

ESPER'S EMPORIUM OF ESOTERICA



SAMPLE



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who displayed abundant patience as I tackled what I thought
was going to be a manticore, but turned out to be three
hydras.

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I dedicate this book to the memory of Mr. Z, my 5th
grade teacher. He properly introduced me to the works
of Tolkien, which before had only been animated movies
to me. This opened my mind to the possibility of creating
fantastic worlds, and I immediately set out making my
own (rudimentary though they were). Mr. Z truly took the
time to look at my creations—the terrifying monsters and
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spirit remains with me forever.

CONTENTS

Prelude	5	Blacksphere Crawler.....	161	Minotaur, Doomslaughter .	220	Sepulterra	279
Class: Paragon	9	Silversphere Crawler	162	Mistveil Wolf.....	221	Shipwretch.....	280
Paragon Myth	11	Demons	163	Mortling.....	222	Vampire, Bloodmist	281
Wonders	16	Nightmare Demon.....	163	Moss Monster.....	223	Veinzer	283
Other Class Options	31	Vokkasu.....	164	Muckspawn	224	Vescaphages.....	284
Barbarian.....	31	Devils	165	Mudman.....	224	Vescaphage.....	284
Cleric	32	Logos Devil.....	165	Invoker.....	225	Vescaphage Bone Priest.....	285
Fighter	34	Wrathlure	166	Abomination	226	Vescaphage Tunnel Rat ..	286
Monk	37	Div.....	167	Muwatrep.....	227	Vescaphage Archigos ...	286
Warlock Invocations.....	38	Dobodaem.....	169	Naiad.....	229	Vicemold	287
Races	41	Dragons	171	Nebula Jelly	230	Vulcastrophex.....	288
Ichoriite.....	41	Astral Dragon	171	Neshnegug	231	Wargwraith	291
Swamp Dwarf.....	43	Orb Dragon	176	Obâridan.....	232	Waxencorn	292
Feats	45	Dream Devourer	179	The Old Woman of the		Whisperer in Darkness.....	293
Spells	51	Drossguard.....	180	Mountain	234	Yex Drake	295
Game Master Advice	73	Duzldaug	181	Ophan	236	Zymôkratoras.....	296
Items	79	Elementals.....	182	Optovoa.....	238	General NPCs	299
Magic Items	81	Frostcloud Elemental.....	182	Overseer.....	239	Earthlies	299
Cursed and Flawed Items ..	89	Geode Elemental	183	Owlbears.....	241	Fenguard.....	300
Traps and Hazards	97	Tarfire Elemental.....	184	Owlbear Dreadnought ..	242	Hierophant.....	301
Skill Encounters	117	Embergeist	185	Spellwarped Owlbear....	242	Hypnotic Enchanter.....	301
Arena Combat	122	Animated Embers	185	Pernicious Mist.....	244	Ichoriites.....	302
Magic Shops	127	Emerald Bellatrix	186	Pinctagrex	245	Juniper Druid.....	304
Elgar's Elkhouse	128	Enigma Cat.....	187	Queanraq	246	Juniper Spirit.....	305
The Cactus Lodge.....	129	Estrava, Dread Spirit	188	Rag Man.....	247	Monks	306
Albevazin the		Estrava, Weaver of Despair ..	189	Ridgeback Turtle.....	248	Saturnine Magehunter ...	307
Extraordinary	130	Flesh Ooze	190	Runewyrm.....	249	Soldiers.....	308
Mount Brave Monastery ..	131	Flush Viper	191	Sarcoid Star	250	Xamax Dancer.....	310
Baio's Bazaar	132	Gargoyles	192	Sicklemaw Slug.....	251	Zealot	311
Curio Majeur	133	Basilica Imp	192	Skeletons.....	252	Named NPCs	313
Candlegarden	134	Belfry Sentinal	192	Archer of the Black Arrow	252	Akktet	313
The House of Eleven Stars	135	Guardian Grotesque	193	Bone Drummer	253	Albevazin.....	314
The Grennedoa Forum ..	136	Garfish.....	194	Bone Hellion.....	253	Astrelle Shadefall	315
Emerald Cove Reliquary	137	Golem, Adamantine.....	195	Crimson Skeleton	253	Baio	317
Highhand Spire.....	138	Guardian of the Hollow ..	197	Four-Armed Skeleton....	255	Bannis the Shackled.....	318
Aetheria.....	139	Hags.....	199	Giant Skeleton	255	Blacktongue	319
The Pit of Avarice	140	Cinder Hag.....	200	Wyvern Skeleton.....	255	Brekka the Rock	321
The Golden Palace	141	Shadow Hag	200	Sonderwaif	256	Catelyn Weirman	322
Bestiary	143	Harbinger of Madness....	203	Spearspine Cactus.....	257	Elgar the Arcane.....	323
Abyssal Elf	143	Headless Mule	204	Spelldrinker Ooze	258	Imogilda the Zograturgist .	324
Argent Serpent	144	Horrid Councilor	205	Sphinx, Nychtasphinx	259	Jade Magus	326
Aspect of Argus.....	147	Host of Angels	207	Spirit of the Feast	262	Jurgen Underhold.....	327
Aurupede	149	Ink of Pain	208	Sturmfeld	264	Yefyr	328
Bane Swan.....	150	Jinkwing Dragonfly	209	Tatterdemalion	265	Labyrinth Lord.....	329
Bellemort	151	Jinkwing Nymph	209	Terraceous Angler	267	Meriol Tunder	332
Blemmyes.....	152	Keeper of Lost Things.....	210	Terraceous Arborite	268	Mithral Emperor	333
Bog Lord Frog.....	153	Candelabracadabra	211	That Which Speaks	269	Odion Jabal Lazrak	336
Bog Emperor Frog	154	Fork Knight	211	Blatherskite.....	269	Picaroon the Lorekeeper ..	337
Brobdingnagian.....	155	Old Scrolls.....	211	Treefolk.....	273	Praetor of the Undercity ..	338
Cervina Lightbringer	157	Ring Worm.....	211	Sylvan Lord	273	Theosis.....	339
Cervina Houndmaster.....	158	Lithomachus	212	Grandmother Willow....	274	Truesilver Justiciar	340
Charnel Reaver	159	Lord of Heresy.....	215	Tychistis.....	275	Tyra Tavoros.....	342
Coraphage	160	Lunaward Moth	216	Uggbobora.....	276	Monster Lists	343
Crawling Spheres	161	Lung Eel.....	217	Undead Elementals	277		
		Luxite	218	Blightning.....	277		
		Malugeist	219	Bonfire.....	278		



PARAGON

A warrior enters the ruined temple, suited in armor once worn by his war champion father and wearing a talisman crafted by his seeress mother. He spies a brazer of white flame, reminiscent of the spirit guide that visits him from time to time.

Stepping into the heart of the labyrinth, a cunning beguiler approaches the minotaur that growls from the shadows. The scoundrel draws a blade and fades into the darkness. "This is the theater of the gods. Let's give them a good show!"

A noble woman in fine array issues a command that thrums with majesty. "You have refused to bow, and so, you shall fall prostrate!" The giant shudders in obedience, while the noble's beloved companion closes in.

Ambition and Fate

Paragons are fated souls, individuals whose destinies line the pages of history and myth. They are persons of influence and resourcefulness, of craft and extraordinary talent. Some paragons have divine blood in their veins, others are born under auspicious stars, and others still have come upon their power through mystical guides or treks to wondrous locations.

Living Avatars

In many ways, paragons embody the essence of certain qualities. Hero paragons are bravery, strength, and glory incarnate. Trickster paragons are embodiments of guile, theatrics, and mischief. Sovereign paragons are nobleness, authority, and influence manifest. While each individual paragon is versatile enough to pursue various goals, these core attributes are ever present.

Creating a Paragon

While developing your paragon character, consider where your awe-inspiring abilities and supernatural gifts come from. Perhaps your birth was prophesied, and when you came into this world, your community performed a sacred rite to bless you. Perhaps you are an ancient champion reincarnated to lead the world through a period of great travesty. Or perhaps you performed some manner of feat that gained you a boon—whether from a god or some other mystical entity. There is something in you that is destined for greatness, and starting with a compelling notion of this will set you on the path to establishing your character.

Give thought as well to your Serendipitous Encounter NPC. Do you want the GM to surprise you with different improvised NPCs based upon your character's current location and circumstance? Or do you want a recurring NPC with whom you develop a connection? It is also worth conceptualizing what sort of role or tactics you want to take up. When it comes to selecting your wonders, there are many to choose from, ranging from combat and exploration to utility and support to magic and social interaction.

Quick Build

Follow these suggestions to quickly make a paragon. *Myth of the Hero*: Strength should be your highest ability score, followed by Constitution or Charisma, and take proficiency in Athletics, Intimidation, and Perception. *Myth of the Trickster*: Dexterity should be your priority, then Charisma, and take proficiency in Acrobatics, Deception, and Stealth. *Myth of the Sovereign*: Charisma should be your focus, followed by Dexterity or Constitution, and take proficiency in History, Persuasion, and Religion.

CLASS FEATURES

Hit Dice: d8 per paragon level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per paragon level after 1st.

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons and one martial weapon of choice

Tools: none

Saving Throws: Wisdom, Charisma

Skills: One Charisma skill and choose any other two

Equipment

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

- (a) chain mail, (b) scale mail, (c) leather, or (d) a holy symbol
- (a) a shield or (b) a simple weapon
- a martial weapon
- (a) a dungeoneer's pack, (b) an explorer's pack, or (c) a scholar's pack

Paragons and Spellcasting

Some paragon features provide you innate spells. They follow all the normal spellcasting rules, though you do not (and cannot) use spell slots to cast them. Unless otherwise noted, an innate spell is cast at its lowest possible level.

Your spellcasting ability is Charisma. Your magic comes from some mystical source that calls you to dance with fate—be it a god, a great spirit, or even an inner gift. As a spellcasting focus, you can use a holy symbol or a relic. A relic is a historical object worth at least 10 gp, such as a family heirloom, a talisman, or an ancient scroll. To use the relic in this way, you must hold it in hand or wear it visibly.

Hand of Fate

Fortune favors your exploits during crucial moments. When you make an ability check, saving throw, or attack roll, you can use Hand of Fate to gain advantage. You can do so only during combat or other situation of immediate danger, and you must declare this choice before making your roll.

Once you use Hand of Fate, you must complete a short or long rest to regain its use.

The Paragon

Level	Proficiency Bonus	Features	Wonders Known
1	+2	Hand of Fate, Paragon Myth, Serendipitous Encounter	—
2	+2	Well Rounded, Wondercraft	2
3	+2	Expert Skills, Myth Feature	3
4	+2	Ability Score Improvement	3
5	+3	Extra Attack	4
6	+3	Mythic Weapon	4
7	+3	—	5
8	+3	Ability Score Improvement, Myth Feature	5
9	+4	Expert Skills	6
10	+4	Myth Feature	6
11	+4	—	7
12	+4	Ability Score Improvement	7
13	+5	Improved Aid	8
14	+5	Myth Feature	8
15	+5	—	9
16	+5	Ability Score Improvement	9
17	+6	—	10
18	+6	Paragon Grandeur	10
19	+6	Ability Score Improvement	11
20	+6	Demigod	11

Paragon Myth

Beginning at 1st level, you choose a paragon myth: Myth of the Hero, Myth of the Trickster, or Myth of the Sovereign. The myths are detailed in the following section. Your choice grants you features at 1st level, and again at 3rd, 8th, 10th, and 14th level.

Serendipitous Encounter

You tend to come across individuals who aid you at crucial moments throughout your journeys. Starting at 1st level, you can use Serendipitous Encounter while taking a short or long rest, or during downtime. In doing so, a helpful NPC appears and assists you in some way. Common archetypes for this NPC are a wise man or a seeress, though the GM may provide an NPC that better fits the scenario, even one that is non-humanoid or a spirit.

The NPC provides one of the following:

- Gives information or clues helpful to your current situation
- Makes an ability check with a +8 bonus
- Casts one spell of 2nd level or lower (spell save DC 14)
- Gives you a helpful item

While you typically choose when the Serendipitous

Encounter occurs, the GM may opt for the NPC to appear at a more opportune moment.

Once you use Serendipitous Encounter, you must gain another level of paragon before you can use it again.

Well Rounded

You are a person of diverse abilities. At 2nd level, increase one of your ability scores by 2, or increase two of your ability scores by 1 each. The maximum to which this benefit can raise a score is 14. You cannot take a feat in place of this ability score increase.

Wondercraft

Paragons use their talents and stratagems to overcome all manner of challenges. Their wonders are part extraordinary skill and part supernatural force. Wonders are detailed at the end of the class description.

At 2nd level, you learn two wonders. You learn an additional wonder at 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level.

The saving throw DC for your wonders is as follows:

Wondercraft DC = 8 + your proficiency bonus + your Charisma modifier

Expert Skills

At 3rd level, choose two of your proficiencies (skill or tool), and you gain expertise with them, doubling your proficiency bonus for such checks. You can opt to gain proficiency with a skill or tool instead of gaining expertise.

At 9th level, you receive this benefit once more.

Ability Score Improvement

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

Extra Attack

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

If you are Myth of the Sovereign, you can choose for your companion to have this feature instead of you.

Mythic Weapon

At 6th level, when you have your Serendipitous Encounter, the NPC presents you with a weapon or imbues a weapon you already possess. This mythic weapon is magical, thus it overcomes resistance and immunity to nonmagical attacks.

If you lose your mythic weapon, during your next Serendipitous Encounter, the NPC presents a new one to you, or at the GM's discretion, the NPC is able to recover your previous weapon. If you willingly sell or give away your mythic weapon, the NPC does not provide you a new one.

The mythic weapon can be simple or martial, and if it is a weapon with the thrown property, it returns to you immediately after you make a ranged attack with it. In addition, it has one of the following properties of your choice:

Glowing: As a bonus action, you can cause the weapon to glow or stop glowing. The glow can be soft, shedding a 30-foot radius of dim light, or the glow can be strong, shedding a 30-foot radius of bright light and dim light for an additional 30 feet.

Guiding: As an action, you speak the name of a person, place, or object that you have personally seen before. The weapon gently pulls in the direction of the named target for 10 minutes, after which you must complete a long rest to regain the use of this property. This property is a divination effect and does not function if the target is on a different plane than you.

Mutable: As a bonus action, you can alter the weapon or revert it to its original form. The altered weapon can either shrink to Tiny size (reducing its damage to 1) or be disguised with an illusion, which includes all sensory effects, but does not change its general size. For example, a sword appears as a bundle of kindling, an axe appears as a broom, or a flail appears as a rope.

Improved Aid

From 13th level onward, the Serendipitous Encounter NPC has an ability check modifier of +14 and a maximum spell level of 5th (spell save DC 17).

Paragon Grandeur

Once you reach 18th level, your good fortune has risen to legendary proportions. When you use Hand of Fate, roll a third d20, and choose one of the results.

Demigod

At 20th level, your might and illustriousness reach the threshold of the Divine. Choose three of the following benefits:

- Increase two of your ability scores by 2 each. Your maximum for those scores is now 24.
- You can use Hand of Fate an additional time per short or long rest.
- Once per long rest, you can perform a miraculous deed, innately casting one of the following spells: *death ward*, *geas*, or *heroes' feast*.
- Your Serendipitous Encounter NPC appears, presenting you with an incredible gift—a very rare magic item.
- You have advantage on saving throws against spells and other magical effects.

At the moment of your choosing, your soul permanently passes on from your mortal life. Choose one of the following options:

- Your soul arrives directly at the realm of the god with whom you were most aligned, and you become an exarch of that god.
- Your soul ascends to the sky and becomes a star constellation that people look to for auguries and auspices.
- Your soul enters your most prized possession, and it becomes a sentient artifact.

PARAGON MYTH

Paragons tread different paths on their way to greatness. They are not satisfied with an ordinary life, and they push themselves far beyond the typical person. Their cleverness comes in different styles, as expressed by the following myths, but they are all persons destined for the transcendent.

MYTH OF THE HERO

You are a champion of legend, capable of exploits that put you face to face with wondrous beasts, mighty giants, and horrific fiends. Approach the mouth of the cave, summon your courage, and enter, for inside awaits the treasure you seek.



Heroic Warrior

At 1st level, you gain the following benefits:

- You have proficiency with heavy armor and all martial weapons.
- Spears and tridents you wield deal 1d8 damage. They gain the reach and versatile (1d10) properties.
- Battleaxes and warhammers you wield deal 1d10 damage. They gain the thrown (range 20/60) and versatile (1d12) properties.

Heroic Hand of Fate

Also starting at 1st level, whenever you use Hand of Fate, you gain temporary hit points equal to 1d8 + your Charisma modifier. At 7th-level paragon, this increases to 2d8 + your Charisma modifier. At 15th-level paragon, this increases to 3d8 + your Charisma modifier.

Aegis of Fortitude

By 3rd level, you advance in physical defense. You have proficiency with Constitution saving throws, and whenever you succeed on a Constitution saving throw for half damage, you take no damage instead.

Bonus Wonder

At 3rd level, you learn a wonder. This is in addition to the number of wonders known as shown on the paragon class features table.

Mythic Enhancement

At 8th level, when you have your Serendipitous Encounter, the NPC enhances your Mythic Weapon. It now provides a +1 bonus to attack and damage rolls made with it. If the weapon already has this property or if you no longer possess your Mythic Weapon, you can choose a different weapon to receive the enhancement.

Moreover, your Mythic Weapon gains an additional property based on its type, which you can use once per long rest.

Glowing: As a bonus action, the weapon's glow deepens. For 1 minute, its damage type becomes radiant, and the first attack you hit with during this time deals an additional 2d8 radiant damage.

Guiding: As a bonus action, the weapon hones in on foes for 1 minute. During this time, whenever you miss on an attack roll, your next attack roll against that target gains advantage.

Mutable: As a bonus action, the weapon reshapes to your will for 10 minutes. Its damage type becomes your choice of bludgeoning, piercing, or slashing, and it gains the thrown (range 60/180) property.

Hand of Destruction

Upon attaining 10th level, whenever you use Hand of Fate to gain advantage on an attack roll, you score a critical hit if you hit the target, and if you miss, you deal half damage.

Bronzen Champion

At 14th level, you gain a superior toughness, as though a bronzen sculpture of some legendary champion. Whenever you take bludgeoning, piercing, or slashing damage, the amount of damage is reduced by 4. This benefit does not combine with any feat that provides damage reduction to these damage types. If you have such a feat, you can replace it with another feat for which you meet the prerequisites.

MYTH OF THE TRICKSTER

Life is a joke played upon mortals by the gods, and the trick is to be in on it. Yours is the spirit of fox and coyote, raven and owl. You balance along the razor's edge, with a spring in your step and a grin on your lips.



Spry Combatant

Beginning at 1st level, you possess an astounding amount of precision and versatility with weapons. You treat all one-handed melee weapons as having the finesse property. When you make a melee attack with a one-handed weapon, you treat the weapon as having 1d10 damage. This feature does not function if you are two-weapon fighting or using a shield, nor does it function with reach weapons or improvised weapons.

Unarmored Defense

Starting at 1st level, while you are wearing no armor and not using a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Sly Hand of Fate

Also at 1st level, whenever you use Hand of Fate, you gain one additional action that you must use before the end of your next turn. This action can be used only to Dash, Disengage, Dodge, Hide, or attempt to escape a grapple or other restraining effect.

Alternatively, you can expend Hand of Fate to take this additional action immediately, even during another creature's turn.

Nimbleness

When you reach 3rd level, your agility advances to a heightened state. You gain the following benefits.

- Your speed increases by 10 feet while you are wearing light armor or no armor.
- You have proficiency with Dexterity saving throws.

Bonus Wonder

At 3rd level, you learn a wonder. This is in addition to the number of wonders known as shown on the paragon class features table.

Increased Nimbleness

At 8th level, your speed increases by an additional 10 feet.

Hand of Cunning

Upon attaining 10th level, whenever you use Hand of Fate, the additional action you gain can be used to make one attack or use a wonder with an activation of 1 action or 1 bonus action.

Autumn Leaves

At 14th level, foes that cross you find you no easier to strike than leaves on the wind. Whenever you roll an initiative check, you impose disadvantage on all attack rolls made against you until an attack hits you. During this time, whenever a creature misses you with an attack roll, its turn immediately ends.



MYTH OF THE SOVEREIGN

You are a leader who wields potent tactics and a dynamic persona. You understand people, and you know how to aid, motivate, command, and even exploit. Whether you were born with status or you fought to rise above a lowly beginning, you know your destiny is glorious.

Majestic Decree

Starting at 1st level, your words have the extraordinary ability to elevate friends and subjugate adversaries. Twice per long rest, you can innately cast a spell, choosing from the following list each time you cast: *bane*, *bless*, *command*, *healing word*. Somatic components are not required.

Starting at 7th-level paragon, you cast these spells as 3rd-level spells, and at 15th-level paragon, you cast these spells as 5th-level spells.

Lordly Hand of Fate

From 1st level onward, whenever you use Hand of Fate on an initiative check, you and all allies within 120 feet that can hear you gain advantage on attack rolls and saving throws during the first round of combat. You cannot use this feature if you are surprised.

Esteem of Learning

Also at 1st level, you learn two languages of choice.

Paragon Companion

Beginning at 3rd level, you gain a special companion. This person can be a sworn defender, a trusted friend, or a family member. Your companion uses their own actions, and in initiative, they take their turn directly before or after yours. They act according to their own nature and try to protect you to the best of their abilities (you the player control the companion).

Choose one of the following companion stat blocks. This provides the base statistics.

Next, choose a humanoid race for your companion. They have all the associated racial traits except Ability Score Increase. If the race typically gains a feat, the companion instead gains a Companion Bonus Feature of choice.

Your companion is proficient with simple weapons, light armor, medium armor, and anything shown in the stat block. Their proficiency bonus begins at +2 at 3rd level (already included), and it increases as yours does.

For each paragon level you have above 3rd, your companion's maximum hit points increase by 1d8 (or 5) + their Constitution modifier. Their number of hit dice equals your paragon level. The companion cannot gain class levels.

Whenever you receive the Ability Score Improvement paragon class feature, your companion's own scores also improve: increase one score by 2 or two scores by 1, to a maximum score of 20. Alternatively, one of their scores increases by 1, and they gain a Companion Bonus Feature of choice.

Your companion follows the same death and dying rules as a player character. If they die or you wish to switch companions, you can gain a new one at a time the GM deems appropriate.

Companion Bonus Features

Defender: Whenever the companion sees another creature being attacked, the companion can use a reaction to impose disadvantage on the attack. The companion must be within 5 feet of the creature and using a shield.

Mystical Protection: The companion gains resistance to one damage type other than bludgeoning, piercing, or slashing.

Savage: The companion can gain advantage on melee weapon attack rolls during their turn, but they grant advantage to all attack rolls made against them until the start of their next turn.

Skillful: The companion gains proficiency with any three skills or tools.

Vigorous: The companion gains proficiency with any two saving throws.

Weapons Training: The companion gains proficiency with all martial weapons.

Well-Armored: The companion gains proficiency with heavy armor and shields.

Resolute Bond

At 8th level, the bond between you and your companion deepens. You inspire a tremendous resolve within them, adding your Charisma modifier to all saving throws they make.

Hand of Majesty

Upon attaining 10th level, whenever you use Hand of Fate you can innately cast the spell *bane*, *bless*, *command*, or *healing word* as a 3rd-level spell (no action required). At 15th-level paragon, you cast this as a 5th-level spell.

Transcendent Grace

At 14th level, your majesty and grace can overcome afflictions, even death. Once per long rest, you can innately cast a spell from the following list: *lesser restoration*, *greater restoration*, *revivify*. Material components are not required, and the somatic component is a kiss to the forehead.

The Devoted

Humanoid (any race), any alignment

Armor Class 17 (scale mail, shield)

Hit Points 16 (3d8 + 3)

Speed as race

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

Saving Throws Str +4, Con +3

Skills Athletics +4, Persuasion +3

Senses passive Perception 11

Languages as race

Tenacious Bond (1/Long Rest). If the companion drops to 0 hit points but is not killed outright, they instead drop to 1 hit point. If you can see and hear each other, they can confer this benefit to you instead.

-ACTIONS-

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage, or 1d10 + 2 slashing damage if used with two hands.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 2 piercing damage.

The Scoundrel

Humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 16 (3d8 + 3)

Speed as race + 5 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	8 (-1)	12 (+1)	15 (+2)

Saving Throws Dex +4, Cha +4

Skills Deception +4, Stealth +4

Senses passive Perception 11

Languages as race

Scoundrel Maneuvers. The scoundrel has a +5 foot bonus to speed and can Disengage as a bonus action. As long as you can see and hear each other, you can also Disengage as a bonus action.

-ACTIONS-

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 1d6 + 2 piercing damage.

The Sentinel

Humanoid (any race), any alignment

Armor Class 15 (scale mail)

Hit Points 16 (3d8 + 3)

Speed as race

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	12 (+1)	15 (+2)	8 (-1)

Saving Throws Con +3, Wis +4

Skills Perception +6, Survival +4

Senses passive Perception 16

Languages as race

Vigilant Sentinel. The sentinel's proficiency bonus is doubled for Perception checks (already included). The sentinel cannot be surprised, and neither can you as long as you can see or hear each other.

-ACTIONS-

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 1d10 + 2 piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 1 piercing damage.

WONDERS

With wonders, you can create a variety of different effects, from cunning maneuvers to rushes of magic. The rules governing wonders are as follows:

- In order to learn and use a wonder, you must meet its prerequisites.
- You cannot affect a target with multiple wonders on a single attack.
- If a wonder's effect depends on the target's CR, and the target does not have a CR, use its level instead.
- Some wonders are noted as [epic]. Epic wonders have 3 stages that take place across 3 successive rounds (ending at the start of your fourth consecutive turn). If you do not spend the noted action on your turn for the current round's effect, the epic wonder immediately ends.
- You cannot have two epic wonders active simultaneously. If you use a second one, the first one immediately ends.
- When you gain a level in paragon, you can choose one of your wonders and replace it with another for which you meet the prerequisites.

INDEX OF WONDERS

2nd-Level Wonders	Other Prereq.	Regain	5th-Level Wonders	Other Prereq.	Regain
Battle Leader	Sovereign	at will	Bolt of the Storm God	—	short rest
Buy Time	—	long rest	Confront the Minotaur [epic]	—	long rest
Cat's Claw	—	sr per target	Doomsayer	—	long rest
Dominion of the Eminent	Sovereign	short rest	Giver of Splendid Gifts	—	long rest
Fell the Foe	Hero	at will	Let the Gods Behold [epic]	Sovereign	long rest
Kismet	—	at will	Master of Masks	Trickster	at will
Labyrinth Adept	—	passive + sr	Wheel of Fate	—	long rest
Mounted Paragon	—	passive + lr	The Whirlwind Descends [epic]	Hero	long rest
Net Caster	—	passive + sr	7th-Level Wonders	Other Prereq.	Regain
Paragon Healer	Prof. Medicine	long rest	Awaken the Ancestors [epic]	Hero	long rest
Sage of Lore	—	passive + lr	Gallant Doyen [epic]	Sovereign	long rest
Satyr's Ploy	Prof. Acrobatics	short rest	Knowledge of the Planes	Prof. Arcana	sr + lr
Shadowflash	Trickster	at will	New Moon Fox [epic]	Trickster	long rest
Springing Lynx	Trickster	short rest	Oracle	—	long rest
Strength of Giants	Hero	short rest	Relic Wielder	—	passive
Uncanny Deflection	Prof. Acrobatics	long rest	9th-Level Wonders	Other Prereq.	Regain
Well-Timed Misdirection	—	short rest	Astral Crown	Sovereign	long rest
3rd-Level Wonders	Other Prereq.	Regain	Spirit of the Great Wyrn [epic]	Hero	long rest
Against the Cyclops	—	short rest	Temple Keeper	Prof. Religion	passive
Fade into the Mist	Trickster	aw + sr	Veil of Dreams [epic]	Trickster	long rest
Flaming Spears	Hero	short rest	11th-Level Wonders	Other Prereq.	Regain
Force of Nature	—	long rest	Chimera Assault [epic]	Hero	long rest
Griffon's Might	—	long rest	Quicksilver Phantom [epic]	Trickster	long rest
Hawkeye	Prof. Perception	long rest	Rings of Radiance [epic]	Sovereign	long rest
Howl of the Alpha Wolf [epic]	Sovereign	long rest	Vicissitude of the Sphynx [epic]	—	long rest
Lion's Roar	Prof. Intimidation	short rest	13th-Level Wonders	Other Prereq.	Regain
Madcap Tricks [epic]	Trickster	long rest	Journeys Unnumbered	—	passive + lr
Muddle Conviction	Sovereign	short rest	Meteor Charge	Hero	short rest
Mythic Song [epic]	Prof. Performance	long rest	Slipstream Rover	Trickster	aw + sr
Owl of Night's Lament [epic]	Trickster	long rest	Subjugate the Foes	Sovereign	short rest
Philosopher's Salvo	Prof. Religion	long rest	15th-Level Wonders	Other Prereq.	Regain
Royal Guardian	Sovereign	long rest	Divine Blood	—	long rest
Through the Flames [epic]	Hero	long rest	Gambit of Comedy and Tragedy [epic]	Trickster	long rest
Tread the Path of Blades [epic]	—	long rest	Legend of the Dragon Slayer [epic]	Hero	long rest
Vanguard [epic]	Hero	long rest	Victory is at Hand [epic]	Sovereign	long rest

2ND-LEVEL WONDERS

Battle Leader

Prerequisite: Myth of the Sovereign

Your tactics and encouraging words rouse allies during battle. As an action, choose an ally within 120 feet of you that can hear you. The allied creature can spend its reaction to move up to 5 feet and make a weapon attack. If the allied creature is your companion, add your Charisma modifier to the attack roll.

Buy Time

You must use *buy time* at the start of a combat encounter (before the first combatant takes its turn) and only if you are not surprised. Make a Charisma (Deception) check to bluff your foes, a Charisma (Intimidation) check to halt them, or a Charisma (Persuasion) check to parley with them. The GM designates an enemy (typically a leader) that can see and hear you, and the creature makes a contested Wisdom (Insight) check. If you win the contest, you and your allies can use this moment to position yourselves, each character moving up to their speed. Either you or one ally that can hear you can take an action in addition to moving.

The GM may rule that this skill check influences the onset of the battle, perhaps entering into a social interaction or skill encounter.

You must complete a long rest to regain the use of *buy time*.

Cat's Claw

As a bonus action, you can make a Dexterity (Sleight of Hand) check contested by the Wisdom (Perception) check of a creature within 5 feet of you. If you win the contest, choose one or both of the following options:

- You have advantage on your next melee attack roll against the creature this turn, and if you use a one-handed weapon, this attack deals an additional 1d6 damage per two paragon levels you have.
- You steal an object from the creature. The object must be no larger than a one-handed weapon to you, and the target must not be actively using it.

You cannot use *cat's claw* against the same target again until you complete a short or long rest.

Dominion of the Eminent

Prerequisite: Myth of the Sovereign

As an action, you speak a phrase of dominion and enter a regal stance that lasts for 1 minute. For the duration of the wonder, whenever an enemy would move into a space within 15 feet of you, it must make a Wisdom saving throw. On a failed save, it cannot move closer to you on the current turn. On a successful save, it is unaffected this turn.

You must complete a short or long rest to regain the use of *dominion of the eminent*.

Fell the Foe

Prerequisite: Myth of the Hero

Use this wonder when you hit a Large or smaller creature with a melee weapon or thrown weapon. As a bonus action, make a Strength (Athletics) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. Your check has disadvantage if you are using a thrown weapon and the target is in your long range. If you win the contest, you can push the target 5 feet away from you or knock it prone.

You can use this wonder against Huge creatures starting at 7th-level paragon and against Gargantuan creatures starting at 15th-level paragon.

Kismet

You learn the cantrips *guidance* and *resistance*. You can cast them at a range of 30 feet.

Labyrinth Adept

You are adept with the ways of mystifying mazes and wilderness tangles. You gain the following benefits:

- You have advantage on saving throws against traps and environmental hazards, and they have disadvantage on attack rolls against you.
- You have advantage on ability checks made to navigate or find your way.
- Once per short rest as an action, you can set a 5-foot-radius magical trap on a surface you can see within 30 feet of you. This trap lasts until it is triggered or you use this wonder again. As an action, you can deactivate the trap if it is within 5 feet of you. It is a camouflaged device or a faint glyph, with a search DC equal to your wondercraft DC. If a creature touches the trap, moves into the trap's space, or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 1d6 force damage per two paragon levels you have (minimum 2d6) and is knocked prone. On a successful save, the creature takes half damage and is not knocked prone. You can designate certain creatures or kinds of creatures that do not trigger the trap, and you can also choose to have the trap sound a loud alarm when it is triggered, audible up to 2,000 feet.

Mounted Paragon

You are adept in the ways of riding and maneuvering mounts. You gain the following benefits when you are mounted, as long as you are not incapacitated:

- You have advantage on saving throws to remain mounted.
- If an effect would move you against your will while you are mounted, you can make a DC 10 Dexterity saving throw to ignore the forced movement and remain mounted.
- While you are controlling a mount, it has advantage on saving throws.

At 5th-level paragon, you can innately cast the spell *find steed* once per long rest.

Net Caster

You are trained in unique fighting techniques that utilize the net, gaining the following benefits:

- You gain proficiency with the net.
- You can draw a net as part of the action used to attack with it.
- Double the thrown range of nets you wield.
- Once per short rest, you can make a net attack as a bonus action.

Paragon Healer

Prerequisite: Proficiency in Medicine

As an action, apply up to two of the following options to yourself or a creature within your reach. You cannot use this wonder on an undead or construct.

- Regain hit points equal to $1d8 +$ your Charisma modifier
- Cured of poison (the poisoned condition and any ongoing poison damage)

At 7th-level paragon:

- Regain hit points equal to $3d8 +$ your Charisma modifier
- Cured of poison, disease, blindness, deafness, paralysis, or petrification

At 15th-level paragon:

- Regain hit points equal to $5d8 +$ your Charisma modifier
- Cured of poison, disease, blindness, deafness, paralysis, or petrification
- End a reduction to maximum hit points or an ability score
- Cured of one ongoing effect that a successful save can end

You must complete a long rest to regain the use of *paragon healer*.

Sage of Lore

Your knowledge is vast, due to extensive studies as well as a connection to the spirits of sages. You gain the following benefits:

- Choose two of the following skills: Arcana, History, Nature, Religion. You gain proficiency in them, or if you already have proficiency in a chosen skill, you gain expertise in it.
- You make Intelligence checks to remember information or lore as a bonus action instead of an action.
- You can innately cast the spell *comprehend languages* once per long rest, and at 9th-level paragon, you can innately cast the spell *legend lore* once per long rest.

Satyr's Ploy

Prerequisite: Proficiency in Acrobatics

You can use this wonder as a reaction when a creature you can see moves into a space within 5 feet of you. The target must succeed on a Dexterity saving throw or fall prone. Whether the save succeeds or fails, you then make a melee weapon attack against the target and move up to half your speed without provoking opportunity attacks.

You must complete a short or long rest to regain the use of *satyr's ploy*.



Shadowflash

Prerequisite: Myth of the Trickster

As a bonus action, you enter a stance that lasts until the end of your next turn. During this time, when a creature you can see within 30 feet of you moves without disengaging, you can use your reaction to make a weapon attack against it. If you are wielding a melee weapon, however, the target must be within your reach.

Joan Maldonado

Springing Lynx

Prerequisite: Myth of the Trickster

As a bonus action, you invoke the prowess of a hunting cat. Until the end of your next turn, you gain a climbing speed equal to your walking speed, and your jumping distance triples. During this time, whenever you take the Dash action, you can also make one melee weapon attack at any point during your movement.

You can make two attacks at 7th-level paragon and three attacks at 15th-level paragon.

You must complete a short or long rest to regain the use of *springing lynx*.

Strength of Giants

Prerequisite: Myth of the Hero

As a bonus action, you invoke the might of a giant. Until the end of your next turn, you gain the following benefits:

- Your Strength score increases by 4.
- You have advantage on Strength checks and saving throws.
- Your melee reach increases by 5 feet.
- You can make one additional attack on the next Attack action you take before the end of the wonder.

You must complete a short or long rest to regain the use of *strength of giants*.

Uncanny Deflection

Prerequisite: Proficiency in Acrobatics

You can use this wonder as a reaction when you take damage from a source you can see within 60 feet of you. Prevent an amount of the damage equal to $1d8 +$ your Dexterity modifier, and deal the amount of prevented damage to its source. The damage type is unchanged.

The amount of damage deflected increases to $3d8 +$ your Dexterity modifier at 7th-level paragon and to $5d8 +$ your Dexterity modifier at 15th-level paragon.

You must complete a long rest to regain the use of *uncanny deflection*.

Well-Timed Misdirection

You can use this wonder as a reaction when an enemy you can see attacks you. This reaction can be taken after you know the attack roll result but before damage is rolled. Make a Charisma (Deception) check. If the result is greater than the enemy's attack roll, the attack misses you or you can redirect the attack to a creature within 5 feet of you (the attack roll remains the same). *Well-timed misdirection* does not function against critical hits.

You must complete a short or long rest to regain the use of *well-timed misdirection*.

3RD-LEVEL WONDERS

Against the Cyclops

Prerequisite: 3rd-level paragon

You can use this wonder when you hit a creature you can see with a melee weapon attack. The target must succeed on a

Dexterity saving throw or be blinded until the end of your next turn. The target is instead permanently blinded if its CR is 2 lower than your paragon level or below. The creature recovers its sight with any effect that cures the blinded condition or if it regains hit points from regeneration.

Incorporeal creatures and creatures with more than two eyes are immune to *against the cyclops*.

You must complete a short or long rest to regain the use of *against the cyclops*.

Fade into the Mist

Prerequisite: Myth of the Trickster, 3rd-level paragon

You are a skirmisher and ambusher who is able to call up obscuring mists. You gain the following benefits:

- You can Hide as a bonus action.
- Once per short rest as an action, you can create a 15-foot radius cloud of mist, centered on you. The mist spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a moderate or stronger wind disperses it.

Flaming Spears

Prerequisite: Myth of the Hero, 3rd-level paragon

You call upon the power of a mighty entity—a god, a great spirit, or a star of fate—and your thrown weapons ignite with spiritual energy.

As an action, make two ranged attacks using thrown weapons. You can draw the weapons as part of this action, and you do not suffer disadvantage for attacking at long range. Each attack deals an additional $1d6$ fire or radiant damage.

The additional damage increases to $2d6$ at 7th-level paragon and to $3d6$ at 15th-level paragon.

You must complete a short or long rest to regain the use of *flaming spears*.

Force of Nature

Prerequisite: 3rd-level paragon

You can innately cast the spells *gust of wind* and *thunderwave* each once per long rest. Somatic components are not required.

Starting at 7th-level paragon, you cast these spells as 3rd-level spells, and at 15th-level paragon, you cast these spells as 4th-level spells.

Griffon's Might

Prerequisite: 3rd-level paragon

As a bonus action, you invoke the spirit of the griffon. For 1 minute, you have a flying speed equal to your walking speed, and your melee weapon attacks deal an additional $1d6$ damage.

You must complete a long rest to regain the use of *griffon's might*.

Hawkeye

Prerequisite: Proficiency in Perception, 3rd-level paragon

As a bonus action, your sight becomes supernaturally keen for 10 minutes. You gain the following benefits:

- You have advantage on Perception checks.
- You can see invisible creatures and objects.
- You can see normally through lightly-obscured and heavily-obscured areas, even those created by magic.
- Targets gain no benefit against you from having half cover or three-quarters cover.

You must complete a long rest to regain the use of *hawkeye*.

Howl of the Alpha Wolf [epic]

Prerequisite: Myth of the Sovereign, 3rd-level paragon

You give a great battle cry and close in on your target like the alpha of a wolfpack.

1st Round: As an action, you shout a battle cry. Each ally within 60 feet of you that can hear you can spend its reaction to move up to its speed. You move up to your speed and make a melee weapon attack (two attacks if you have Extra Attack). This attack has advantage if an ally is within 5 feet of the target.

2nd and 3rd Rounds: As an action, make a melee weapon attack (two attacks if you have Extra Attack). This attack has advantage if an ally is within 5 feet of the target. If you hit a Large or smaller creature, it must succeed on a Strength saving throw or fall prone. For the duration of the wonder, whenever the target stands up, it provokes opportunity attacks unless it disengages.

You must complete a long rest to regain the use of *howl of the alpha wolf*.

Lion's Roar

Prerequisite: Proficiency in Intimidation, 3rd-level paragon

As an action, you give a tremendous shout that invigorates allies and causes foes to jump back. You and all allies within 60 feet of you that can hear you can each make a saving throw against an ongoing effect that has a repeated saving throw at the end of one's turn.

Each enemy within 60 feet of you that can hear you must make a Wisdom saving throw. A creature that fails uses its reaction (if available) to move 10 feet away from you, which provokes opportunity attacks. Creatures immune to the frightened condition are unaffected.

You must complete a short or long rest to regain the use of *lion's roar*.

Madcap Tricks [epic]

Prerequisite: Myth of the Trickster, 3rd-level paragon

No one knows how you produce such peculiar tricks, and like any good magician, you never tell.

1st, 2nd, and 3rd Rounds: As an action, you produce a tiny object and throw it up to 30 feet. Roll 1d4:

1. **Bee Swarm:** Bees emerge from the object, buzzing and stinging in a 5-foot radius. Each creature in the area must succeed on a Dexterity saving throw or take

1d6 poison damage per two paragon levels you have (minimum 2d6) and suffer disadvantage on its next attack roll before the end of the wonder.

2. **Crackling Blast:** Searing, crackling embers burst from the object in a 5-foot radius. Each creature in the area takes 1d8 fire damage per two paragon levels you have (minimum 2d8), or half damage on a successful Dexterity saving throw.
3. **Shrieker:** The object erupts with a piercing shriek in a 5-foot radius. Each creature in the area must succeed on a Constitution saving throw or be deafened and stunned until the end of your next turn.
4. **Tanglefoot:** Sticky strands burst from the object in a 5-foot radius. Each creature in the area must succeed on a Dexterity saving throw or be restrained until the end of the wonder. As an action, a restrained creature can attempt to escape with a Strength (Athletics) or Dexterity (Acrobatics) check.

You must complete a long rest to regain the use of *madcap tricks*.

Muddle Conviction

Prerequisite: Myth of the Sovereign, 3rd-level paragon

As an action, choose one creature within 60 feet of you that can see and hear you. The target must make a Wisdom saving throw. On a failed save, it cannot take hostile actions against you or your allies for 1 minute, or if the target's CR is 1/3 your paragon level or lower, it changes its loyalty and becomes your ally for 1 hour. Either effect ends if you or an ally takes a hostile action against the target. Creatures immune to the charmed condition are unaffected.

You must complete a short or long rest to regain the use of *muddle conviction*.

Mythic Song [epic]

Prerequisite: Proficiency in Performance or a musical instrument, 3rd-level paragon

You sing or play a wondrous song that a legendary bard once composed. You cannot use this wonder on an undead or construct.

1st Round: As an action, you or one creature within 30 feet of you that can hear you regains 1d6 hit points per two paragon levels you have (minimum 2d6) + your Charisma modifier.

2nd Round: As an action, you or one creature within 30 feet of you that can hear you becomes greatly inspired. Within 1 hour, the target can reroll one ability check, saving throw, or attack roll.

3rd Round: As an action, you innately cast the spell *heroism* or *lesser restoration*, at a range of 30 feet. The somatic and verbal components are your singing or playing of the song.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *mythic song*.

Owl of Night's Lament [epic]

Prerequisite: Myth of the Trickster, 3rd-level paragon

You invoke the spirit of a ghost owl that haunts those who are doomed to a tragic fate.

1st Round: As a bonus action, you enter a ghostly state. For the duration of the wonder, when you are in dim light or darkness, you are invisible (along with objects you are wearing or carrying). In addition, your movements make no sound unless you choose so, and you have blindsight out to 30 feet.

2nd Round: As a bonus action, you can call out to one creature within 30 feet of you that can hear you. The target must make a Wisdom saving throw. On a failed save, you command the target: drop what it is holding, run away as far as possible, or fall prone. On its next turn, it performs the command and does nothing else. If your command is directly harmful to the target, it instead does nothing on its turn.

3rd Round: As a bonus action, you can fly up to your walking speed.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *owl of night's lament*.

Philosopher's Salvo

Prerequisite: Proficiency in Religion, 3rd-level paragon

As an action, you issue profound philosophical or religious declarations. Choose any number of creatures within 30 feet of you that can hear you. Each target must make a Wisdom saving throw. On a failed save, a target cannot take actions on its next turn, or if the target's CR is 1/3 your paragon level or lower, it loses the will to fight for 24 hours. It cannot take hostile actions during this time, though if it is subjected to a hostile action, its will to fight returns.

If a target has an alignment opposed to yours on one axis or more, it also takes 1d8 psychic damage per two paragon levels you have on a failed save. Opposed alignments are: good/evil, law/chaos, true neutral/fully non-neutral.

Creatures with no alignment (unaligned) are unaffected by *philosopher's salvo*.

You must complete a long rest to regain the use of *philosopher's salvo*.

Royal Guardian

Prerequisite: Myth of the Sovereign, 3rd-level paragon

You can innately cast the spells *shield of faith* and *branding smite* each once per long rest. Somatic components are not required. The range of this casting of *branding smite* is you or your companion within 60 feet of you.

Starting at 7th-level paragon, you cast these spells as 3rd-level spells, and at 15th-level paragon, you cast them as 4th-level spells.

Through the Flames [epic]

Prerequisite: Myth of the Hero, 3rd-level paragon

You endure the most dire of ordeals, contending with fate as you withstand punishment that would annihilate most mortals.

1st Round: As a bonus action, you regain 1d6 hit points per two paragon levels you have (minimum 2d6), and you reduce your exhaustion by 1 level.

2nd Round: As a bonus action, you regain the use of Hand of Fate.

3rd Round: As a bonus action, you gain resistance to all damage until the start of your next turn.

You must complete a long rest to regain the use of *through the flames*.

Tread the Path of Blades [epic]

Prerequisite: 3rd-level paragon

You have passed the threshold into the realm of peril, and you flit through gauntlets that would slash others to ribbons. You can use the bonus actions of this wonder even if you are incapacitated, as long as you are conscious.

1st Round: As a bonus action, you enter a state of preternatural agility. For the duration of the wonder, you are immune to the grappled, paralyzed, restrained, and stunned conditions. Furthermore, your movement does not provoke opportunity attacks, and you cannot inadvertently trigger traps or environmental hazards.

2nd and 3rd Rounds: As a bonus action, move up to your speed. The next time an attack would hit you before the start of your next turn, make a Dexterity (Acrobatics) check, and you can use the result in place of your AC.

You must complete a long rest to regain the use of *tread the path of blades*.

Vanguard [epic]

Prerequisite: Myth of the Hero, 3rd-level paragon

You are the vanguard, the brave, the hero who stares down terrors that others hesitate to face.

1st Round: As an action, move up to your speed and make a melee weapon attack (two attacks if you have Extra Attack). Whether you hit or miss, the target has disadvantage on attack rolls against creatures other than you for the duration of the wonder.

2nd Round: As an action, make a melee weapon attack (two attacks if you have Extra Attack). The next time the target takes a hostile action against you before the end of the wonder, you can make a melee weapon attack against it as a reaction.

3rd Round: As an action, make a melee weapon attack (two attacks if you have Extra Attack). On a hit, the target must make a Constitution saving throw. On a failed save, it deals the minimum amount on all damage rolls until the start of your next turn.

You must complete a long rest to regain the use of *vanguard*.

FIGHTER

Gladiator

You have been a contender in some of the world's deadliest competitions. Perhaps you were a prisoner forced to fight for your life in brutal pits, or maybe you were a warrior-athlete who thrilled in bloodsport at a grand coliseum. Now you are becoming more than a pit fighter. You are a honed combat expert whose ferocity strikes fear into the hearts of your foes, and any battlefield or dungeon is your arena. You are a true champion, a legend in the making.

Gladiator's Prowess

Your techniques are growing remarkably by the time you reach 3rd level. You have 4 prowess points, which you can spend on Dominate, Strike Fear, and other features. You regain all prowess points when you finish a short or long rest.

At each level in which you gain a new gladiator feature, your total number of prowess points increases by one: 5 points at 7th level, 6 points at 10th level, 7 points at 15th level, and 8 points at 18th level.

Dominate: As a bonus action, you can spend 1 prowess point to make a grapple or shove attempt.

Strike Fear: As a bonus action, you can spend 1 prowess point to target a creature you can see within 5 feet of you. Make a Charisma (Intimidation) check contested by the target's Charisma (Intimidation) check or Wisdom saving throw. If you win the contest, the target becomes frightened of you until the end of your next turn.

Exotic Weapon Style

When you choose this archetype at 3rd level, you hone a unique fighting ability due to your training in rare and advanced forms of combat. Choose one of the following options.

Chainflinger

You become proficient with the spiked chain^{EEE}.

When you hit a target with the spiked chain, you can spend 1 prowess point to attempt a pull, as long as the target is no more than one size category larger than you. When you do so, make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If you win the contest, you knock the target prone and pull it up to 5 feet closer to you.

Cyclone

Once per short rest when you take the Attack action with a melee weapon, one of the attacks strikes at all creatures within your reach. Make a separate attack roll for each creature.

You can make additional cyclone attacks at a cost of 1 prowess point each, though no more than one per turn.



Net Fighter

Once per short rest as a bonus action, you can draw a net and make an attack with it. On this attack, you do not suffer disadvantage for being within 5 feet of an enemy or being at long range.

You can make additional such net attacks at a cost of 1 prowess point each.

Raptor

With the precision of a bird of prey, you strike opponents in the most vulnerable areas, such as gaps in armor or soft tissue. When you make a melee attack with any weapon that deals piercing or slashing damage, you can treat the weapon as having a 1d8 damage die. This benefit does not apply to reach weapons nor improvised weapons.

When you make a melee attack with a weapon that deals piercing or slashing damage and does not have the heavy property, you can spend 1 prowess point to designate the attack as a raptor strike. The target uses its Dexterity score in place of its AC to determine if the attack hits or misses. You can use this option after making the attack roll, but before a hit or miss is finalized.

Aleksandar Kostic

Render

You become proficient with the arblade^{EEE}.

When you hit a creature with the arblade, you can spend 1 prowess point to rend the target. You deal an additional 1d6 damage and make a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) check or Dexterity saving throw. If you win the contest, the target has disadvantage on the next attack roll it makes before the start of your next turn.

Exotic Armor Style

At 7th level, your unique fighting style expands to include a unique form of armor. Choose one of the following options.

Crested Champion

Your fearsomeness grows to greater proportions, which you express through a special crested helmet. Its crest is a creature or icon that strikes awe, and the face portion of the helm might also have a fierce aspect.

You gain proficiency in the Intimidation skill, or if you already have this proficiency, you gain expertise in it.

When you are wearing your crested helm and you successfully frighten a creature with Strike Fear, you can also make a melee weapon attack against that creature.

Scaled Guardian

You modify your armor with special scales made from exotic materials. While you are wearing your modified armor, any critical hit against you becomes a normal hit.

Whenever a creature you can see attacks you, you can spend 1 prowess point as a reaction to impose disadvantage on the attack roll. You must be wearing your modified armor.

Spiker

You modify your armor with specially-made spikes. Whenever you successfully grapple or shove a creature, or a creature successfully grapples or shoves you, you can deal 1d6 piercing damage to it. You must be wearing your modified armor.

You can spend 1 prowess point as a bonus action to enter a stance that lasts until the start of your next turn or until you are incapacitated. During this time, whenever a creature within 5 feet of you makes a melee attack against you, or you hit a creature within 5 feet of you with a melee attack, you deal 1d6 piercing damage to it. You must be wearing your modified armor.

Towering Defender

You become proficient with the tower shield^{EEE}.

You can spend 1 prowess point as a bonus action to enter a stance that lasts until the start of your next turn or until you are incapacitated. When you enter the stance, declare which direction you are facing. During this time, the tower shield provides you three-quarters cover against attacks and effects originating from in front of you. This cover extends to any ally of your size or smaller that is directly behind you.

Crowned in Blood

By 10th level, you have become the king of many arenas, and your crown is forged in the blood of your foes. When you score a critical hit against an enemy or reduce an enemy to 0 hit points, you can regain 2 prowess points. After using this feature, you must complete a long rest to regain it.

Bow Before the Victor

Upon attaining 15th level, the force of your presence has heightened to epic proportions. You gain the following benefits:

- You deal an additional 1d8 damage with melee weapon attacks against prone creatures.
- Any creature that is frightened of you cannot willingly look at you and therefore cannot see you (it is effectively blind to you).

Legendary Warrior

Your greatness reaches a legendary state at 18th level, and mastery radiates from everything you do. When you roll a natural 18 or 19 on an ability check, saving throw, or attack roll, treat the roll as a natural 20.

Scars

d10	Scar
1	A stab scar on each of your cheeks
2	Burn scars from boiling oil that ran down your forehead
3	Branching lightning scars across your torso and one arm
4	A strange-shaped blotch left from a necrotic spell
5	Pockmarks from a disease you contracted in a tropical land
6	Dozens of bite marks along one side of your body
7	Melted-looking skin from an acid attack across part of your face
8	Puncture scars from being slammed against a spiked pillar
9	Twisted blue veins after surviving an exotic venom
10	Severe branding you received as a fighting slave



SPELLS

BARD SPELLS

Cantrips (0 Level)

Delver's Spryness (transmutation)
Mirth and Melancholy (enchantment)
Mouth of the Muse (enchantment)

2nd Level

Arcanaklepsia (enchantment)
Damping (abjuration)
Howl from the Netherworld (necromancy)
Sands of Time (divination)

3rd Level

Imbue Armament (transmutation)
Veiling Strike (illusion)
Whipping Tresses (transmutation)

4th Level

Confound (illusion)

5th Level

Cloak of Nevermore (illusion)
Phantasmagoria (illusion)

6th Level

Esper's Amethyst Obelisk (conjuration)

8th Level

Power Word Bind (abjuration)
Yoni's Mystifying Labyrinth (conjuration)

9th Level

Spell Storm (evocation)

CLERIC SPELLS

Cantrips (0 Level)

Blade of Death (necromancy)
Orison of Protection (abjuration)

1st Level

Mystic Shield (abjuration)

2nd Level

Damping (abjuration)
Fervor (enchantment)
Sands of Time (divination)
Shackle to the Earth (transmutation)

3rd Level

Fortify Object (abjuration)
Imbue Armament (transmutation)
Rune of Binding (abjuration)

4th Level

Celestial Form (transmutation)
Chaos Rift (evocation)
Deific Visage (evocation)
Edict of Law (abjuration)
Opalescent Nimbus (abjuration)
Tendrils of Corruption (necromancy)

5th Level

Hallowed Rebuke (enchantment)

6th Level

Dust to Dust (necromancy)

9th Level

Heavenly Host (conjuration)
Spell Storm (evocation)

DRUID SPELLS

Cantrips (0 Level)

Brumal Pall (evocation)
Delver's Spryness (transmutation)
Water Lash (conjuration)
Windblast (evocation)

1st Level

Command Stone (transmutation)
Geyser (evocation)
Warding Wave (conjuration)

2nd Level

Cloud of Wasps (conjuration)
Fervor (enchantment)
Grasp of Stone (transmutation)
Shackle to the Earth (transmutation)
Stone Gag (conjuration)

3rd Level

Fortify Object (abjuration)
Fungal Bloom (conjuration)
Imbue Armament (transmutation)
Rune of Binding (abjuration)
Snake Tongue (transmutation)
Timbercall (conjuration)
Tree Sentinel (transmutation)
Whipping Tresses (transmutation)

4th Level

Invoke the Wilds (transmutation)
Reduce to Rust (transmutation)

5th Level

Lignify (transmutation)
Water Shell (transmutation)

7th Level

Force of the Woodlands (conjuration)

9th Level

Spell Storm (evocation)

PALADIN SPELLS

1st Level

Divine Alacrity (divination)
Mask of the Avatar (illusion)

2nd Level

Beknight (transmutation)
Fervor (enchantment)

3rd Level

Stormwarden Smite (evocation)

4th Level

Celestial Form (transmutation)
Deific Visage (evocation)
Edict of Law (abjuration)

5th Level

Hallowed Rebuke (enchantment)

RANGER SPELLS

1st Level

Command Stone (transmutation)
Geyser (evocation)
Warding Wave (conjuration)

2nd Level

Cloud of Wasps (conjuration)
Fervor (enchantment)
Shackle to the Earth (transmutation)

3rd Level

Fell Hunter (transmutation)
Tree Sentinel (transmutation)

4th Level

Invoke the Wilds (transmutation)

5th Level

Water Shell (transmutation)

SORCERER SPELLS

Cantrips (0 Level)

Brumal Pall (evocation)
Delver's Spryness (transmutation)
Psychic Snare (enchantment)
Storm Bolt (evocation)
Water Lash (conjunction)
Windblast (evocation)

1st Level

Acid Puddle (conjunction)
Command Stone (transmutation)
Convoke Skeleton (necromancy)
Ebon Smoke (necromancy)
Geyser (evocation)
Mystic Shield (abjuration)
Warding Wave (conjunction)

2nd Level

Arcanaclepsia (enchantment)
Cloak of Chaos (transmutation)
Damping (abjuration)
Grasp of Stone (transmutation)
Howl from the Netherworld (necromancy)
Sands of Time (divination)
Shackle to the Earth (transmutation)

3rd Level

Aura of Corrosion (transmutation)
Imbue Armament (transmutation)
Ray of Dissolution (evocation)
Veiling Strike (illusion)
Whipping Tresses (transmutation)

4th Level

Chaos Rift (evocation)
Confound (illusion)

5th Level

Cloak of Nevermore (illusion)
Water Shell (transmutation)

6th Level

Starfall (conjunction)

7th Level

Path of Solitude (abjuration)

8th Level

Adamantine Form (abjuration)
Power Word Bind (abjuration)
Shadow Lord (conjunction)

9th Level

Exile to Oblivion (abjuration)
Spell Storm (evocation)

WARLOCK SPELLS

Cantrips (0 Level)

Gleaming Arrow (evocation)
Infernal Trident (conjunction)
Shadowgaze (divination)

1st Level

Convoke Skeleton (necromancy)
Doomful Duress (enchantment)
Ebon Smoke (necromancy)

2nd Level

Grasp of Stone (transmutation)
Howl from the Netherworld (necromancy)
Noxious Mist (conjunction)
Optovoa (necromancy)
Sands of Time (divination)
Shackle to the Earth (transmutation)
Transmogrify (transmutation)

3rd Level

Aura of Corrosion (transmutation)
Ray of Dissolution (evocation)
Rune of Binding (abjuration)
Snake Tongue (transmutation)

4th Level

Tendrils of Corruption (necromancy)

5th Level

Thanatopsis (necromancy)

7th Level

Path of Solitude (abjuration)

8th Level

Power Word Bind (abjuration)
Shadow Lord (conjunction)

9th Level

Exile to Oblivion (abjuration)

WIZARD SPELLS

Cantrips (0 Level)

Brumal Pall (evocation)
Delver's Spryness (transmutation)
Psychic Snare (enchantment)
Storm Bolt (evocation)
Voltaic Strike (evocation)
Water Lash (conjunction)
Windblast (evocation)

1st Level

Acid Puddle (conjunction)
Command Stone (transmutation)
Convoke Skeleton (necromancy)
Ebon Smoke (necromancy)
Geyser (evocation)
Mystic Shield (abjuration)
Warding Wave (conjunction)

2nd Level

Arcanaclepsia (enchantment)
Damping (abjuration)
Elektrophorus (evocation)
Grasp of Stone (transmutation)
Howl from the Netherworld (necromancy)
Optovoa (necromancy)
Sands of Time (divination)
Shackle to the Earth (transmutation)
Stone Gag (conjunction)

3rd Level

Ashes of the Fallen (divination)
Aura of Corrosion (transmutation)
Fortify Object (abjuration)
Imbue Armament (transmutation)
Ray of Dissolution (evocation)
Rune of Binding (abjuration)
Veiling Strike (illusion)

4th Level

Confound (illusion)
Opalescent Nimbus (abjuration)

5th Level

Cloak of Nevermore (illusion)
Phantasmagoria (illusion)
Thanatopsis (necromancy)
Water Shell (transmutation)

6th Level

Esper's Amethyst Obelisk (conjunction)
Starfall (conjunction)

7th Level

Path of Solitude (abjuration)

8th Level

Adamantine Form (abjuration)
Power Word Bind (abjuration)
Shadow Lord (conjunction)
Yoni's Mystifying Labyrinth (conjunction)

9th Level

Exile to Oblivion (abjuration)
Spell Storm (evocation)

SPELL DESCRIPTIONS

Acid Puddle

1st-level conjuration (sorcerer, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of acid)

Duration: Concentration, up to 10 minutes

You create a puddle of acidic slime on the ground that you can see within range. Until the spell ends, the puddle fills a 5-foot-radius surface area. The liquid is transparent and easily mistaken for a shallow water puddle. A creature can spend an action to make an Intelligence (Investigation) or Wisdom (Perception) check against your spell save DC to determine that the puddle is actually acid.

When a creature enters the puddle's space for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. It takes 2d6 acid damage on a failure, or half damage on a success. A nonmagical, organic object in the puddle takes the damage at the start of each of your following turns.

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

Adamantine Form

8th-level abjuration (sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of adamantite worth at least 200 gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

This spell transforms the skin of a willing creature into a dark, lustrous metal. For the spell's duration, the target has resistance to all damage except psychic, damage from adamantite weapons, and damage from artifacts.

Alter Speech

2nd-level enchantment (ritual) (wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tongue)

Duration: 1 hour

You attempt to alter the speech of a creature you can see within range, such that it speaks in a different language for the duration of the spell or until you end the spell early with a bonus action. If the target is unwilling, it can make an Intelligence saving throw to negate the effect. You designate one language that you have personally heard, and whenever the affected creature speaks, its words come out only in that language. The creature gains no ability to understand its own speech if the language is not familiar to it. *Alter speech* does not prevent the creature from formulating thoughts.

It feels as though it is expressing itself, but the sounds produced are in the language you designated, translated in a way that carries the spirit of what the creature said (as opposed to a literal translation). *Alter speech* also does not interfere with the creature's use of verbal spell components.

Arcanaklepsia

2nd-level enchantment (bard, sorcerer, wizard)

Casting Time: 1 reaction, which you take after seeing another creature cast a spell

Range: 60 feet

Components: V, S

Duration: 1 minute

Just after the target creature has completed its spell and applied the effects, you strike out mentally, attempting to thieve its magical ability for a time. The target must make a Wisdom saving throw. On a failed save, you gain the ability to cast the spell for 1 minute, and the target loses the ability to cast the spell during this time. You treat the spell as known or prepared by you, and you must spend spell slots as normal to cast it. If the spell is not on your class's spell list, you must succeed on a spellcasting ability check (DC = 10 + spell level) when you cast it, otherwise the spell fails and your spell slot is wasted.

If the target succeeds on its saving throw, it takes 1d8 psychic damage and suffers no other effect.

Ashes of the Fallen

3rd-level divination (ritual) (wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a smoky quartz worth at least 50 gp)

Duration: 1 minute

You target the ashes of a creature or object that was consumed by fire. For the spell's duration, you receive a vision that reveals how the target was ignited and any important happenings in the immediate vicinity while the target was burning. The vision allows you to see and hear as though an observer of this past event. In addition, you can glean one insight about the incinerated target, such as an immolated creature's final thoughts, important lines from a destroyed document, a secret compartment in the ruins of a burned house, or a thief's activity near the hearth of an inn. If you or another creature again casts *ashes of the fallen* on the same target, the vision and insight are the same as before.

If you are connected to the burning of the target (directly or indirectly), *ashes of the fallen* deals 5d6 fire damage to you, which cannot be prevented in any way. This wound leaves an ashen-colored scar on a random part of your body.

Aura of Corrosion

3rd-level transmutation (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of acid)

Duration: Concentration, up to 1 minute

You instill a willing creature with an aura that deteriorates foes' armaments. For the spell's duration, whenever a creature hits the target with a weapon, the weapon is corroded. It suffers a -1 penalty to damage rolls, breaking if it reaches -5. Whenever the target hits a creature with a melee attack, a shield or armor that creature is using takes a -1 penalty to AC, breaking if it reaches the point of no longer providing a bonus to AC. Magic items, natural weapons, and natural armor are not affected by this corrosion.

Beknight

2nd-level transmutation (paladin)

Casting Time: 1 hour

Range: 5 feet

Components: V, S, M (100 gp worth of sanctified incense, which you burn, and a sword)

Duration: Instantaneous

You perform a sacred ceremony that confers a magical blessing upon the beknighted. The target must be a person who has no levels of paladin and who has proven himself to you by upholding the tenets of your sacred oath. At the culmination of the spell, you touch the blade of your sword to the kneeling target and impart the following benefits.

- If the target is an NPC, one of their hit dice converts to 1st-level paladin. For example, if the target is a human guard, one of their d8s becomes a d10, and they gain 1st-level paladin features. In addition, one of the NPC's ability scores increases by 2, to a maximum score of 15.
- If the target is a player character, one of their class levels converts to 1st-level paladin. They lose all features and the hit die of the removed class level and gain those of the added level of paladin.
- After being knighted with this sacred ceremony, the target gains inspiration, and their next initiative check cannot be lower than 20.

Blade of Death

Necromancy cantrip (cleric)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A spectral blade flies through the air, as though cast from an angel of death. Make a ranged spell attack. On a hit, the target takes 1d8 necrotic damage, and if you did not score a critical hit, the next time you hit the target with *blade of death* before the end of your next turn, it is a critical hit.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Brumal Pall

Evocation cantrip (druid, sorcerer, wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You evoke a 5-foot-radius of bitter chill, centered on a point you can see within range. Each creature in the spell's area must succeed on a Constitution saving throw or take 1d8 cold damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Celestial Form

4th-level transmutation (cleric, paladin)

Casting Time: 1 action

Range: self

Components: V, S, M (a holy symbol)

Duration: 1 minute

A glow radiates from you as you take on a more heavenly appearance. When you cast this spell, each creature of your choice within 10 feet of you takes 6d6 radiant damage, or half damage on a successful Constitution saving throw. For the duration of the spell, you have a flying speed equal to your walking speed and resistance to radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Chaos Rift

4th-level evocation (cleric, sorcerer)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash a vortex of hissing, writhing energies. Each creature in a 20-foot-radius centered on a point you can see within range must make a Constitution saving throw. On a failed save, a creature takes 4d6 plus 1d8 damage. The result of the 1d8 roll determines the damage type and an additional effect. A creature repeats the saving throw at the end of each of its turns, ending the additional effect on itself on a success. If a creature's initial saving throw succeeds, it takes half damage and does not suffer the additional effect.

1. **Acid.** Until the spell ends, the creature suffers a -2 penalty to AC.
2. **Cold.** Until the spell ends, the creature's speed is halved, and it has disadvantage on Dexterity saving throws.
3. **Fire.** Until the spell ends, the creature takes 1d6 fire damage at the start of each of its turns.
4. **Force.** Until the spell ends, the creature's maximum range for any attack, spell, or other effect is 20 feet.

5. **Lightning.** Until the spell ends, whenever the creature deals damage, it takes 1d8 lightning damage.
6. **Poison.** Until the spell ends, the creature is poisoned.
7. **Psychic.** Until the spell ends, the creature is incapacitated. The creature can also repeat the saving throw any time it takes damage.
8. **Thunder.** The creature has vulnerability to the next instance of damage it takes before the spell ends.

Lawful creatures have disadvantage on saving throws against *chaos rift*, while chaotic creatures have advantage. If you are lawful, you too are subjected to *chaos rift* when you cast it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Cloak of Chaos

2nd-level transmutation (sorcerer)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You cloak yourself in raw chaos magic. Until the spell ends, whenever a creature hits you with a melee attack while within 5 feet of you or touches you, it takes 1d6 damage. When you cast *cloak of chaos*, roll 1d8 to determine the damage type and an additional effect.

1. **Acid.** Whenever a creature hits you with a weapon, you can use your reaction to give the weapon a cumulative -1 penalty to damage rolls. The weapon breaks if this penalty reaches -5. A magic weapon or natural weapon is unaffected, otherwise the effect is permanent until the weapon is repaired.
2. **Cold.** A layer of elemental ice protects you, providing you resistance to cold and fire damage.
3. **Fire.** Smoke and heat waves swirl about you. Whenever a creature you can see attacks you, you can use your reaction to impose disadvantage on the attack roll. This effect does not function if the creature has a sense such as blindsight, tremorsense, or truesight.
4. **Force.** Whenever you are hit by a melee attack, you can use your reaction to gain a +2 bonus to AC against that attack. If this causes the attack to miss, the attacker is still subjected to the 1d6 damage.
5. **Lightning.** Storm energy galvanizes you, allowing you to Dash as a bonus action and jump triple your normal jumping distance.
6. **Poison.** You have resistance to poison damage, or if you already have resistance, you instead are immune to poison.

7. **Psychic.** You have blindsight and telepathy out to 60 feet.

8. **Thunder.** When you cast the spell and as action on each of your turns, you can teleport up to 20 feet to an unoccupied space you can see. When you teleport, each creature within 5 feet of the space you leave must succeed on a Constitution saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Cloak of Nevermore

5th-level illusion (bard, sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a raven feather)

Duration: Concentration, up to 1 hour

You touch a willing creature, who becomes cloaked in powerful illusion magic capable of deceiving senses as well as magical means of detection. For the spell's duration, the target and anything it is wearing or carrying becomes invisible. The target leaves behind no footprints or fingerprints, and it cannot be detected by any other sense—hearing, smell, tremorsense, blindsight, and the like, though a creature with truesight can perceive the target. Furthermore, the target cannot be targeted nor detected by divination magic unless that magic comes from a spell of a higher spell level than *cloak of nevermore*. If the target takes a hostile action or casts a spell, *cloak of nevermore* ends at the end of the target's next turn.

Cloud of Wasps

2nd-level conjuration (druid, ranger)

Casting Time: 1 action

Range: Self

Components: V, S, M (a wasp or other flying, stinging insect)

Duration: Concentration, up to 1 minute

A swarm of wasps encircles you, extending out to 10 feet in all directions and moving with you. The wasps provide you half cover against ranged attacks, and whenever an enemy enters this area for the first time on a turn or starts its turn there, it takes 2d6 poison damage, or half damage on a successful Constitution saving throw.

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.

Command Stone

1st-level transmutation (druid, ranger, sorcerer, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of marble or slate)

Duration: Instantaneous

A RASPING SCREECH SPLITS THE ATMOSPHERE
AND SENDS A PULSE OF PANIC THROUGH YOU.
A SCREAM ESCAPES YOUR LIPS, AND THE FORM
OF A GARGANTUAN WINGED BEAST APPEARS,
DESCENDING FROM OVERHEAD. ITS BODY IS AS SOME
PRIMEVAL BEAR-TITAN, AND ITS HEAD IS THAT OF A
MONSTROUS OWL WITH MASSIVE EAR TUFTS.

FEATHERS AND FUR, CLAWS AND CUNNING,
A CREATURE OF FLESH AND OF THE ARCANES,
HUNTING, SWOOPING, PREYING,
SCREECHING WITH URGES BEYOND BESTIAL HUNGER.

OWLBEAR DREADNOUGHT

Frightful Hunting Beast of Epic Proportions. Also called the rocbear by some, the owlbear dreadnought is a colossal predator that hunts everything from humans to horses, elks to elephants. It is a rare mythical beast that lairs in far-flung wilds where plentiful animals live. Due to its immense size, it can eat staggering amounts of prey, though it also spends great stretches of time resting. Owlbear dreadnoughts sleep for longer and longer periods as they age, with older ones slumbering multiple months at a time. These prodigious monstrosities are feared not only for their size but also for their bloodcurdling screeches. Just as the owlbear's claws rend flesh from bone, its cries tear courage to shreds. It smells fear with pinpoint accuracy, and its hearing is keen enough to perceive even the slightest rustle from hundreds of feet away.

The Giant Feather in the Case. Yes, in fact that feather is real. It is not a mere bird feather enlarged with magic. Magic was used to clean it, though, for it was caked in mud. I was too, for that matter.

My expedition party and I were trekking through the ruins of Gildas when we found two of those feathers. Naturally, we wondered what sort of giant bird they had come from. Nearing sunset, we heard a terrible sound that stopped us in our tracks. It was a great rasp, hair-rising and vast. The thing came swooping from a high ridge. It had the head and wings of a raptor and the body of a bear. Its proportions were utterly unbelievable. A single one of its paws was the size of a grown man.

We broke into a terrified sprint and dove into a bog to escape the winged behemoth. It carried away our horses, poor things. We did not leave that noisome muck until long after it was gone. A wizard companion of mine cast a spell that created a small shelter for us to take refuge in till morning, and his prestidigitations rid us of that stinking mud. Our expedition ended there, and we thanked the Divine upon our safe return. That was the farthest away from civilization I have ever ventured, and never will I do so again.

—Catelyn Weirman,
Antiquarian of the Grennedoa Forum

SPELLWARPED OWLBEAR

Predators with Unstable Magical Blood. Owls and bears are both apex predators in their own realms, so a combination of the two was bound to produce a beast of consummate killing prowess. Or was it? As with many ideas, the concept and the reality are quite different. The wizard who created the first owlbears was Ygar Xygap. Or was it Velluvia the Spindly? Or perhaps Thelquasior the Lesser? Whoever it was, the infusion of arcane energy meant to provide the owlbears with supernatural capability ended up causing a slew of unpredictable effects. Wild animals and wild magic ... who dares try to tame such forces?

Only the owlbears themselves know who their true creator was and why their genesis was such a mishap. If one listens as an owlbear snarls and screeches, it also strains to speak in the common tongue. The words are mispronounced, the grammar is awful, but the effort to express is there. Only a rare few individuals have beheld the truth of this chopped speech.

Trial of Identity. If one manages to survive an owlbear attack, to somehow calm the savage beast and find a way to communicate with it, the wild thing reveals a great truth. Under their uncontrollable ferocity and arcane surges, owlbears are tormented by a lack of purpose and direction. They are outcast by both animals and mortals. Their minds are too crude to reach full sapience, yet complex enough to possess a certain level of awareness. Their suffering drives them, as it does with people, yet they know not why they suffer nor what to do about it.

A person of sufficient resolve and skill can converse with the owlbear. He who leads an owlbear through this incredible moment witnesses a breakthrough. The owlbear discovers its capability to speak. Though unrefined in its communication, the owlbear finds the direction it seeks. It then tells the secret of its kind's creation and takes on the alignment of the person who led it to this transformation.



Spellwarped Owlbear

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	4 (-3)	14 (+2)	9 (-1)

Skills Perception +5

Damage Resistances thunder

Senses darkvision 120 ft., passive Perception 15

Languages Hoots, screeches, roars, and here or there a pained attempt at malformed words in Common

Challenge 5 (1,800 XP)

Acute Senses. As a bonus action, the owlbear can make a Wisdom (Perception) check.

Eldritch Reactions. Whenever the owlbear takes damage for the first time in a round, unstable arcane energy surges from within it. Roll 1d8 to determine the effect:

1. Exploding Eyes: The owlbear's eyes swell until they burst. It takes 7 (2d6) damage and is blinded until the end of its next turn, at which point its eyes magically regrow.

2. Scattering Feathers: Feathers burst from the owlbear. Until the end of its next turn, it cannot fly, but attack rolls made against it have disadvantage.

3. Violent Spasm: The owlbear takes 7 (2d6) damage, and it can use its reaction to make a beak attack.

4. Mad Rage: Until the end of the owlbear's next turn, it has advantage on all melee attack rolls, and all attack rolls made against it have advantage.

5. Extending Limbs: The owlbear's body contorts and stretches. Until the end of its next turn, its melee reach increases by 5 feet, it can Dash as a bonus action, and it does not provoke opportunity attacks when it moves out of an enemy's reach.

6. Awful Gas: A powerful stench emanates from the owlbear. Creatures within 10 feet of it must make a DC 15 Constitution saving throw. On a failed save, a creature is incapacitated until the end of its next turn. Owlbears and creatures immune to poison are unaffected.

7. Elemental Pellet: The owlbear coughs up an owl pellet, which emits colored smoke and crackles. From this emerges a mephit (kind determined randomly) in the nearest unoccupied space. The mephit rolls initiative and is an ally of the owlbear. It disappears after 1 hour or if it dies.

8. Erupting Screech: The owlbear ends all of the following conditions affecting it: charmed, frightened, incapacitated, paralyzed, prone, restrained, stunned, unconscious. Shattering Screech recharges, and the owlbear uses it immediately (no action required).

-ACTIONS-

Multiattack. The owlbear attacks with its claws and its beak.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage. The target is grappled if it is a Large or smaller creature and the owlbear does not have another creature grappled. The owlbear has advantage on beak attacks against the creature it is grappling.

Shattering Screech (Recharge 5–6). The owlbear lets out a screech in a 30-foot cone. Each creature in this area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 21 (6d6) thunder damage, and one potion it is carrying is destroyed (determined randomly). On a successful save, a creature takes half the amount of damage and suffers no other effect. Potions stored inside a *bag of holding* or extradimensional space are unaffected. The GM may decide that other glass objects, both carried and unattended, are similarly affected.

OC



BEAUTIFUL VIOLET TRESSES HANG FROM THE WILLOW.
THE TRUNK BEARS THE FACE OF A WIZENED WOMAN
WITH EYES THAT MUST HAVE SEEN THE TRIUMPHS
AND TRAGEDIES OF MANY LONG YEARS.

GRANDMOTHER WILLOW

Matron, Storyteller, Singer. A grandmother willow is a rare kind of elder treefolk or tree spirit that dwells near rivers, lakes, and marshes. She is a community-oriented figure, revered as a keeper of memories, teller of tales, and wielder of powerful magic. Though she shares bonds with many others, she also retreats to be alone at times and sing her sorrowful songs by the water's edge. Sorrow is a sibling of love, and as a mother's heart holds immense love for her children, she also must endure immense grief as her offspring suffer through the hardships of life.

The falling leaf was once a flower,
A golden child with endless hours.
His coat burns orange once the sun has spent,
On scarlet wings drifts the great descent.
So the mother watches her grown son stumble,
So the world sees the high king humbled.
Autumn's caress draws night over day,
A fleeting dream of summer's last ray.

—*Summer's Last Ray*

Grandmother Willow

Huge plant, neutral good

Armor Class 16 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	21 (+5)	13 (+1)	19 (+4)	14 (+2)

Saving Throws Str +10, Con +9, Wis +8, Cha +6

Skills Arcana +5, Animal Handling +8, History +5, Insight +8,
Nature +5, Persuasion +6, Religion +5

Damage Resistances cold; bludgeoning, piercing

Senses passive Perception 14

Languages Common, Druidic, Elvish, Sylvan

Challenge 10 (5,900 XP)

Grandmother's Stories. Creatures that listen to the treefolk's stories often recall forgotten memories. During a rest, any creature near the treefolk that can hear her gains advantage on Intelligence checks made to remember information or lore.

Rooted. The treefolk cannot be knocked prone or forced to move against her will as long as she is in contact with a solid surface.

Spellcasting. The treefolk is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She knows the following druid spells:

Cantrips (at will): *druidcraft, guidance, resistance, water lash*^{EE}

1st level (4 slots): *animal friendship, cure wounds, entangle*

2nd level (3 slots): *animal messenger, gust of wind, lesser restoration, shackle to the earth*^{EE}

3rd level (3 slots): *conjure animals, dispel magic, rune of binding*^{EE}

4th level (3 slots): *conjure woodland beings, ice storm*

5th level (2 slots): *commune with nature, mass cure wounds*

6th level (1 slot): *wall of thorns*

7th level (1 slot): *force of the woodlands*^{EE}

Violet Tresses. The treefolk and all allies within 5 feet of her have advantage on saving throws against spells and other magical effects.

-ACTIONS-

Multiattack. The treefolk makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 16 (3d6 + 6) magical bludgeoning damage.

Grief Comes to All (Recharge 6). The treefolk speaks magical words of lament. Each creature within 60 feet of her that can hear her must make a DC 16 Wisdom saving throw. On a failed save, a creature has disadvantage on attack rolls and its speed is reduced by 30 feet for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on itself on a success. After three failed saves, the target becomes charmed by the treefolk for 24 hours or until she or an ally of hers takes a hostile action toward the target. While charmed in this way, a creature cannot take any hostile actions.

GEMSTONE EYES GLARE FROM MULTIPLE STONE FACES HUDDLED TOGETHER IN AN OBLONG FLOATING FORM. THE COMPLEXITY OF THE CONSTRUCT IS STRIKING, AS IT HAS FACES ABOVE AND BELOW, ALL SHARING THE MOUTHS AND EYES.

TYCHISTIS

Superior Temple Guardians. In an ancient era before the advent of metalworking, tychistises were fashioned by highpriests and maji to guard the most sacred temples and precious vaults. The first tychistis was created by the hierophant Turomenem after he discovered his wife had betrayed him in a series of adulterous affairs with twenty soldiers. He placed her and her lovers each in their own cell, though left the doors open. Whenever they tried to escape, the many-faced construct slew them with doomful eye rays.

You have traveled far and delved deep, you say? Well, brave explorers, do you know what has twenty faces, two heads, no body, and eyes of every color? In the air, it floats, on the ground, it rolls or spins. Its gaze brings pain and destruction, and it is older than these palace walls that surround us.

—Akket, Queen of the Golden Palace



Tychistis

Large construct, neutral

Armor Class 20 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	19 (+4)	18 (+4)	17 (+3)

Saving Throws Int +9, Wis +9

Skills Perception +14

Damage Resistances bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine

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

Senses darkvision 120 ft., passive Perception 24

Languages understands the languages of its creator but cannot speak, telepathy 120 ft.

Challenge 14 (11,500 XP)

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

-ACTIONS-

Eye Rays. The tychistis shoots two of the following magical eye rays, choosing one or two targets it can see within 120 feet of it. The tychistis uses its eye rays in numerical order, cycling through the ten of them (except when using Spontaneous Ray). The target of an eye ray must make a DC 17 saving throw of the indicated kind. On a failed save, the target takes the indicated damage and suffers an ongoing effect that lasts for 1 minute. A creature suffering an ongoing effect from an eye ray repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's initial saving throw is successful, it takes half damage and suffers no other effect.

1. Caustic Glower (Constitution): 26 (4d12) acid damage and the target deals half damage with weapon attacks.

2. Frigid Countenance (Constitution): 26 (4d12) cold damage and the target is paralyzed.

3. Burning Gaze (Dexterity): 26 (4d12) fire damage and the target takes a further 13 (2d12) fire damage at the start of each of its turns.

4. Glaring Daggers (Dexterity): 26 (4d12) force damage and the target takes a further 13 (2d12) force damage whenever it takes an action, bonus action, or reaction.

5. Fearsome Visage (Wisdom): 26 (4d12) psychic damage and the target is frightened. While frightened, the creature cannot willingly look at the tychistis.

6. Death Stare (Wisdom): 26 (4d12) necrotic damage, the target cannot regain hit points, and it dies if its hit points reach 0.

7. Toxic Scowl (Constitution): 26 (4d12) poison damage and the target is poisoned.

8. Stormy Grimace (Constitution): 26 (4d12) lightning damage and the target is stunned.

9. Beaming Face (Constitution): 26 (4d12) radiant damage and the target is blinded.

10. Vehement Cast (Constitution): 26 (4d12) thunder damage and the target has vulnerability to all damage.

-REACTIONS-

Spontaneous Ray. When a creature within 120 feet of the tychistis hits it with an attack or damages it, the tychistis uses a random eye ray against that creature.

THE MASSIVE CREATURE IS COMPOSED OF ROOTS, VINES, AND PUMPKINS, EACH OF WHICH BEARS A TERRIFYING VISAGE. IT PULLS OFF ONE OF ITS HEADS, GATHERS STRENGTH FROM FOOT TO CLAW, AND HEAVES. THE ORANGE SPHERE SOARS THROUGH THE AIR, MOUTH OPEN WIDE.

UGGBOBORA

Behold the Nightmarish Plant of Wrath and Sadness. The uggbobora originated when pumpkins were grown in a field where demonic rites had previously been performed. It slew the unsuspecting farm family and grew more its kind from their corpses.

Despite the rage that flows through an uggbobora, it also bears a never-ending melancholy. After slaying a target, its bloodlust subsides momentarily, and it weeps, knowing that its killer spirit will spread into the deceased's body. It may even shut its mouths and strike itself, as though cursing the demons whose corruption seeped into that original ground.



Uggbobora

Large plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	9 (-1)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +7, Wis +4

Skills Athletics +7, Intimidation +6, Nature +2, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common

Challenge 6 (2,300 XP)

Innate Spellcasting. The uggbobora's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

2/day each: *entangle*, *fear*

Many-Headed. The uggbobora has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Attackers gain no benefit from flanking it.

Until the Bitter End. When the uggbobora dies, it makes a bite or claw attack, or it uses Fling Pumpkin.

-ACTIONS-

Multiattack. The uggbobora makes two claw attacks and two bite attacks. It can use Fling Pumpkin or Implant Seeds in place of two of these attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone and pulled 10 feet closer to the uggbobora.

Fling Pumpkin (10/Day). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the uggbobora chooses one of the following:

Disarm: The target must succeed on a DC 15 Strength saving throw or drop one object of the uggbobora's choice that it is holding. A dropped item is inside the thrown pumpkin's mouth. A creature can attempt to retrieve the item from the pumpkin by making a DC 15 Strength (Athletics) check as an action.

Quiet: The target must succeed on a DC 15 Wisdom saving throw or be unable to speak or cast spells that require verbal components 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.

Implant Seeds. The uggbobora makes a Strength (Athletics) check contested by the Strength (Athletics) or Dexterity (Acrobatics) check of a creature within 5 feet of it. If the uggbobora succeeds in this contest, it forces seeds into the target's mouth. The seeds immediately take root inside the creature, and at the end of each long rest, the creature suffers a level of exhaustion that cannot be removed through nonmagical means. Any effect that cures disease eliminates the seeds from inside the creature. After 3d4 days, a young uggbobora bursts from the creature's body, destroying it. Celestials, constructs, elementals, oozes, and creatures without mouths are immune to Implant Seeds.



Blightning

Huge undead, neutral evil

Armor Class 16

Hit Points 95 (10d12 + 30)

Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	17 (+3)	6 (-2)	12 (+1)	5 (-3)

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

Damage Immunities lightning, poison, thunder

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

Senses darkvision 120 ft., passive Perception 11

Languages Auran, Common

Challenge 8 (3,900 XP)

Lightning Form. The blightning can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the blightning or hits it with a melee attack while within 5 feet takes 7 (2d6) lightning damage. Furthermore, the blightning can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 7 (2d6) lightning damage.

Death Burst. When the blightning dies, it explodes in a burst of negative energy. Each creature within 20 feet of it takes 17 (5d6) necrotic damage, or half damage on a successful DC 14 Constitution saving throw.

-ACTIONS-

Dark Bolt. The blightning releases a bolt of black lightning in a 60-foot line that is 5 feet wide. Each creature in this line must make a DC 14 Dexterity saving throw. A creature relying solely on darkvision to see the blightning has disadvantage on this saving throw. A creature takes 21 (6d6) lightning damage on a failed save, or half damage on a successful one. Additionally, on a failed save, a creature loses its flying speed and falls if it is flying. If it has hover, it lands safely. At the end of each of its turns, the creature can make a DC 14 Constitution saving throw, regaining its flying speed on a success.

Spew Blight Storm (Recharge 6). The blightning exhales an enervating cloud in a 60-foot cone. Each creature in this area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 28 (8d6) necrotic damage and suffers a level of exhaustion. On a successful save, a creature takes half damage and suffers no exhaustion.

UNDEAD ELEMENTALS

Life always finds a way. So does undeath. It seems inevitable that elementals were to join the ranks of the undead, and indeed, if you delve deep enough into tomes of lore, you will come across unique instances of elemental beings corrupted by dark powers.

A DARK CLOUD JAUNTS THROUGH THE AIR. STORMS RIPPLE FROM ITS WRAITH FACE, AND BLACK LIGHTNING CRACKLES ABOUT IT.

BLIGHTNING

Thrilling Sins. One of the most exhilarating kinds of power is the ability to command elemental forces, and none is so singularly astonishing as the power of the storm—the tremendous blast of thunder and the devastating surge of lightning. A person who wields such talents thrills at the crackling energy he channels through his own hands. Yet this path has a dark side, which is so often overlooked. “I am the mighty one! My foes scatter before me!” shouts the storm sorcerer or the tempest warrior. How easily he comes to see himself as always right and his foes as always wrong. The elemental might invigorating him cannot be a corrupting force. Or can it?

What is the difference between a storm rampager and a demon? The degree of separation is slim. One of the most devious devices of abyssal corruption is to appear as something natural.

Usually neglected by wizard schools and shamanic mentors alike is the blightning. From time to time, a mortal with storms in his blood becomes blind to his own wicked tendencies. He strays so much from the path of moral vigilance, that when he perishes, his blackened soul persists in order to continue wreaking havoc upon others. When the next foul storm rolls in, the blightning descends, screaming and spewing bolts of death.

WITHIN THE BLAZE ARE GATHERED SKELETAL WARRIORS, BLACKENED AND SINISTER. THEY PRESS THEIR ASSAULT, WITH THE CONFLAGRATION SURROUNDING THEM ALL THE WHILE.

Bonefire

Huge horde of Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	5 (-3)

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

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages Common, Ignan

Challenge 8 (3,900 XP)

Fiery Horde. The bonefire occupies a 15-foot cube. It can share this space with other creatures, and enemies treat the space as difficult terrain. It can move through any opening large enough for a Medium creature. A creature that touches the bonefire or hits it with a melee attack while within 5 feet takes 7 (2d6) fire damage. Furthermore, the first time the bonefire enters a creature's space on a turn, that creature takes 7 (2d6) fire damage.

The bonefire can take one reaction every creature's turn in combat. No effect (positive or negative) functions on the bonefire unless it applies to at least half the bonefire's space, except for damage, which functions normally.

Extinguish. If the bonefire is submerged in or doused with at least 20 gallons of water, it cannot deal any fire damage until the end of its next turn (as long as it is outside of water).

Illumination. The bonefire sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

-ACTIONS-

Multiattack. The bonefire makes six attacks, or three if it has 57 hit points or fewer.

Flaming Slash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) fire damage.

Flaming Arrow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

BONEFIRE

Inferno Filled with Undead. I was but a ladling when I first heard the tales of the ruined town, a haunted place of charred husks that once were houses. Long ago, the town had been well and wealthy, profiting from a productive gemstone mine. Then the day came that a greedy warlord arrived with a pyromancer at his side. When his initial offer for a peaceful surrender was refused, the whole town was set ablaze, with its residents barred inside their homes. The excessive cruelty was only surpassed by the excessive use of elemental fire from the mage. A cadre of town warriors suffered more than any, as they had taken refuge within the local fort. While it did allow them a defensible location to mount a semblance of a counterattack, its thick walls meant their fiery fate was all the more drawn out, as they slowly cooked to death, instead of being quickly scorched or asphyxiated like the other townsfolk. Afterward, while the warlord and his raiders were looting the smoldering remains of the fort, a terrible blaze rose up all around them, as well as the blackened remains of the warriors, fueled beyond death by elemental energy and a hateful urge for revenge.

Some claim that this story is apocryphal, but bonefires are very real and every bit as terrifying as they sound—beings of undeath as well as elemental fire. They are said to permanently scar the minds of those who survive an encounter with one. One such victim reported to me that her last sensation before losing consciousness was hearing the tortured screams of all those who had burned alive when the bonefire formed.

—Baio Sedulus, proprietor of the Bazaar of the Bizarre

THE GROUND HEAVES, AND UP RISES A GIANT COMPOSED OF SOIL, STONE, TOMBS, AND CORPSES.

Sepulterra

Huge undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 136 (11d12 + 65)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	6 (-2)	12 (+1)	5 (-3)

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

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11

Languages Common, Terran

Challenge 8 (3,900 XP)

Corrupt Ground. The ground within 10 feet of the sepulterra is corrupted. A living creature takes 10 (3d6) necrotic damage whenever it starts its turn in contact with this ground or enters into contact with it for the first time on a turn.

-ACTIONS-

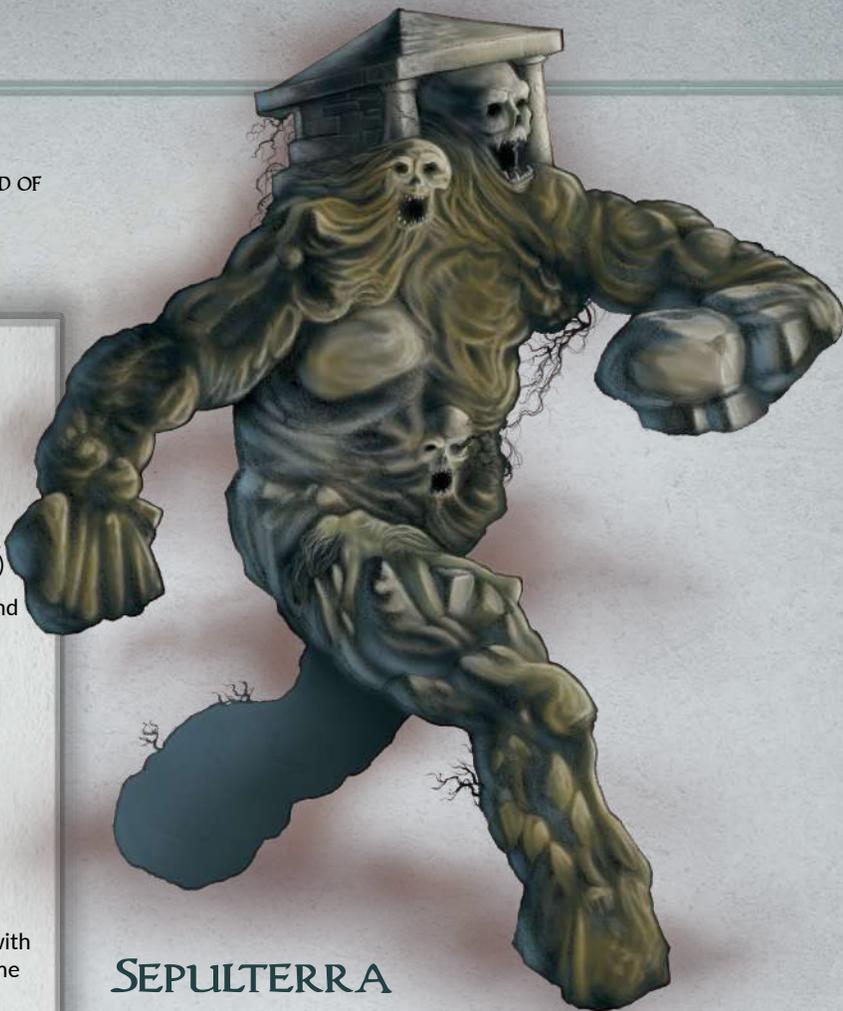
Multiattack. The sepulterra makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 4 (1d8) necrotic damage.

Entomb. The sepulterra attempts to entomb a Medium or smaller creature that is within 5 feet of it. The target must succeed on a DC 17 Strength saving throw or take 15 (2d8 + 6) bludgeoning damage and be trapped within the sepulterra (escape DC 17). The entombed target is blinded, restrained, and unable to breathe, it has total cover against attacks and other effects outside the sepulterra, and it takes 14 (4d6) necrotic damage at the start of each of the sepulterra's turns. The sepulterra can have only two Medium targets, four Small targets, or eight Tiny targets entombed at a time.

If the sepulterra is reduced to 0 hit points, an entombed creature is no longer restrained by it and can escape using 10 feet of movement, exiting prone.

Release Undead (1/Day). The sepulterra releases 4 undead allies (any combination of zombies, skeletons, or crawling claws), which enter the nearest unoccupied spaces. These undead take their turns directly after the sepulterra. They collapse to normal corpses after 1 hour, unless subsumed again by the sepulterra.



SEPULTERRA

Undead Earth Elemental. The wizard Sahir Mollomatma once ruled a city-state that included a sizable necropolis. He was most protective of this site and bound earth elementals to guard it from thieves or, worse yet, crusaders who sought to hallow the ground. During his necromantic experimentations, Sahir inadvertently transformed one of the elementals into an undead. Bound to the necropolis as it was, the elemental fused with the desecrated ground, the tombs, and a variety of corpses. Sahir eventually met his demise at the hands of zealots from a rival faction, the Anointed Sons, but not before he had passed onto others the dark knowledge of creating sepulterras.

Spontaneous Rising. Other scholars of esoterica believe that Sahir Mollomatma did not create the first sepulterra, but rather it is a phenomenon that can occur when excessive necromantic rites take place at a cemetery, saturating the ground itself with fell magic. Sahir only codified the process after observing it happen spontaneously.

The Grim and Unfinished Task. A few days after Sahir's death, a band of reavers came at night with a heavy wagon. Upon arriving at the outskirts of the city, they learned that Sahir had been deposed. They immediately turned away. City soldiers followed their trail and found them desperately burying fresh corpses in shallow graves. Most of the reavers fought to the death, but their youngest member surrendered. He confessed that Sahir had set them to the grisly task of slaying the folk of a nearby village, promising rich payment in exchange for the bodies. The young man broke down in madness at having slaughtered so many—all for nothing.

A DEAD FACE APPEARS THROUGH THE CHUNKS OF DEBRIS FLOATING IN THE WATER ... PALE, WRINKLED, AND BARNACLE-RIDDEN.

Shipwretch

Huge undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	6 (-2)	12 (+1)	5 (-3)

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

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Common

Challenge 8 (3,900 XP)

False Appearance. While the shipwretch is motionless, it is indistinguishable from normal wreckage.

Flotsam. Water within 30 feet of the shipwretch is difficult terrain. This area of flotsam provides half cover, except against attacks made within 5 feet of the target. Shipwretches are unaffected by Flotsam.

-ACTIONS-

Multiattack. The shipwretch uses Rope and makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Rope. The shipwretch targets a Medium or smaller creature it can see within 60 feet of it. The target must succeed on a DC 16 Dexterity saving throw or be pulled up to 30 feet closer to the shipwretch and restrained (escape DC 16). The shipwretch can pull the restrained target up to 30 additional feet when it uses Rope again, and it can only have one creature restrained this way at a time.

-REACTIONS-

Wood Ward. The shipwretch can protect itself when it is hit by a weapon attack. The shipwretch reduces the damage taken from the attack by 16 (2d10 + 5). If this reduces the attack's damage to 0, the weapon or ammunition affixes to the shipwretch's body (natural weapons and unarmed strikes do not affix). The item can be pulled off and retrieved as an action by succeeding on a Strength (Athletics) contest against the shipwretch.



SHIPWRETCH

Gruesome Wreckage. The last thing pirates are known for is virtue. It comes as no shock that shipwrecks in which many nefarious sailors perish can spawn undead. This fetid brute is composed of broken planks, rusted metal, tangled rigging, and drowned flesh, complete with barnacles and seaweed garnishing it. Some claim these horrors are shipwreck golems created by necromancers, others say they are undead shipwreck elementals.

Seek Ye the Sunken Treasure. In order to lure victims, a shipwretch will scribble out treasure maps and send them floating to shore in bottles or tucked in corpses' pockets. These "lost maps" hint at wealth hiding within the sunken vessel, and when treasure hunters come seeking the fortune, they are ambushed.

O Captain, My Captain. Putting a shipwretch to permanent rest requires more than slaying it in combat. Physical defeat only sends the undead hulk into a dormant, scattered state, from which it will eventually return. One must learn who the ship's captain was, seek out his birth house, and have it consecrated by a priest. Having done this, one needs then to take a stone from the house's foundation, locate the shipwretch, and tie the stone to its ropes. Upon doing so, the undead will lie in eternal rest.

Esper

VAMPIRE, BLOODMIST

Deadly Allure and Vampiric Magic. Though they focus more on magic and guile than others of their kind, bloodmist vampires are no less bloodthirsty killers. Behind their allure is an atrocious undead spirit that views the living as prey. If only their victims could see them for what they truly are.

Whenever possible, bloodmist vampires prefer subtlety and manipulation. Their fangs are less pronounced than other vampires, aiding in their preference for discretion when among humanoid. They delight in drinking blood directly from living hosts, though their biting and bloodsucking do not make for powerful attacks in the heat of combat.

It is possible for bloodmist vampires to feel romance and love, but these are dark reflections of how a living person experiences such emotions. Most often, they wield their attractiveness as a weapon to either draw in prey or

cause distractions. Their passions are akin to the thrill of the hunt, and their love is a melancholy echo of what they lost when they became creatures of undeath.

The Sanguine Pool. Within each bloodmist vampire's lair is its blood pool. These come in many varieties, from a classically-sculpted fountain to an etched bath of alabaster to a shadowy pool in grim stylings. Whatever the form, this basin is filled with blood that has been magically siphoned from the vampire's victims. On a regular basis, the vampire bathes in and drinks from this blood in order to sustain its existence. Should the vampire be slain, it dissipates as though a wisp of fog, and within days, it emerges from its blood pool, restored.

The process of becoming a bloodmist vampire involves a humanoid first constructing its pool. Then, the subject takes part in a two-step nocturnal ritual. In the first half of the rite, the person drinks from the pool of an existing bloodmist vampire. This twists the initiate into its undead, vampiric form. It then has until dawn to reach its newly-built pool and add several drops of its own blood. If it fails to complete this second step of the ritual, it becomes merely a vampire spawn.



HER SMILE, HER EYES ...
NEVER HAVE YOU SEEN SUCH
RAVISHING BEAUTY. YOUR
HEART RACES, FIRST FROM
THE ATTRACTION, THEN
FROM THE BLOOD LOSS. FINE
DROPLETS OF YOUR LIFE
ESSENCE DRAW OUT OF YOU
AT HER BECKONING, FORMING
A MIST THAT COLLECTS
ABOUT HER.

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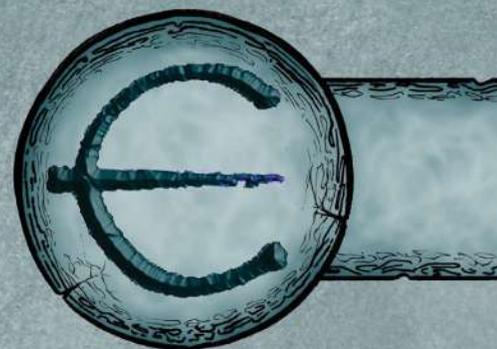
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