell slot.

SPELL: OVERCHARGE

3rd level transmutation (Cleric, Sorcerer, Wizard)

Casting Time: 1 Action

Range: Touch

Components: V,S,M (copper wire that you crush)

Duration: Concentration, up to 1 minute

Touch one willing ally within range, you infuse them with electric energy. While the spell is active, the target can use a bonus action on each of its turn to teleport up to 15 feet to an empty space that they can see, it also has resistance against lightning and thunder damage. In addition when a creature damages them, they can use their reaction to make a weapon attack against that creature.

Right after the spell ends, the target takes 2d8 lightning damage and is stunned until the end of their next turn, as the electricity escapes their body.



SUNKEN FALCHION

Longsword, legendary, requires attunement

Abandoned by an ancient warlock, servant of a giant serpent god, the eye located on the pommel of this charred falchion seems to emanate life.

To unlock the full power of the falchion, the Serpent God has set trials that only the strongest can survive. If one complete these trials they are considered worthy of the full power of the falchion.

Each trial is necessary to complete for the subsequent one to become available. A creature attuned to the weapon isn't necessarily aware of what the next trial is, but may uncover it through research.

INACTIVE FORM

This weapon has the *finesse* property and can assume the form of a trident.

While attuned to this weapon, flowing water covers your body. You have a swimming speed of 30 feet and can breathe underwater.

FIRST FORM

Trial: Spend one night underwater in the deep ocean without resurfacing.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the *finesse* property and can assume the form of a trident.

While attuned to this weapon, flowing water covers your body, improving your reflexes. If you make use your action to Attack with the falchion, you can make one attack with it as a bonus action. In addition you have a swimming speed of 30 feet and can breathe underwater.

This weapon has 2 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Fathomless Dive** As an action, you can expend 1 charge to vanish in a gush of water and teleport up to 20 feet to an unoccupied space that you can see. You can choose a point within 90 feet instead, if you target a body of water of minimum 2 feet by 2 feet, or are under heavy rain, or underwater.

Art by Dmitry1991

SECOND FORM

Trial: *Collect another lost eye of the Serpent God.*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has the *finesse* property and can assume the form of a trident.

While attuned to this weapon, flowing water covers your body, improving your reflexes. If you make use your action to Attack with the falchion, or use the Fathomless Dive ability, you can make one attack with it as a bonus action. In addition you have a swimming speed of 60 feet and can breathe underwater.

This weapon has 6 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Fathomless Dive** As an action, you can expend 1 charge to vanish in a gush of water and teleport up to 20 feet to an unoccupied space that you can see. You can choose a point within 90 feet instead, if you target a body of water of minimum 2 feet by 2 feet, or are under heavy rain, or underwater.
- **Oceanic Defense** As a bonus action you can expend 2 charges to gain resistance to bludgeoning, slashing piercing and fire damage until the start of your next turn as your body turns aqueous. On your next turn you can expend an additional 2 charges to keep the effect going until the start of your next turn (no action required).

3RD FORM

Trial: *Kill the warlock the walked away from the serpend god and retrieve the last eye.*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has the *finesse* property and can assume the form of a trident.

While attuned to this weapon, flowing water covers your body, improving your reflexes. If you make use your action to Attack with the falchion, or use the Fathomless Dive ability, you can make one attack with it as a bonus action. In addition you have a swimming speed of 60 feet, can breathe underwater and you can choose to walk on water or not (no action required).

This weapon has 9 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Fathomless Dive** As an action, you can expend 1 charge to vanish in a gush of water and teleport up to 20 feet to an unoccupied space that you can see. You can choose a point within 90 feet instead, if you target a body of water of minimum 2 feet by 2 feet, or are under heavy rain, or underwater.
- **Oceanic Defense** As a bonus action you can expend 2 charges to gain resistance to bludgeoning, slashing piercing and fire damage until the start of your next turn as your body turns aqueous. On your next turn you can expend an additional 2 charges to keep the effect going until the start of your next turn (no action required).

- **Slashing Waters** As an action you can expend 3 charges. You swing the falchion forward, a devastating blade of water rampages forth. All creatures in a 40-foot-long 5-foot-wide line in front of you must succeed on a Constitution saving throw or take 5d10 slashing damage on a failure, or half as much on a success, as the water cuts their flesh.

FINAL FORM

Trial: *Free the serpent god from its eternal prison.*

You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon has the *finesse* property and can assume the form of a trident.

While attuned to this weapon, flowing water cover your body, improving your reflexes. If you make use your action to Attack with the falchion, or use the Fathomless Dive ability, you can make one attack with it as a bonus action. In addition you have a swimming speed of 90 feet, can breath underwater and you can choose to walk on water or not (no action required).

This weapon has 13 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Fathomless Dive** As an action, you can expend 1 charge to vanish in a gush of water and teleport up to 20 feet to an unoccupied space that you can see. You can choose a point within 90 feet instead, if you target a body of water of minimum 2 feet by 2 feet, or are under heavy rain, or underwater.
- **Oceanic Defense** As a bonus action you can expend 2 charges to gain resistance to bludgeoning, slashing piercing and fire damage until the start of your next turn as your body turns aqueous. On your next turn you can expend an additional 2 charges to keep the effect going until the start of your next turn (no action required).
- **Slashing Waters** As an action you can expend 3 charges. You swing the falchion forward, a devastating blade of water rampages forth. All creatures in a 40-foot-long 5-foot-wide line in front of you must succeed on a Constitution saving throw or take 5d10 slashing damage on a failure, or half as much on a success, as the water cuts their flesh.
- **Eye of the Serpent God** As an action, you can expend 4 charges to lift the eye from the pommel, it then turns invisible. You cast the *arcane eye* spell.
- **Abyssal Cataclysm** You can expend 10 charges to cast the *tsunami* spell as an action instead of its normal casting time. If you do so the falchion loses all power until the next dawn.



SANDSTORM GLAIVE

Weapon (Glaive), legendary, requires attunement

This blade carries the might of the desert. Crafted carefully by the most accomplished of blacksmiths, it embodies the will of the scorched earth. The gods have seen the feats of power that this blade can accomplish and locked away its powers. Only a worthy champion can restore the blade to its former glory.

To unlock the full power of the glaive, the gods have set trials, that only the strongest can survive. If one complete these trials they are considered worthy of the full power of the Sandstorm Glaive.

INACTIVE FORM

While attuned to this weapon, you ignore movement penalties caused by sand or other arid environments.

This weapon has 2 charges that it regains daily at dawn. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.

1ST FORM

Trial: Spend 1 week in the desert and survive

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

While attuned to this weapon, you ignore movement penalties caused by sand or other arid environments.

This weapon has 5 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Strength Modifier. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.
- **Sand Rush.:** You can expend 3 charges to aim the glaive in front of you, before propulsing yourself forward, turning into a devastating sandstorm. All creatures in a 10-foot-wide and 60-foot-long line must succeed on a Constitution saving throw or take 4d8 slashing damage, or half as much on a success. You then reappear at the end of the line.

Art by T Studio

2ND FORM

Trial: Kill an Earth Elemental without assistance

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you are covered by a thin layer of sand which protects you against damage. When you complete a long rest you gain temporary hit points equal to twice your proficiency bonus. In addition you ignore movement penalties caused by sand or other arid environments.

This weapon has 7 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Strength Modifier. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.
- **Sand Rush.:** You can expend 3 charges to aim the glaive in front of you, before propulsing yourself forward, turning into a devastating sandstorm. All creatures in a 10-foot-wide and 60-foot-long line must succeed on a Constitution saving throw or take 4d8 slashing damage, or half as much on a success. You then reappear at the end of the line.

3RD FORM

Trial: Release a Dao from its pact of servitude from another creature

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you are covered by a thin layer of sand which protects you against damage. When you complete a long rest you gain temporary hit points equal to twice your proficiency bonus. In addition you ignore movement penalties caused by sand or other arid environments.

This weapon has 10 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Strength Modifier. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.
- **Sand Rush.:** You can expend 3 charges to aim the glaive in front of you, before propulsing yourself forward, turning into a devastating sandstorm. All creatures in a 10-foot-wide and 60-foot-long line must succeed on a Constitution saving throw or take 4d8 slashing damage, or half as much on a success. You then reappear at the end of the line.

- **Desert's Wall.** Alternatively, you can expend 4 charges and plant the blade into the ground to conjure up a wall of swirling sand on the ground at a point you can see within 90 feet. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. Ranged attacks cannot pass through the wall. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.

FINAL FORM

Trial: With no armor and no other weapons or items other than the glaive, defeat the previous owner of the weapon.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you are covered by a thin layer of sand which protects you against damage. When you complete a short or long rest you gain temporary hit points equal to twice your proficiency bonus. In addition you ignore movement penalties caused by sand or other arid environments.

This weapon has 14 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Strength Modifier. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.
- **Sand Rush.:** You can expend 3 charges to aim the glaive in front of you, before propulsing yourself forward, turning into a devastating sandstorm. All creatures in a 10-foot-wide and 60-foot-long line must succeed on a Constitution saving throw or take 4d8 slashing damage, or half as much on a success. You then reappear at the end of the line.
- **Desert's Wall.** Alternatively, you can expend 4 charges and plant the blade into the ground to conjure up a wall of swirling sand on the ground at a point you can see within 90 feet. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. Ranged attacks cannot pass through the wall. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.
- **Sand Prison.** When you hit an enemy with this weapon, you can expend 4 charges to cause whirling sand to wrap around them, restraining them. The enemy must succeed on a Strength saving throw or be restrained for 1 minute, during that time they cannot make attacks of opportunity. A restrained creature can repeat the saving throw at the end of each of its turns. You need to concentrate on this effect as if you would concentrate on a spell.



WHIRLWIND SHIELD

Shield, legendary, requires attunement

This shield was crafted by the gods of the wind and is their true legacy to the world. Mortals have seen the devastation that this shield can cause and locked it away in fear. Only a worthy champion can restore the shield to its former glory.

To unlock the full power of the glaive, the gods have set trials, that only the strongest can survive. If one complete these trials they are considered worthy of the full power of the Sandstorm Glaive.

INACTIVE FORM

Curse: A creature attuned to this shield loses proficiency with medium and heavy armor.

This weapon has 3 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.

1ST FORM

Trial: Kill an air elemental.

Curse: A creature attuned to this shield loses proficiency with medium and heavy armor.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also have resistance to thunder damage.

This weapon has 4 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.
- **Zephir's Protection:** You can expend 2 charges to summon a strong wind (22 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for 1 minute. During the duration the wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you and attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

Art by **Warm_Tail**

2ND FORM

Trial: Bring the shield to the summit of the tallest peak in the world

Curse: A creature attuned to this shield loses proficiency with medium and heavy armor.

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also have resistance to thunder damage and have a flying speed of 30 feet while you are conscious.

This weapon has 7 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.
- **Zephyr's Protection:** You can expend 2 charges to summon a strong wind (22 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for 1 minute. During the duration the wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you and attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.
- **Wind Slash.:** You can expend 3 charges to infuse a melee weapon of your choice with sharp winds. For the next minute damage you deal with that weapon deals an additional 1d10 slashing damage.

3RD FORM

Trial: Spend 1 minute inside a tornado and survive.

Curse: A creature attuned to this shield loses proficiency with medium and heavy armor.

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also have resistance to thunder damage and have a flying speed of 60 feet.

This weapon has 8 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.

- **Zephyr's Protection:** You can expend 2 charges to summon a strong wind (22 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for 1 minute. During the duration the wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you and attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.
- **Wind Slash.:** You can expend 3 charges to infuse a melee weapon of your choice with sharp winds. For the next minute damage you deal with that weapon deals an additional 1d12 slashing damage.
- **Will of the Wind.** You can expend 5 charges to infuse yourself with the power of the hurricane. You cast the *freedom of movement* spell on yourself.

FINAL FORM

Trial: Expose the shield to the wind of the 4 corners of the world

Curse: A creature attuned to this shield loses proficiency with medium and heavy armor.

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also have resistance to thunder damage and have a hover speed of 60 feet.

This weapon has 12 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.
- **Zephyr's Protection:** You can expend 2 charges to summon a strong wind (22 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for 1 minute. During the duration the wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you and attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.
- **Wind Slash.:** You can expend 3 charges to infuse a melee weapon of your choice with sharp winds. For the next minute damage you deal with that weapon deals an additional 2d6 slashing damage.
- **Will of the Wind.** You can expend 4 charges to infuse yourself with the power of the hurricane. You cast the *freedom of movement* spell on yourself.

SPELLS



Art by Bob Greyvenstein

1ST LEVEL

MYVRANDILL'S SPEAR

1st level evocation (*Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dead rose flower)

Duration: Concentration, up to 10 minutes.

You shoot forth a twisted root from the Seed of Evil, which glimmers with ghastly power. Make a ranged spell attack, on a hit the creature takes 2d6 necrotic damage and has its energy drained for the next minute. During that time it rolls a d4 and subtracts the number rolled from all its attack rolls and ability checks. A creature can use its action to remove the spear by making a Strength check against your spell save DC, extracting the spear on a success.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 1st, making an attack roll against each creature.

SAND BLAST

1st level evocation (*Bard, Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V

Duration: Instantaneous

As you hold your hands with fingers spread, a thick layer of sands shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 2d6 piercing damage and is blinded until the start of your next turn on a failed save, or takes half as much damage and isn't blinded on a successful save.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 and the cone's length increases by 5 feet for each slot level above 1st.

SAND BINDINGS

1st level conjuration (*Bard, Cleric, Druid, Paladin, Ranger*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of sandstone)

Duration: Concentration, up to 10 minutes.

You conjure restraining bonds made of coarse sands that gets everywhere. Choose a creature within range, it must succeed on a Dexterity saving throw. On a failure, bindings appear around its wrists, for the duration attack rolls against the creature have advantage, the creature's attack rolls have disadvantage and it has disadvantage on Dexterity saving throws. In addition a target held by these bindings cannot cast spells that require somatic or material components.

Escaping the bindings requires a successful Dexterity check against your spell save DC. Breaking them requires a successful Strength check against your spell save DC.

2ND LEVEL

ABERRANT TRANSFORMATION

2nd level transmutation (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small tentacle)

Duration: 1 minute

You twist your shape into something different, improving your senses. Choose one of the following abilities, you can these benefits for the duration. You can choose to gain multiple benefits, if you do so, you take 1d10 necrotic damage for each additional ability you select.

- You can see any invisible creature within 60 feet of you, provided it isn't behind total cover. Your eyes turning black.
- Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or being grappled.
- A tendril sprouts from your arm, allowing to grasp those who escape you. As a bonus action you can attempt to grapple a creature within 10 feet of you, you can use your spellcasting ability for the roll, instead of your Strength.

CURSED TRANSPOSITION

Level 2 conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting time: 1 Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You target two creatures, of which you may be one. Each creature must make a Wisdom saving throw, which they can willingly fail, if either succeeds the spell fails. If they both fail they instantly swap positions. The creatures must be connected by a solid object, such as the ground, a bridge, or a rope. Both targets must be within range. Objects carried by the subject creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

DISPLACING PROTECTION

2nd level abjuration (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self

Components: S, M (a shard of glass)

Duration: Concentration, up to 1 minute

You cover yourself in an unstable magical ward. For the duration each time you take damage, as a reaction, you can teleport up to 20 feet to any point that you can see.

GM NOTE:

Rules reminder: concentration checks happen instantly, which means they happen before reactions.

EYE RIPPER

2nd level necromancy (*Bard, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Up to 1 minute

You force a creature within range to make a Constitution saving throw. On a failed save, one of the eye of the creature turns jet black, as an agonizing pain fills the target. They take 2d6 necrotic damage, and have disadvantage on all attack rolls for the duration of the spell. An affected creature can repeat the save at the end of each of its turns, ending the effect on a success or taking another 2d6 necrotic damage on a failure.

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

SANDING STRIKE

2nd level evocation (*Druid, Cleric, Paladin, Ranger*)

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S, M (a bit of sandstone)

Duration: Concentration, up to 10 minutes.

You send a creature across the floor, scraping their flesh against the rugged sand that appears under them. Make a melee weapon attack or melee spell attack, on a hit the target is knocked prone and pushed back 15 feet in a straight line, dealing 2d4 slashing damage for each 5 feet traveled this way. The movement stops early if the target runs into an obstacle or another creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the distance the target travels increases by 5 feet for each slot level above 2nd.

SERAPHINE'S INSTANT CAGE

Level 2 conjuration (*Sorcerer, Wizard*)

Casting time: 1 Action

Range: 60 feet

Components: V, M (iron powder)

Duration: Concentration, up to 1 hour

You point at a creature within range. It must succeed on a Strength saving throw. On a failed save, it becomes trapped in an iron cage that occupies its space. While inside the cage the creature is restrained by shackles. The cage has an AC of 14, 80 hit points is immune to poison and psychic damage and can be carried. To break out, the restrained target can use its action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the cage. The spell ends early if the creature leaves the space the cage, or the cage is broken.

STAMPEDING RUSH

2nd level transmutation (*Cleric, Paladin, Ranger*)

Casting Time: 1 action

Range: Self

Components: V, S, M (crushed hallucinogenic mushroom)

Duration: Instantaneous

Your flesh hardens and rage takes over you. As part of casting this spell you rush forward 30 feet in a straight line. All creatures in your path must succeed on a Strength saving throw or take 4d10 bludgeoning damage and be knocked back 10 feet in a direction perpendicular to your movement and fall prone. On a success a creature takes half as much damage and is pushed back 5 feet only. During this movement you have resistance to all damage and do not trigger attacks of opportunity.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the distance increases by 10 feet and the damage by 1d10 for each slot above 2nd.

STORM STRIKE

2nd level evocation (*Druid, Cleric, Paladin, Ranger, Sorcerer*)

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S, M (a bit of sandstone)

Duration: Concentration, up to 10 minutes.

You unleash the divine lightning held within you. As part of casting this spell make a melee weapon attack or melee spell attack. On a hit you send the target 15 feet up in the air, before channeling divine lightning through your body, inflicting 3d6 lightning damage and 1d10 radiant damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d10 for each slot level above 2nd.

SUPLEX

2nd level transmutation (*Cleric, Paladin, Ranger*)

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S

Duration: Instantaneous

Your strength intensifies, allowing to crush your foes. As part of casting this spell make a melee weapon attack against a creature that is no more than one size larger than you. On a hit, you grab the target in front of you and slam them on an empty space 5 feet behind you. They take 3d10 bludgeoning damage and are knocked prone. They must then succeed on a Constitution saving throw, or be stunned until the start of your next turn on a failure.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d02 for each slot above 2nd. When you cast this spell at 4th level or higher you can grab a creature up to two size larger than you. Starting at 5th level you ignore any size difference.

UNSTABLE PROPULSION

2nd level transmutation (*Sorcerer, Warlock, Wizard*)

Casting time: 1 bonus action

Range: Touch

Components: V, M (a pair of boots and a sprinkle of water)

Duration: 1 minute

You alter a pair of boots, shoes or other footwear and small propulsive clouds form under the soles. For the duration of the spell, the wearer of the boots has a flying speed of 45 feet, but they cannot descend more than 10 feet in a turn. At the end of each of their turns, they must roll a d20. On a 10 or lower, the magic fades and the spell ends. The spell ends if you cast it again or dismiss it as an action.

3RD LEVEL

JAILBREAK

3rd level Transmutation (*Bard, Sorcerer, Wizard*)

Casting time: 1 action

Range: Self

Components: V, S, M (a small match)

Duration: 1 minute, Concentration

You transform your finger into a powerful point of extreme heat. For the next minute, if pressed against a solid surface that is made of wood, stone, iron or any other non-magical material, the finger cuts through, allowing you to form holes in the structure. Additionally, you may make a melee spell attack against any creature using your finger. On a successful hit, they take 2d8 fire damage. After a successful attack, the spell ends.

At higher levels: For each spell level above the 3rd, the damage of the attack deals an additional 1d8. When you cast this spell at 5th level of higher, it can cut through magical material

LAW OF ATTRACTION

3rd level transmutation (*Bard, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small magnet)

Duration: Concentration, up to 1 minute

You create an powerful magnetic link between two creatures that you can see within range. Target two creatures with less than 1 size category difference between them. They must both make a Dexterity saving throw. On a failure, both creature are magically attracted to each other and one of them (your decision) crashes into the other one. Each creature takes 1d6 bludgeoning damage for each 5 feet traveled. For the duration both creatures remain stuck to one another, giving them disadvantage on all attacks rolls and on Dexterity saving throws. On subsequent turns, as an action, you can increase the attraction in between the 2 creatures, inflicting 2d6 bludgeoning damage to each creature. If any of the creature succeeds on the save, the spell fails.

SAND BURIAL

3th-level Conjuration (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Devouring sand leaps from your fingers. Choose a creature within range. Sand begins rushing towards them, forming into a shell. The creature must make a Strength saving throw. On a failure, the creature is engulfed by the sand, before it eventually contracts, crushing the body on the inside. The creature takes 7d10 bludgeoning damage.

SAND CLOUD

3rd-level Conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 Action

Range: 30 feet

Components: S, M (a pinch of sand)

Duration: 10 minutes

You conjure a cloud of sand that fits within a 5-foot space. The cloud levitates 5 feet above the ground, has an AC of 8 + your spellcasting Modifier + your Proficiency Bonus and 40 Hit Points and immunity to poison and psychic damage. It can carry up to 400 pounds of weight or 1 Medium-sized creature or 2 Small-sized creatures.

As a bonus action on your turn, you can choose to move the Sand Cloud up to 45 feet.

When the spell ends or when the cloud is reduced to 0 hit points, it vanishes. Any items or creatures it carried fall to the ground, unless they can stop the fall.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the cloud's Hit Points increase by 20 for each spell level above the 3rd.

TEMPESTUOUS SMITE

3rd level evocation (*Paladin*)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minutes.

The first time you hit with a melee weapon attack during this spell's duration, your weapon crackles with destructive lightning, and the attack deals an extra 2d6 lightning damage to the target. Additionally, all creatures in a 10-foot-radius centered on the target must succeed on a Dexterity saving throw or take 2d10 lightning damage, or half as much on a failure. You automatically succeed this save.

4TH LEVEL

GEAR SHIFT

4th level Transmutation (*Sorcerer, Wizard*)

Casting time: 1 action

Range: 30 feet

Components: S, M (a small brass cog)

Duration: 1 minute, Concentration

Choose one humanoid within range. It must make a Constitution saving throw. On failure, they are instantly locked in place. They are restrained and incapacitated, but they still perceive their surroundings. While within 5 feet of a humanoid that is under the effects of this spell, any creature may make a Charisma (Persuasion) check against a DC equal to 12 + the creature's CR (rounded down). On a success, the humanoid becomes friendly for the next 8 hours. On a failure the target may attempt the save.

QUICKSAND

4th-level Transmutation (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 120 feet (25-foot radius)

Components: V, S

Duration: 1 minute, Concentration

You change the earth around you. Choose a point on the ground within range. A 25-foot radius circular area originating from that point instantly shifts with transmutation magic, turning into quicksand. If any creature starts its turn or moves within the quicksand, their movement speed is halved. In addition, If a creature starts its turn within the area for its second turn in a row, it is grappled and can use its action to make a Strength (Athletics) check against your Spell Save DC to escape the grapple. If a creature starts its turn within the area for its third time in a row, it is restrained for the duration and cannot break the restrain in any way other than by teleporting out of the area.

MAKER'S MARK

4th level divination (*Bard, Sorcerer, Warlock, Wizard*)

Casting time: 1 action

Range: Touch

Components: S, M (a small glass marble)

Duration: 7 days

You touch a creature, placing a hidden magical mark on their skin, which exposes them to magic. To detect that the spell is being cast the creature must succeed on a Wisdom (Perception) check against your spell save DC. The marked creature has disadvantage against saving throws against enchantment and divination spells casted by you and 5 other creatures of your choice. The mark cannot be identified by non-magical means, but a detect magic spell reveals it. It can be dispelled without it being seen.

5TH LEVEL

DEFLECTING SHIELD

5th level abjuration (*Bard, Sorcerer, Warlock, Wizard*)

Casting Time: 1 reaction which you take when you are targeted by a ranged spell attack

Range: Self

Components: V

Duration: Instantaneous

A crackling force barrier appears to deflect harmful magic. When you are targeted by a ranged spell attack from a 5th level spell or lower, you can redirect it to another creature that you can see within 60 feet of you, using the original caster's roll. If the creature casts a spell of 6th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you can redirect the spell, on a failure, you fail to do so and are hit by the spell.

DESERT SPEARS

5th-level Evocation (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a relic or piece of jewelry originating in the desert)

Duration: 1 round

You call upon the soul of the desert, forming 3 spears of thirsting sand and hurling them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each spear. On a hit, a spear deals 5d8 piercing damage and remains stuck in the target's body. If the target's body contains water, the spear drains it at the start of the creature's turn, inflicting an additional 3d8 necrotic damage, before vanishing. If the target's body doesn't contain water the spear vanishes without dealing additional damage.

6TH LEVEL

TEAR REALITY

6th level evocation (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

Select a point within range. All creatures in a 30-foot-radius centered on that point must succeed on a Strength saving throw or take 5d10 force damage, be ripped from their location and thrown 90 feet in a straight line in a direction of your choice, they do not suffer additional fall damage. On a success a creature takes half as much damage and doesn't suffer any additional effects. The sphere spreads around corners. This spell deals double damage against structure and objects.

At higher level: When you cast this spell using a spell slot of 7th level or higher, the thrown distance increases by 20 feet and the damage increases by 1d10 for each slot level above 6th.

7TH LEVEL

SOUL HARVEST

Level 7 necromancy (*warlock, wizard*)

Casting time: 1 Action

Range: 90 feet

Components: V, M (the eye of a newborn child)

Duration: Concentration, up to 1 minute

Dark energies spreads from a point you choose within range to fill a 30-foot-radius sphere with dim light until the spell ends. The light spreads around corners. Whenever a creature starts its turn in the sphere, it must make a Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one. Soul devouring wraiths can be heard within the sphere and the sphere is considered difficult terrain. If a creature is missing any of its hit points, its soul is easier to harvest and it takes an additional 2d8 necrotic damage. Undead and constructs are not affected by this spell.

MONSTERS



Art by Dean Spencer

COFFEE DRAKE

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The coffee drake has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The coffee drake has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The coffee drake can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

Coffee Break (Once per Long Rest). The coffee drake ingest a peculiar substance that it secretes. It gains the benefits of the *haste* spell for 1 minute, without needing to concentrate on it.

Variant: Familiar. The coffee drake can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the coffee drake senses as long as they are within 1 mile of each other. While the coffee drake is within 10 feet of its companion, if the coffee drake uses its Coffee Break trait, the companion shares the benefits of the coffee drake's Coffee Break trait, ending the effect early if they leave the range. At any time and for any reason, the coffee drake can end its service as a familiar, ending the telepathic bond.

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target becomes fidgety, and has disadvantage on all ability checks, attacks rolls and saving throws for the same duration, or until it takes damage or another creature uses an action to shake it back to its senses.

DANGEROUS CREATURES

A distant cousin of the pseudodragon, coffee drakes are found in more tropical regions of the world, where they enjoy a healthy diet of insects and fruits. They have evolved to develop a potent poison, that they excrete through their tongue when biting their enemies. They use it to stun bigger predators that are after them, and make their escape.

ACQUIRED TASTE

Humans that first found these creatures have decided that tasting that poison would be a good idea. The surprising thing is that it was. Not at first, but through careful refinement, boiling the essence extracted from it, a unique drink can be created. That drink is all the rage amongst the nobility.

GIFT GIVEN

To excrete the secretions from the drake requires a friendship with said drake, indeed killing the creature only results in a guilty conscience and a rotten brew. These drakes are smart creature, and can form bonds of friendship, only if they do so can the essence be obtained by their friend.

Variant Rule: Bitter Drink

Something you can do in your game if you introduce these creatures is give some merchants the ability to sell a warm brew made from the liquids generated by these drakes.

DRAKE'S BREW:

common, adventuring gear (potion)

This brew is darkly colored, bitter, slightly acidic and has a stimulating effect in humanoid. To create it one must carefully infuse a coffee drake's glandular secretion in warm water. The resulting drink is very prized amongst the nobility, despite some unpleasant side effects.

Drinking this brew allows you to ignore the effects of fatigue for a time. For the next 4 hours you can temporarily remove 1 level of exhaustion, which comes back at the end of the duration. In addition, for the duration you gain a +1 bonus to initiative rolls and Dexterity saving throws. You can only gain the benefit of one brew per day, consuming more doesn't grant any benefits, although you are under the impression that it does.

Optional Rule: A humanoid drinking this brew must roll 1d4, on a roll of 1, it is hit by a sudden diarrhea 1d20 minutes after consuming the drink.



Art by Bryan Syme

FROM BEYOND

Counsellors, this is the name given to these eldritch creatures. They come from deep within the planes of madness, mixing themselves with human societies. Their charms allow them to climb the ranks of power quickly, becoming integral part of governing systems. They then bend these systems to their will, all in the name of power.

DEVOURING HUNGER

Far from giving advice, these monsters cheat each humanoid that cross their path, using their cunning. They charm them, force them to perform atrocities against their will, before revealing to them the depth of the cruelties they've inflicted upon others. The madness that seeps out of the humanoid's mind once they realize what they have done is what counsellors feast upon. This mix of fear, pain, regret and madness is a delight to their palate.

HIDDEN AMONG US

Counsellors are able to create creatures to aid them, their loyal pets. Ideally they try to always stay hidden, using others as puppets in their hands. These human puppets cannot disobey, and the few that manage to break the magic are never seen again.

COUNSELLOR

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 212 (25d8 + 100)

Speed 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	20 (+5)	14 (+2)	21 (+5)

Saving Throws Con +10, Int +11, Wis +8

Skills Arcana +11, History +11, Insight +14, Perception +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Senses truesight 120 ft., passive Perception 18

Languages Deep Speech and any three languages, telepathy 120 ft.

Challenge 17 (18,000 XP)

Alien Form (3/Day). The counsellor can reroll a saving throw that it fails. If it does so, it must use the new roll.

Brain Wash. When the counsellor casts an enchantment spell to charm one or more creatures, it can alter one creature's understanding so that it remains unaware of being charmed. Additionally, if the counsellor wants to, these creatures forget what they did while charmed.

Magic Resistance. The counsellor has advantage on saving throws against spells and other magical effects.

Shapechanger. The counsellor can use its action to polymorph into a humanoid, or back into its true form. 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.

Innate Spellcasting. The counsellor's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *charm person, disguise self, misty step*

3/day each: *dominate person*

1/day each: *dominate monster, plane shift (self only)*

Spellcasting. The counsellor is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *blade ward, dancing lights, mage hand, shocking grasp*

1st level (4 slots): *detect magic, disguise self, shield, sleep*

2nd level (3 slots): *blur, invisibility, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, lightning bolt, sending*

4th level (3 slots): *confusion, hallucinatory terrain*

5th level (2 slots): *telekinesis, wall of force*

Actions

Multiaction. The counsellor makes two attacks, one with its bite and one with its paralyzing touch.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage and the counsellor regains half as many hit points. This attack automatically hits creatures that are charmed by the counsellor

Paralyzing Touch. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) psychic damage and the target must succeed on a DC 19 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

See What You've Done. The counsellor shows to a creature charmed by it all the atrocities that it has committed while charmed, or all the atrocities the counsellor committed in its life. This ends the spell that the creature is under and it takes 45 (10d8) psychic damage.

Horrors Unseen (Recharge 5-6). The counsellor shows their worst nightmares to creatures in a 30-foot radius centered on it. Each creature in that area must succeed on a DC 19 Wisdom saving throw or take 27 (5d8+5) psychic damage and be stunned 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.

COUNSELLOR'S PET

Medium aberration (any race), neutral evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	16 (+3)	10 (+0)	14 (+2)

Skills Perception +2, Stealth +5

Damage Resistances necrotic

Damage Immunities psychic

Senses truesight 120 ft., passive Perception 12

Languages Deep Speech, telepathy 60 ft.

Challenge 2 (450 XP)

Innate Spellcasting. The counsellor's pet's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*

3/day each: *invisibility*, *pass without a trace*

1/day each: *arcane eye*

Redirect Magic. When an enchantment spell is cast at the counsellor's pet it can redirect it to any creature within 500 feet of it that it can see, if the spell requires concentration the counsellor's pet is the one having to concentrate, in all other regards the spell is considered cast by the original creature.

Split Brain. The counsellor's pet can concentrate on up to 5 spells at the same time. If it loses concentration involuntarily, it loses concentration on all the spells at once. If it chooses to, it can end one of the concentration spells early to concentrate on another one.

Actions

Multiattack. The counsellor's pet makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

ELDRITCH BEING

This aberration is created when a counsellor kills a humanoid by exposing the atrocities they have done while charmed by them. The shock that ensues can often kill weaker minds. The anguish that is created in that moment consolidates into a creature, devoted to serve its creator.

FEAST OF FEAR

The pet is a useful tool to a counsellor, as it allows them to maintain their charm over a great number of creatures. Perfect for when they are planning their coup and need to recruit the majority of the political power. Due to their ability to channel magic from far away, when the innocent realizes that they are targeted by a spell, there is often nothing they can do about it.



Art by camilkuo

ENFORCERS

Enforcers are an elite unit of guards created by powerful mages, dispatched in certain critical situations.

DEVILS REPURPOSED

Enforcers are automatons grafted with many devilish part, which makes their crafting a complex task, as devils are hard to come by and even harder to kill. Their eyes are implanted and their skin apposed under the armor to give powerful abilities to the construct.

BRILLIANT HUNTERS

Enforcers can teleport around the town where they are assigned as needed, allowing them to get the jump on their prey, that they have previously located via magic. Once there if the situation calls for reinforcements they will use their ability to cast skywrite or thunderwave to ring the alert and bring more guards to the location. While doing this they slow down their prey with their sharp blades, which have caused many criminals to bleed out on the streets.

ENFORCER

Medium construct (devil), lawful neutral

Armor Class 17 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	17 (+3)	12 (+1)	12 (+1)

Saving Throws Dex +8, Wis +4

Skills Acrobatics +8, Investigation +6, Perception +4

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14

Languages Common, understands Infernal

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the enforcer's darkvision.

Magic Resistance. The enforcer has advantage on saving throws against spells and other magical effects.

Piercing Strikes. Each time the enforcer deals damage to a creature with its blade, the blade impales the creature and breaks off. The enforcer immediately regrows a new blade. Each blade reduces the target's speed by 5 feet to a minimum of 0. A creature can attempt to remove the blades that impale it as an action by making a DC 13 Strength check. On a success the blades are removed and the creature takes 5 (2d4) piercing damage for each blade.

Innate Spellcasting. The enforcer's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*, *thunderwave*, *skywrite*
3/day each: *dimension door*, *locate creature*

Actions

Multiattack. The enforcer makes three attacks: two with its blade and one with its throat punch.

Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) acid damage.

Throat Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage and if the target has a throat it must succeed on a DC 16 Constitution saving throw or have disadvantage on its next attack roll and be muted (the target cannot speak and can't cast spells with a verbal component) until the start of the enforcer's next turn.

STEEL ENFORCERS

Steel enforcers are rare, even amongst enforcers. They are formed from the remains of vicious fiends, the rakshasas. Their essence is distilled into the plating that covers their body, and protects them from magic. These steel enforcers are often nicknamed mage hunters.

STEEL ENFORCER

Medium construct (devil), lawful neutral

Armor Class 20 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	18 (+4)	19 (+4)	14 (+2)	15 (+2)

Saving Throws Dex +11, Wis +7, Cha +7

Skills Acrobatics +11, Investigation +9, Perception +7

Damage Resistances poison

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, understands Infernal

Challenge 13 (10,000 XP)

Devil's Sight. Magical darkness doesn't impede the steel enforcer's darkvision.

Magic Weapons. The steel enforcer's weapon attacks are magical.

Steel Frame. The steel enforcer can't be affected or detected by spells of 5th level or lower unless it wishes to be and is immune to any spell or effect that would alter its form. It has advantage on saving throws against all other spells and magical effects.

Piercing Strikes. Each time the steel enforcer deals damage to a creature with its blade, the blade impales the creature and breaks off. The steel enforcer immediately regrows a new blade. Each blade reduces the target's speed by 5 feet to a minimum of 0. A creature can attempt to remove the blades that impale it as an action by making a DC 16 Strength check. On a success the blades are removed and the creature takes 5 (2d4) piercing damage for each blade.

Innate Spellcasting. The steel enforcer's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step, thunderwave, skywrite*
5/day each: *dimension door, invisibility, locate creature*

Actions

Multiattack. The steel enforcer makes four attacks: three with its blade and one with its throat kick.

Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 7 (2d6) acid damage.

Throat Kick. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage and if the target has a throat it must succeed on a DC 19 Constitution saving throw or have disadvantage on all attack rolls and be muted (the target cannot speak and can't cast spells with a verbal component) until the start of the steel enforcer's next turn.



DEFLECTOR

Built with finesse by the most trusted experimenters of Runehalt, the Deflectors and Nullifiers now serve as the most prominent defensive units of the city. They excel in dealing with rogue magicians or brutish foes, standing their ground and retaliating with arcane-infused powers.

Art by Toby Gregory

DEFLECTOR

Medium construct, unaligned

Armor Class 16 (natural armor, shield)

Hit Points 71 (11d8 + 22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	14 (+2)	10 (+0)	1 (-5)

Saving Throws Dex +7, Con +5

Skills Perception +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16

Languages understands Common

Challenge 5 (1,800 XP)

Deflector's Battery. After the deflector uses the shield spell to turn a hit into a miss, its next forceclaw attack deals an additional 9 (2d8) force damage. For each additional attack deflected with *shield* after the first one, the damage increases by 4 (1d8).

Immutable Form. The deflector is immune to any spell or effect that would alter its form.

Innate Spellcasting. deflector's spellcasting ability is Intelligence (spell save DC 13). deflector can innately cast the following spells, requiring no material components:

At will: *shield*

3/day each: *absorb elements*, *displacing protection*

Magic Resistance. The deflector has advantage on saving throws against spells and other magical effects.

Overclock. The deflector increases its awareness, pushing it to its limits. The deflector can choose to gain additional reactions (no action required), taking 2d6 lightning damage, which ignores resistances, for each additional reaction used each round.

Actions

Multiattack. The deflector makes two forceclaw attacks.

Forceclaw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

NULLIFIER

Large construct, unaligned

Armor Class 18 (plate)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	10 (+0)	10 (+0)	1 (-5)

Saving Throws Str +6

Skills Perception +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands Common

Challenge 5 (1,800 XP)

Arcane Sensor. The nullifier can sense any spell being cast within 500 feet of it. After the nullifier senses a creature casting a spell, it knows the creature's exact location for the next minute and cannot be surprised by it.

Immutable Form. The nullifier is immune to any spell or effect that would alter its form.

Magic Resistance. The nullifier has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The nullifier makes two ball and chain attacks.

Ball and Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Nullifying Field Generator. The nullifier chooses a point within 60 feet. In a 20-foot radius centered on that point, a nullifying field is formed. All creatures within the field have resistance to damage from spells or other magical effects. While within the circle, a creature cannot cast any spells. The field lasts for 10 minute or until the nullifier uses this ability again.

Reactions

Arcanic Blowback. If a creature casts a spell of 1st level or higher within 60 feet of the nullifier, it can use its reaction to send arcane reverberations against the caster. The target takes force damage equal to 3 x the level of the spell.





STEEL REVEREND

Judgment is coming upon the heretics and the thieves, fear the implacable might of the steel reverend.

STEAM AND STEEL

These inquisitors bring order to Runehalt. They are implacable in their might. These machines obey the will of their master, the high ranking priests of the town. These monsters are powered by divine magic, which they channel through the steel of their body.

IMPLACABLE JUSTICE

Following the order of their masters, they roam the streets, converting non believers to their ways, destroying wrongdoers with their implacable will. They power up their allies in battle, other machines built to protect and destroy, according to the whim of the town masters.

STEEL REVEREND

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	19 (+4)	1 (-5)

Saving Throws Str +7, Con +6

Skills Athletics +7, Perception +10

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Common

Challenge 5 (1,800 XP)

Immutable Form. The steel reverend is immune to any spell or effect that would alter its form.

Magic Resistance. The steel reverend has advantage on saving throws against spells and other magical effects.

Spellcasting. The steel reverend is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The steel reverend has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame*

1st level (4 slots): *bles, command, guiding bolt, healing word*

2nd level (3 slots): *hold person, warding bond*

3rd level (2 slots): *counterspell, slow*

Actions

Cogmaster Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and 4 (1d8) force damage.

Reactions

Forceful Command. After casting a spell of 1st level or higher, as a reaction, the steel reverend can order an ally that it sees within 60 feet to attack, that ally can then use their reaction to make one weapon attack against a creature the steel reverend's choice that it can see.

Art by Toby Gregory

CRUSHER

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 45 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	16 (+3)	7 (-2)	12 (+1)	1 (-5)

Saving Throws Con +6

Skills Acrobatics +4, Athletics +12

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common

Challenge 5 (1,800 XP)

Crushing Blows. Once per turn, when the crusher hit a creature with a melee attack, it can move it 5 feet to an unoccupied space, provided the target is no more than two size larger than it. In addition, when the crusher scores a critical hit, attack rolls against that creature are made with advantage until the start of its next turn.

Immutable Form. The crusher is immune to any spell or effect that would alter its form.

Magic Resistance. The crusher has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The crusher makes two melee attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage.

Destructive Charge. If the crusher moves at least 20 ft. straight toward a creature and then hits it with a fist attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone and take an additional 7 (2d6) bludgeoning damage.



JAILORS

MECHANICAL CREATURES

Once prisoners themselves, of the most dangerous caliber, the jailors were sentenced to death. Once the execution was delivered, their bodies were recovered and repurposed. Implanted with a new mechanical life, they now obey to the law, enforcing it.

UNYIELDING GUARDIANS

The jailors guard the corridors of the most dangerous prisons, breaking any riot attempt, chaining any opponents. Some of them, with sturdier bodies, have been augmented even further. These wind up jailors function are capable of breaking the will of the strongest man, rendering them helpless prisoners of their ephemeral chains.

JAILOR

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 35 ft.

STR 18 (+4) **DEX** 10 (+0) **CON** 15 (+2) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 14 (+2)

Skills Investigation +3, Perception +2

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 3 (700 XP)

Anchored. The jailor cannot be banished or teleported against its will.

Keen Hearing. The jailor has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The jailor makes two key attacks, or one key attack and then uses imprison.

Key. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Imprison. The jailor points its key towards a creature within 60 feet of it, the target must succeed on a DC 12 Strength saving throw or be restrained by magical binds for 1 hour. These chains extend into the Ethereal Plane, and prevent the target from using any form of teleportation. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. If after 1 minute the creature hasn't escaped, the target remains restrained for the duration, with no additional saves. The jailor needs to concentrate on this effect as it would concentrate on a spell.



BLIND JUSTICE

To enforce justice impartially, their eyes have been removed, they only perceive other creatures through sound, smell and magic. Be it child or adult, human or tiefling, if the law has been broken severely enough that they have been dispatched outside of their prison, the judgment will be swift.

The creature itself may not be corrupt, but what if the person controlling it is?



WIND UP JAILOR

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	11 (+0)	16 (+3)

Skills Investigation +4, Perception +3

Senses blindsight 120 ft. (blind beyond this radius),
passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Anchored. The wind up jailor cannot be banished or teleported against its will.

Keen Hearing. The wind up jailor has advantage on Wisdom (Perception) checks that rely on hearing.

Magic Resistance. The wind up jailor has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The wind up jailor makes two key attacks, or one key attack and then uses imprison.

Key. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Imprison. The wind up jailor points its key towards a creature within 60 feet of it, the target must succeed on a DC 14 Strength saving throw or be restrained by magical binds for 1 hour. These chains extend into the Ethereal Plane, and prevent the target from using any form of teleportation. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. If after 1 minute the creature hasn't escaped, the target remains restrained for the duration, with no additional saves. The jailor needs to concentrate on this effect as it would concentrate on a spell.

Wind Up Curse (Recharge 5-6). The wind up jailor unleashes a magical curse. All creatures in a 20 feet radius centered on it must succeed on a DC 14 Strength saving throw, or fall prone and automatically fail their next Charisma saving throw on a failure. Constructs are immune to this effect.



Art by Purple Duck Games

CLOCKWORK HOUND

Medium construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	6 (-2)	13 (+1)	6 (-2)

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 11

Languages understands the language of its master but can't speak it

Challenge 3 (700 XP)

Keen Senses. The Clockwork Hound has advantage on Wisdom (Perception) checks.

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

Telepathic Bond. While the defender is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Tracking Device². The clockwork hound knows the location of any creature wearing *sturdy manacles* in a 300 feet radius centered on it.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) acid damage.

Laser Ray (Recharge 5-6). The hound exhales a powerful blast of arcane energy in a 20-foot long 5-foot-wide line. Each creature in that area must make a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage and 9 (2d8) force damage on a failed save, or half as much damage on a successful one.

BANISHERS

Banishers are an evolved form of jailors. They were created from the bodies of giants, enhanced with teleportation technology. They use their large bodies to generate small pocket dimensions in which they trap the poor souls that come across their path.

Their magic functions differently than that of a jailor, as it seems to entrap the mind of the target, more so than its body, although both of them vanish.

KEEPER OF SOULS

Banishers' powers come from the soul of the dead many times, their own mortal souls that have been viciously entrapped in a single body. Indeed it takes many giants to create a single banisher, and of their soul remain trapped in the process, until the banisher dies.



BANISHER

Large construct, lawful neutral

Armor Class 14 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	13 (+1)	11 (+0)	17 (+3)

Saving Throws Con +7, Wis +3

Skills Athletics +9

Damage Immunities psychic

Senses blindsight 300 ft. (blind beyond this radius),
passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Anchored. The banisher cannot be banished or teleported against its will.

Keen Hearing. The banisher has advantage on Wisdom (Perception) checks that rely on hearing.

Magic Resistance. The banisher has advantage on saving throws against spells and other magical effects.

Wails from Beyonds (Once per Long Rest). As a bonus action, the banisher opens the lock on its head, unleashing the terrifying screams of the souls it holds within. For 1 hour all creatures within 5 feet of the banisher automatically fail any Charisma saving throw. This ability doesn't affect constructs.

Actions

Multiattack. The banisher makes two melee attacks. It can replace one of these attacks to use its banish.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Grappling Hook. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. On a hit, the banisher can force the target, if it is of size Large or smaller, to make a DC 17 Strength saving throw, or be grappled and pulled in a straight line into an empty space within 5 feet of the banisher. Until the grapple ends, the banisher can't use its grappling hook on another target.

Banish. A dull green light emanates from the lock on the banisher's body. One creature or size Large or smaller of the banisher's choice that it can see within 60 feet of it must succeed on a DC 14 Charisma saving throw or be banished into an inter-dimensional space inside the banisher's body for 1 hour and takes 7 (3d4) psychic damage from the wailing souls at the start of each of the banisher's turns. The target remains there for the duration or until it escapes. The target can use its action to attempt to escape. When it does so, it makes a DC 17 Intelligence (Arcana) check. If it succeeds, it unlocks the combination lock and escapes in a space within 10 feet of the banisher. The banisher can hold up to two creatures at a time. If the banisher dies, all creatures inside it are immediately expelled in a space within 10 feet of the banisher. Creatures that fall unconscious whilst banished automatically become stable.

SNATCHER GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	19 (+4)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Con +8

Skills Athletics +9, Stealth +7

Damage Resistances psychic

Senses blindsight 20 ft., tremorsense 120 ft., passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Immutable Form. The Snatcher Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Snatcher Golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Snatcher Golem's weapon attacks are magical.

Void Body. The Snatcher Golem's body absorbs all light. Magical Darkness fills a 15-foot radius Sphere centered on the Snatcher Golem. The darkness spreads around corners. A creature with Darkvision can't see through this darkness, and no light can illuminate it. If the Snatcher Golem takes radiant damage or falls unconscious, this trait is inactivated until the start of its next turn.

Actions

Multiattack. The Snatcher Golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Crystallize (Recharge 5-6). The Snatcher Golem stomps. All other creatures on the ground in a 30 feet radius centered on the Snatcher Golem must succeed on a DC 16 Strength saving throw, or be restrained for 1 minute by crystals sprouting from the ground. At the end of its turn, a creature repeats the save, escaping on a success. On a failure the crystals engulf it further and the creature becomes petrified until freed by the *greater restoration spell* or other magic. The Snatcher Golem can free a creature petrified by this ability as an action.

SNATCHER GOLEM

IN THE DARK OF THE NIGHT

Despite its size, a snatcher golem is extremely quiet. This, in conjuncture with the constant darkness that surrounds it makes it nigh impossible to see come nightfall. Only once crystals start to cover their skin will victims realize that it is too late.

PRODUCT OF EVOLUTION

Scholars believe that these golems are the results of Xorns that have wandered too long outside their original plane, and have devoured an enormous quantity of precious stones. Their body altered by their diet, they now cannot merge with the earth, and instead of unearthing gems, turn other beings into potential food.

PRISON GUARD

Some humans have managed to capture and control such golems, using their capability to transform humanoids into gems to carry prisoners. No risk of riot during a transport if the containment is only made of statues. Some of the higher level criminals, which are deemed to dangerous to be left in a cell, are instead turned into crystals, for sometimes centuries, abandoned in forgotten dungeons.





LIVING PRISON

Large elemental (air), neutral

Armor Class 16

Hit Points 119 (14d10 + 42)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	16 (+3)	10 (+0)	11 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 6 (2,300 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If the living prison has an engulfed creature the trait is shared with it.

Actions

Multiattack. The living prison makes two slam attacks. It can replace a slam attack by cage the wicked.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Cage the Wicked. The living prison makes a slam attack against a Large or smaller creature. On a hit that creature must succeed on a DC 14 Strength saving throw, or be engulfed by the living prison. An engulfed creature is blinded and restrained, has half cover against attacks and other effects outside the living prison. The living prison's body can only hold up one creature at a time. If the living prison takes 20 damage or more on a single turn from a creature inside it, the living prison must succeed on a DC 20 Constitution saving throw at the end of that turn or release the engulfed creature, which falls prone in a space within 10 feet of the living prison.

Whirlwind (Recharge 4-6). Each creature in the living prison's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Reactions

Sacrificial Shield. If the living prison holds an engulfed creature, it can, as a reaction when it is hit by an attack, release the engulfed creature, which is hit by the attack instead. The living prison then immediately teleports up to 20 feet to an empty space that it can see.



Tony Mr Krane Carter

THE WARDEN

Wardens are very rare creatures indeed. Even though their appearance seem humanoid, that isn't what they are. They are living machines, created to watch over lawbreakers.

UNCERTAIN CREATION

Nobody is really sure where warden came from. But the dwarves of Runehalt seem to have some sort of a relationship with them, or at least an authority over them, as they serve as careful watchers in high security prisons. The most popular theory is that they were created from the body of angels, and altered with mechanical parts. Yet they seem to possess their own free will

TERRIFYING GUARDIAN

A warden can prevent any escape from its prison, as it can reshape the prison as it sees fit, trapping wannabe runaways into endless corridors. It has no mercy for those that try to break the law, its law.

LAIR ACTIONS

- **Chains:** Chains emerge from the ground around the Warden. Each creature of its choice that it can see within 60 feet of it must succeed on a DC 14 Strength saving throw or be knocked prone and be restrained by the chains. Each chain has an AC of 12 and 20 Hit Points, and is immune to poison and psychic damage. As an action a creature can attempt to break the chains by making a DC 14 Strength (Athletics) check, destroying the chains on a success. A creature restrained by these chains cannot use of somatic component of spells.
- **Banishment:** The warden casts the *banishment* spell without expending a spell slot. If the spell lasts for its entire duration, the banished creature reappears in one the jail cell of the prison, restrained with *sturdy manacles*, instead of reappearing in its original location.
- **Power of Creation:** The warden shifts the walls of its lair. Each corridor of the prison can move up to 45° in any direction. In addition, if the warden chooses to, the room in which it is located sprouts new walls as per the *wall of stone* spell. Any portion of these walls can be dissipated by the Warden as a bonus action.

WARDEN

Medium construct, Any lawful

Armor Class 17 (natural armor)

Hit Points 195 (26d8 + 78)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	18 (+4)	15 (+2)	21 (+5)

Saving Throws Con +8, Wis +7

Skills Arcana +9, History +9, Investigation +14, Perception +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities blinded

Senses blindsight 60 ft., truesight 120 ft., passive Perception 22

Languages —

Challenge 13 (10,000 XP)

Anchored. The warden cannot be banished or teleported against its will.

Antimagic Immunity. The warden is immune to the effect of spells and effects that cancel magic, such as antimagic field, counterspell or dispel magic.

Crushing Presence. The warden emanates a powerful aura, the area in a 20 feet radius centered on the warden is considered difficult terrain. In addition creatures within 5 feet of the warden automatically fail Charisma saving throws. Constructs are not affected by this effect.

Devastating Magic. The warden can its Charisma modifier to the damage its spells deal on a hit.

Magic Resistance. The warden has advantage on saving throws against spells and other magical effects.

Spellcasting. The warden is a 11-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The warden has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*
5th level (3 slots): *banishment*, *dimension door*, *wall of fire*
6th level (1 slots): *circle of death*

Actions

Multiattack. The warden makes three melee attacks then use its bind. It can choose to replace two melee attack by casting a cantrip.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage and 9 (2d8) psychic damage.

Bind. The warden points its gauntlet towards a creature within 60 feet of it, the target must succeed on a DC 18 Charisma saving throw or be restrained and silenced by magical binds for 1 hour. These chains extend into the Ethereal Plane, and prevent the target from using any form of teleportation. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. If after 1 minute the creature hasn't escaped, the target remains restrained for the duration, with no additional saves. The warden can have a maximum of two creatures restrained at a time with this ability.

Debilitating Blast (Recharge 5-6). The warden opens the lock on its chest, unleashing a whirlwind of souls in a 40 feet cone. Each creature in that area must make a DC 18 Wisdom saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails the save automatically fails its next Charisma saving throw.

Legendary Actions

The warden can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warden regains spent legendary actions at the start of its turn.

Attack. The warden makes one melee attack.

Vanish. Briefly surrounded by silvery mist, the warden teleports up to 30 feet to an unoccupied space that it can see.

Cast (Costs 2 Actions). The warden casts a spell.



ORC ELEMENTALIST

Medium humanoid (orc), chaotic evil

Armor Class 17 (leather)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	11 (+0)

Saving Throws Str +7
Skills Athletics +10, Intimidation +3
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Brute. A melee weapon deals one extra die of its damage when the orc hits with it (included in the attack).

Massive Swing. The orc can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each melee weapon attack. A separate attack roll is made for each target.

Tough. The orc adds its Constitution modifier to its armor class

Path of Elements (1/Day). If the orc comes starts its turn within 30 feet of an elemental, they can choose to invoke its powers through their tattoos, gaining elemental powers for 1 minute. These powers differ based on the elemental:

- **Fire Elemental.** The orc gains resistance to fire damage. Their weapon attacks deals an additional 1d4 fire damage and creatures that start their turn within 5 feet of the orc, or enter that space for the first time on their turn, take 1d6 fire damage.
- **Air Elemental.** The orc gains a flying speed of 30 feet, is immune to fall damage and doesn't trigger attacks of opportunity.
- **Stone Elemental.** The orc's AC increases by 1. In addition, when attacking with melee weapons the orc rolls 1 additional damage die (of the weapon type).
- **Water Elemental.** The orc gains resistance to acid and poison damage, has advantage on (Strength) Athletics and (Dexterity) Acrobatics checks and cannot be grappled or restrained.

Actions

Multiattack. The orc makes two attacks with its ball & chain.

Ball & Chain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. The initial target of the attack must make a DC 15 (Strength) Athletics check or be grappled.

ORC ELEMENTALIST

These orcs are usually at the side of a shaman, working as their protector. When the shaman summons the might of the elements, that is when the elemental is at its strongest.

BORN OF CATAclysms

Volcanic eruptions, tempests, thunderstorms, tsunamis are for most terrible tragedies. But for some ancient orcish tribes, they are quite the opposite. Many view a birth under a shooting star as a blessing, these tribes view births under such catastrophes the same way. The children birthed into these tragedies have a strong affinity towards the elements and are able to master their powers.

INKED SKIN

To embody their connection with nature, they carve intricate tattoos upon their body. These tattoos are unique from orc to orc, and the secret of their creation lies with the tribe. Many have tried to copy their pattern, only to end up with bland and powerless ink covering their skin.

CULTISTS OF CARNAGE

The tribe worships the elemental lords, wishing for their return upon the land. Such a phenomenon would cause the extinction of all life, but they do not care for it, their eyes blinded by adoration. Perhaps their minds are clouded by magic, or perhaps the end of all life is a desirable outcome in their eyes. Encountering an orc clan of elemental worshipers means trouble, as rituals of reincarnation of ancient Evil often follows.

BRASS

There are thugs and then there is Brass, just don't mess with him ok? He has two tusks made of brass, hence the nickname, hard to miss.

BRASS

Medium humanoid (half-orc), chaotic neutral

Armor Class 15 (leather armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Str +6, Con +6

Skills Athletics +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP)

Orcish Made. Brass can add his Constitution modifier in place of his Dexterity modifier to determine his AC.

Actions

Multiattack. Brass makes a wrestle attack followed by three punch attacks or a wrestle attack, two punch attacks and on the move.

Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Wrestle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* Creature is grappled or knocked prone, at Brass' choice.

On The Move. Brass gains 10 (1d8 + 6) temporary hit points.

Reactions

Stay Here! When a creature provokes an opportunity attack from Brass, Brass can use its reaction to make a wrestle attack followed by a punch attack against that creature.



Art by LadyofHats

DEVOURING MAW

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +9

Skills Stealth +7

Damage Resistances fire

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 7 (2,900 XP)

Devouring Trap. During its first turn, the devouring maw has advantage on attack rolls against creatures that are surprised. Any hit the devouring maw scores against a surprised creature is a critical hit, and the creature automatically fails its first Dexterity saving throw that turn.

Sand Camouflage. The devouring maw has advantage on Dexterity (Stealth) checks made to hide in sandy or rocky terrain.

Tunneler. The devouring maw can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

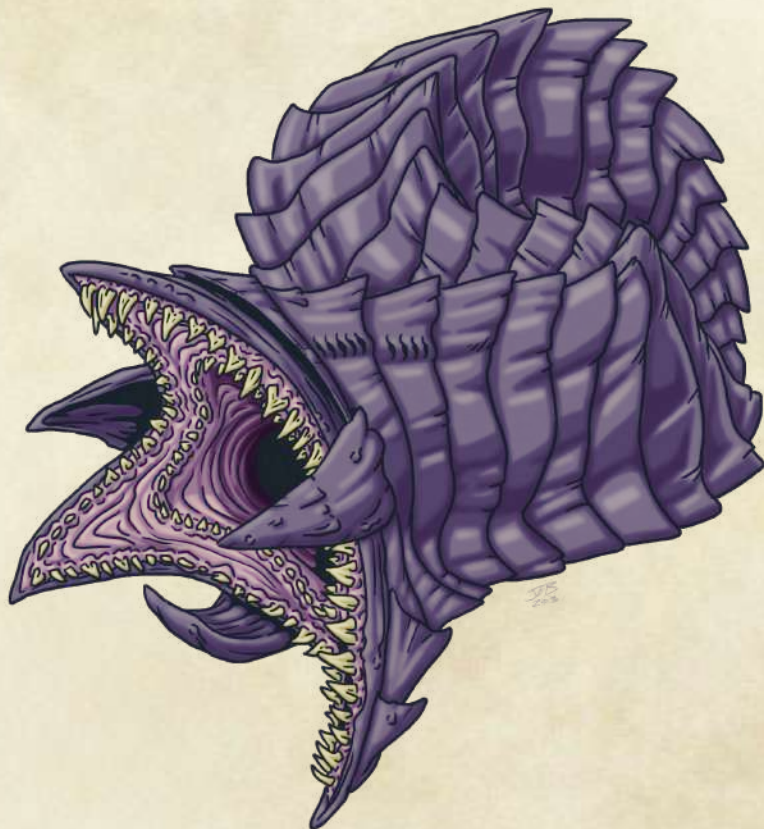
Actions

Multiattack. The worm makes two attacks: one with its bite and one with its tail blade.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the devouring maw. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the devouring maw, and it takes 10 (3d6) acid damage at the start of each of the devouring maw's turns.

If the devouring maw takes 20 damage or more on a single turn from a creature inside it, the devouring maw must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the devouring maw. If the devouring maw dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Tail Blade. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.



PERFECT AMBUSER

The devouring maw thrives in the deserts of Runehalt. It hides in the burning sand in ambush. Only its toothy maw emerges from the ground, the rest of its body buried beneath.

As soon as an unfortunate prey walks too close to the creature, it emerges, devouring the creature whole, before digging itself deeper in the earth, to digest its latest meal.

These monsters are the bane of travelers, and forced the invention of flying vehicles to bypass them.

Art by Jacob e. Blackmon.



BAHAL, THE GREAT SERPENT

Bahal slumbers in the desert, buried deep within the ground. After his great rampage millennia ago, when he was banished from the heavens, a powerful ritual was cast to put him in a great sleep.

Only the gods know what would happen if he were to awaken once again.

Master of Gravity. Due to the immense weight of his body, Bahal is able to generate his own gravity. Through magic he is able to control it, to crush those that dare oppose him.

Living Sandstorm. A perpetual sandstorm lives inside of Bahal. When his fury takes over, he unleashes it upon the land. The heavy sand covers everything, eyes blinded, his foes can only pray for salvation.

Worshipped Legend. The story of destruction caused by Bahal have marked the minds of many. Worshippers of the Great Serpent wish for his return. To stop the endless agony of the world, and put an end to everything.

Art by Vera Petruk

BAHAL, THE GREAT SERPENT

Gargantuan celestial, neutral

Armor Class 18 (natural armor)
Hit Points 330 (20d20 + 120)
Speed 60 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	19 (+4)	24 (+7)	22 (+6)

Saving Throws Con +13, Wis +14

Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 120 ft., tremorsense 300 ft., passive Perception 17

Languages All, telepathy 300 ft.

Challenge 22 (41,000 XP)

Crushing Aura. Bahal crushes everyone with gravity. The area in a 90-foot radius centered on the Bahal is under a powerful gravitational field. All creatures in that area except Bahal must expend 3 foot of movement to move 1 foot, and flying speeds are reduced to 0. In addition creatures that fall prone in that area must succeed on a DC 22 Strength saving throw or have to expend their full movement to stand up under the pressure.

Innate Spellcasting. The Bahal's innate spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *levitate*

3/day each: *reverse gravity*

1/day each: *earthquake*, *meteor swarm*

Legendary Resistance (3/day). If the Bahal fails a saving throw, it can choose to succeed instead.

Tunneler. Bahal can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. Bahal makes three attacks: one with its thrash and two with its bite.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 24 Dexterity saving throw or be swallowed by Bahal. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside Bahal, and it takes 21 (6d6) slashing damage at the start of each of Bahal's turns as the sandstorm inside it rages.

If Bahal takes 35 damage or more on a single turn from a creature inside it, Bahal must succeed on a DC 24 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Bahal. If Bahal dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Thrash. All creatures within 10 feet of Bahal must succeed on a DC 24 Dexterity saving throw or take 19 (3d12) bludgeoning damage as Bahal writhes its gigantic body. A creature swallowed by Bahal must also make that save, taking half as much slashing damage on a failure, as Bahal's inner sandstorm rages.

Sandstorm Breath (Recharge 5-6). The Bahal exhales sand in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 63 (18d6) slashing damage, or half as much damage on a successful one. The area affected by the breath weapon becomes heavily obscured for the next hour, and a creature that starts its turn there must succeed on a DC 15 Constitution saving throw or take 10 (3d6) slashing damage, as a sandstorm lingers.

Legendary Actions

Bahal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bahal regains spent legendary actions at the start of its turn.

Contort. Bahal uses its thrash.

Gravity Pull/Push. Bahal moves a creature with gravity. It targets a creature within 120 feet of it that it can see. The creature must succeed on a DC 22 Strength saving throw or take 13 (3d8) bludgeoning damage and be pushed or pulled up to 60 feet in a straight line.

Gravity Wave (Costs 2 Actions). Bahal emits a gravitational wave that crushes all. Each creature in a 60-foot cube in front of Bahal must succeed on a DC 22 Strength saving throw or take 26 (4d12) bludgeoning damage and be pushed back 15 feet and fall prone, or half as much on a success and not suffer any additional effect.

THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

Cover Art by Liu zishan

All artwork used with permission. All rights reserved. Each artist is created on the respective page of the art or the next one.

And now onto the next project...

Cheers !

IF YOU ENJOYED THIS COMPENDIUM, YOU CAN JOIN US ON [PATREON](#) TO GAIN ACCESS TO TONS OF 5E CONTENT TO AMAZE PLAYERS AND GMS !

A MASSIVE THANK YOU TO ALL MY PATRONS !



THANK YOU TO:

Andrew York Joseph Edwards Sh4dowB0t Spriggen Wood
Christian Roberts GavinShaw The Rookie DM Joshua Oak
Pibbles Zander Steele Benjamin Tapangco anthony dubreuil
Luke Davis Devin Harris Alessio Caiazzo Jeff Jayson Caden
Supple William Hardison Dakota Taylor tyson Schwartz Dan
Griffin Matt F Blake Benzel Vipex91 Landon Davis Alan
Gibson Mathew Bazid-Arseneault Richard Hull jayce perkins
Steve hards Nicholas Keane You know the deal son fantom
Lane Merkley Gamercrew999 Michael Volling lucky_steps
ZephyrLink Corbin Mas Donkey Kronk Tiny_Goblin8
DocAwesome Andrew Winn DeadlyBlackRose Bradley
Woodyard jonathan Hall Zachary Greene Blaze Sparks Jason
Burton Alex William Shepherd Derc Oh No.Exe Lux'ildan de
Rolo Lily Zarwalski Key Zander Sparkman Dylan Fortier Mat
Boswell Jeremy Elizabeth Pashley Wesley Scott Conner Aerik
Knox JT Fuller Shane Phillips Josh Jeppson Richard Wright
Doxius Faust Brian Smith claire gracy Praetorian Tin
Nguyen Georgia Miles Matthew Smith Austin Cox
AMGBlastoise DHBC Inc Baby Bat Asin Samay MuddaMizu
Manuel Ricardo Glenn Stark Edward Lukins Patrick
Hilgenstock Caleb Vachiratamporn Jacob Lessard Alex Harr
ChanceofLifechannel admedous Anthony Markesino Julie
Brad polyblum Gage Kell JAKE WEST Austin Atkinson
Skincare Jeff Phinney Wannabe Mercer Nexus Matthew
Kashevaroff Cody Knutson Brandon Dekat Ted Joy Narwhal
King Rhaxephon Rafael Lipschutz sean Gem Johnson Kiani
Burkett Nathan Smith Andrew McFaul Lachlan Riley Chop
Chop Arthur Barrett Patrick Donald Bret Bussey Michael
Tuck David Javier Almada Agustin Olide Wayne Bradford
LeMorteGames SIMON HARKER Sweetslobo Kelselaia
Sirvante Wright Ryan Dadmun Diego Losada John Taylor
Edmonds Brandon Guzman Melisa Gannon Dave Smeys
francisco elias Jeff Klomp kyle koirtyohann Jason Wachina
Chris Hahn Hayden Young Twitch Brendan Davis MarMar
Mullins Daniel Baten ThePackleader Red Tim Packulak
Sonny P. Chad Chadley Phillip Hash Johnny Torres Kenneth
Saulf Laura Edwards steve houst Shanil Masani Daniel
Clifford Ma_ria Vandal Image Dan Scott Gluhenmesser
Martin Siesto Neilson Harrow Wayne Naylor Andrew Norfolk
Matthew S Sam B. Spivey Kristal Cutting paradigmblue
Rykujinn Andres Yuhnke Michael Brown Craig Zielonka
Sean Grayson gunnoe Matt Briggs Kevin M Holihan Michael
Ingle Riggsy Bowsska Mike Iain Hopkins Dakota Murray
Jonathan Diaz Will Schreiber King of the One's Cody Alaunus
Robert vassallo Michael Holt Justin Shawn Hennessy
Jonathan Neuroth Sean Callahan Drew Wright Kaiju Cultist
Steve Fortson Nicholas Perakis patreon30123 Poetartus
Jonathan Notarnicola David A. Strickland Trevor Gilbert
Kimbo Logan Olson Philip E McGarvey Grigori777 Flag
Brady Pearson Jade Horton The MAD Cartographer Wes
Anthony Deaver Dennis VanDusen

Jen Barnes Niclas Wallin 2Footbutcrack Jim Bellmore
Rheinhold Schmitt Jonathan Louie Jose Massana Rastforn
Thervys Steven Davis Ash Saunders cathulu Mike7676 dark
phoenix99 Zach Douglas hufford William Rogers Arandom
Guy Naethyn Robb C Hness Devin Brown Nicholas B
Dawson Christopher Moore Owen Robbins Jacob Kelly Garth
Ott Matt Jackman Matthew Waddoups aaron hamilton Steven
Deskins Cody Ryan Putman noah brunning Cy Nicose
Stepanov David Graham James Rich Sean Birge Stevey
Walsh Casiah Lewis MYK PurpleOmega MCluett BgDadee
SuperNeal scott decker Matthew Thomas Hennigan Lauren
Swet JJ Eaton HiddenNerd Jeremiah Hogle Jeremy Marks
James Raven Marston Roman Shtompil Avery the Pastel
Nightmare Austin Morris christian velez Daniel Koehler Cara
The Almighty Sun Baby Assassin Keith Gardner Meghan
Cobourn Ennead Games Jonathon Matt Ritter Allyriana
Rutger Capel Robin @ Graphic Nerdity ~Panda Joseph
McClure John Casey SawyerSab James Faughnan Robert
Smith Niels Adams William Davis Floris Whitton Blanchers
Federico Iacoangeli Orzen Sel Ilya Michurin Gage Ted
Williams Jesse Dacumos Shmeat Beat Ali Oleksandr
Moshenskyi Themis Meagan B Christopher Bowyer Robert
Derendinger Mawile832 josh bennet Jason Pim Booij Becca
Britt Bezdek Andrew Murphy Elijah DigitalSol Milo Manson
Alannah Moffat Kyle Harrington Erik Hekman Devon
Andrews Blacedraco ReynGaming Jon Finnegan Gavin Loera
Calypte 42 Avery Williams Seth Ero Tyler J Halcomb The
Green Magus Jeisa Brandon Melchor Raul Romero Matt Lino
Daniel Horsley Rodrigo Mendivil Skrt_01 Ryan Carina
Zachary Farmer Lauryn Yvonne Sirg Jack Taylor
El_abuelito_pancho Chrysaor Em Smith Gerry rodriguez
Unnatural Disaster Michael Robinson Joshua Starcke Mike
Hegger Peter Collins Licia Sqweakers joel Castaneda Gary
Eser Noah Johnson Anthony Bucyk LordDerpacus Palewin
Keks Sebastian Tai JOHN FITZPATRICK Nigg-Nogg
Malador Bryan Grosbach Jon Tanner Schultz Andrew Hurst
James Lee Alonzo Lawrence Kolja Scibor Aidan Soren A.
Eriksen Sylvain Jacquet Michael Warren Mew P Alex Enders
Adam Brazen Sigilos Bryan Halsell Donald Essman Joshua
Pulliam AndrewRP8023 Alexandria Vilchis Ben Hinton
Heihaachi Collin Mendon Alexander Johnson Nevena
Radjenovic sjraar kund NoVocalZx192 Sam James McGowan
Noel Oishi Mallagbagl Tyler Williams Corban Pampel DJ
Wyandt Brian Adams Timo Ehlers Quben0 Frank Lattyak
Benjamin Garcia Alex Shaver Ephe Andrew Rose Mr.
Greatcoat Middle Dorian Dejean Michael Droessler Matthew
Clontz Fiera33 connor graham William Norris Jonathan
Shuerger John Dingman jermy taylor Kishpa Mark Funkey
Brandon Webb Nanamoe Daniel Paul William Eachus
Brandon Stewart Danny J Wilson Rezu - Batey Grassl Alex
Moses Mari Toshimitsu Julianne Toia Chris Marrano karrar
jirrie Flandre Komeiji Teerg Lenny Benjamin VanOrden
Santino Robert White Laura Lattercroth Cody Hornberger
Sean Halpin Andre Cus85 Jack Zirix Thomas Steele
JustALonelyWriter Kellen Yee Tomas G Alorix Fasching
Christian Jesse Hollow Pedro Miralles Soler Ian Hammond
Alex C Fantasticat Michael E Raykhlin Zhuul Aaron Betsalel
Alexander McDowell Peter Schmidt Legalize the Purge
Chris D&D Hub Austin Grindy Gregory Laporte Justin Farley
Chika Setrance Ben Healy Jacob Colenso Matthew Duda
Liam Sharpie theBGgruff NativeRunner Goligrath Zach
Abati David Nguyen Shadowmaster69 Joe Arnall Travis Hilt
Rolei (Rhalcyon) Oskar Jahr Truman Jones Sidney Oser david
raistrick James Makkyla James Truman Ethan Copeland

Michael Baggett Helios Hyperion Dominic Grimes Kopong
Limson Dan Goodman A.J. Elko James Myers Alex Saunders
Curtis John Fortman Daniel Galron William N Tre Hall
Snorre#0506 Julian Laresch Randy Robinson michael
bramer Simon Wego gdRios24 James Sypherd Nicholas
Yuknalis ShatteredSilence BurlyJourneyman Grynk
Grynkleton Karl Betcher Benjamin Lund Guy Shalom
Chetrit LittleTim daydreamer SurfingRabbit Noah Walker
Sergio Vilches Fiona Gröschel Olivia Miller Disney In
Honesty Ross Salerno UjustGotPWNED Endriw Da
Fontoura fate3522 . Morath Hernan Perez NeoDorito Blake
Robison Phorax1 Christopher Dodman Matthias Vandaele
Akodo Ronald W Taylor II John Glass Kilian Tyler Isaac
Frank DoveSmooth Castreek Cory Winebold Alex Chowne
Marley444 BackslashMike Brad Stark Haz Pants Dario
Ackermann shifter124 Taylor Portwine Eric Nikki LaGosh
Christopher Dagg Ye Ole Peasant Chopper Gerry Dupuis Per
Nieman Nielspeterdejong Allison Phillips Stiffykim
cosmic1443 Jacob Sheets Jarrett Napier Rahul K The
Ceroknight Isaia Mafi Cody D Shane Stewart StarKnight 75
Darius Byrd Garrett Bray Julian Yarbrough Jason Landry
Keith Holmes Travis Claypoole Gorack thainmail Jared Stull
Callan Brecknell Sean Geraets Chris Spradlin James
Jimenez Chris Aren Harper Claus H. Madsen j vv Devlyn
McConnell Brendan Betheldo Thomas Miller Gnime James
Hogan Ethan Miljus Tara Werner

LICENSE

This material is being released under the Open Gaming License. OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 2
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co- adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.;