

THE AMETHYST DRAGON'S HOARD OF EVERYTHING

PREVIEW

A vast collection of options and ideas for players and GMs of the world's most popular roleplaying game.

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5E



DRAGONBORN

For the purpose of granting more options, the standard dragonborn species has been split into a base species and two ancestries; chromatic dragonborn and metallic dragonborn. In addition, four new elemental-based ancestries are included here.

DRAGONBORN TRAITS

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

Ability Score Increase. Your Strength score increases by 2.

Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil. Many dragonborn are good, but those who side with evil can be terrible villains.

Darkvision. You have darkvision with a range of 60 feet.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Scaled Body. Your scales can protect you from damage. When you aren't wearing armor, your AC equals 12 + your Dexterity modifier.

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

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with a magical exhalation in either a 15-foot cone or a 30-foot line that is 5 feet wide. The effect of this exhalation is determined by your ancestry.

Each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus.

On a failed save, a creature or object takes 1d10 damage of the type determined by your ancestry. On a successful save, a creature or object takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use this breath weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Ancestries. Multiple ancestries of dragonborn are found among the worlds of the multiverse. Choose one of these ancestries.

CHROMATIC DRAGONBORN

Dragonborn of these ancestries have scales that match the coloration of a type of chromatic dragon. While not inherently evil, such creatures seem to fall more easily to such behaviors.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Chromatic Ancestry table. Your ability scores, breath weapon and damage resistance type, and coloration are determined by the dragon type, as shown in the table.

Ability Score Increase. One ability score, shown in the Chromatic Ancestry table, increases by 1.

Breath Weapon. Your draconic ancestry determines the damage and saving throw type of your breath weapon.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

CHROMATIC ANCESTRY

Dragon	Ability Score Increase	Damage Type
Black	Charisma	Acid
Blue	Constitution	Lightning
Green	Intelligence	Poison
Red	Charisma	Fire
White	Constitution	Cold

METALLIC DRAGONBORN

Dragonborn of these ancestries have scales that match the coloration of a type of metallic dragon. Metallic dragonborn turning to evil behaviors is practically unheard of.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Metallic Ancestry table. Your ability scores, breath weapon damage resistance type, and coloration are determined by the dragon type, as shown in the table.

Ability Score Increase. One ability score, shown in the Metallic Ancestry table, increases by 1.

Breath Weapon. Your draconic ancestry determines the damage type of the exhalation.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

METALLIC ANCESTRY

Dragon	Ability Score Increase	Damage Type
Brass	Charisma	Fire
Bronze	Intelligence	Lightning
Copper	Charisma	Acid
Gold	Wisdom	Fire
Silver	Charisma	Cold

EARTHSOUL DRAGONBORN

Earthsoul dragonborn are born with a connection not to a chromatic or metallic dragon, but to the very stone and earth itself.

Earthsoul dragonborn value superior strength and stoic endurance. They tend to avoid rash decisions, pausing long enough to consider their options before taking action.

These dragonborn are usually larger and bulkier than other dragonborn. Their scales often resemble natural stone, though a few sport scales that are reminiscent of crystal. Their eyes are usually brown, though when using magic, they appear to be made of gemstones.

Ability Score Increase. Your Constitution score increases by 1.

Size. Earthsoul dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 350 pounds (heavier than other dragonborn). Your size is Medium.

Alignment. Independent and self-reliant, earthsoul dragonborn tend toward a neutral alignment.

Bonus Languages. You can speak Terran, a dialect of Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

Breath Weapon. You can exhale a blast of sand and stones, dealing bludgeoning damage to those in



the area.

Scales of Stone. Your scales are as tough as stone. When you aren't wearing armor, your AC equals 14 + your Dexterity modifier.

FIRESOUL DRAGONBORN

Firesoul dragonborn have a connection to the elemental forces of fire.

They tend toward impatience and making snap judgments. Rather than hide their distinctive appearance, they exult in it.

Nearly all firesoul dragonborn are very hot to the touch. They sometimes have faint wisps of smoke, steam, or the ripple of hot air rising from them when under extreme emotion. Their scales are usually black, but each is edged with red or orange. Their red, orange, or yellow eyes glow with inner heat in dim light, darkness, or when using magic.

Ability Score Increase. Your Intelligence score increases by 1.

Alignment. Independent and self-reliant, firesoul dragonborn tend toward a neutral alignment.

Bonus Languages. You can speak Ignan, a dialect of Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

Breath Weapon. You can exhale a blast of flame, dealing fire damage to those in the area.

Reach to the Blaze. You know the *produce flame* cantrip. Intelligence is your spellcasting ability for it.

SKYSOUL DRAGONBORN

Skysoul dragonborn are born with a connection not to a chromatic or metallic dragon but to the skies and breezes of the world.

Skysoul dragonborn typically have light blue scales and eyes, and they often have features more reminiscent of East Asian dragons (just as gold dragons do). Their eyes are a darker blue, which turn white when a skysoul dragonborn uses magic. A faint but constant breeze accompanies them, stirring their clothing.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Skysoul dragonborn are taller than humans, standing over 7 feet tall and averaging almost 175 pounds (lighter than other dragonborn). Your size is Medium.

Alignment. Independent and self-reliant, skysoul dragonborn tend toward a neutral alignment.

Bonus Languages. You can speak Auran, a dialect of Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

Breath Weapon. You can exhale a blast of freezing wind, dealing cold damage to those in the area.

Mingle with the Wind. You know the *feather fall* spell. When you reach 3rd level, you learn *levitate*. When you reach 5th level, you learn *fly*. You may cast each one of these spells once, without the need for material components, and only on yourself. You regain the ability to cast them this way when you finish a long rest.

WATERSOUL DRAGONBORN

Watersoul dragonborn are born with a deep connection to all the waters of the world.

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence, though others might consider you selfish.

Most watersoul dragonborn look as if they just finished bathing, with glistening blue or green scales. Most have somewhat overlarge eyes, blue in color,

which turn green when using magic. A watersoul dragonborn might have fins or a green dragon-like crest, or they may take on features that make them look more like an aquatic East Asian dragon (much like gold dragons do).

Ability Score Increase. Your Wisdom score increases by 1.

Alignment. Independent and self-reliant, watersoul dragonborn tend toward a neutral alignment.

Bonus Languages. You can speak Aquan, a dialect of Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

Breath Weapon. You can exhale a blast of water, which deals bludgeoning damage to those in the area.

Amphibious. You can breathe air and water.

Swim. You have a swim speed equal to your regular movement speed.

I thought dragonborn could use more differentiation than they get from regular 5e. I've never actually seen anyone play a brown-scaled dragonborn, so I split them into chromatic and metallic versions, then split those and played around with their ability scores to set each apart a little (based on the actual dragons of the same colors).

I took the idea of "elemental people" (you know, the genie-related ones in official books) and decided to use it for elemental dragonborn instead. Dragons are magical, so I felt they would naturally work for elemental-related PCs.



HAUNTED

You are haunted by the spirit of a person that died some time ago, and they just refuse to leave you alone. It could be the ghost of an ancestor, a parent, a friend, someone you killed, or even some person that you never met before but their spirit took a liking to you.

This spirit follows you wherever you go, sometimes visible to you and sometimes not. They are sometimes helpful, sometimes annoying, and always present. Nobody else can see or hear this spirit unless they can see into the Ethereal Plane, and this ghost can't interact with the physical world.

You've likely spoken with clerics, spent time with fortune tellers, and sought out other methods of putting spirits to rest, but nothing has worked.

Skill Proficiencies: History, Religion

Tool Proficiencies: Fortune tellers' tools

Languages: Choose one language previously known by the spirit.

Equipment: Several pairs of wax earplugs, a set of common clothes, a set of fortune telling bones or cards, and a pouch containing 10 gp.

FEATURE: GHOSTLY EXPERIENCE

The spirit that haunts you lived their own life and can draw on that experience. You can ask the spirit questions about different subjects. If they feel helpful at that moment, the ghost may provide useful information or advice.

The ghost may not always be helpful, and can be distracting. You may have to partially deafen yourself with earplugs to finish a long rest if the spirit decides to be annoying.

In addition, you know the *charm the dead* spell. You can cast it once without the use of a spell slot, and you can do so again after you finish a long rest.

SUGGESTED CHARACTERISTICS

Having a ghost around that only you can see can be annoying, helpful, comforting, or a combination of all of these. The ghost may want something from you, or they might want to improve your life by giving you advice (whether you want it or not). The ghost might be playful, they might try to be frightening, or they might even be a little bit insane.

The behavior of this spirit can certainly affect your own behavior, so that's something to keep in mind. How do you interact with this spirit? How does this entity affect what you do?

d8 Personality Trait

- 1 I sometimes seem to be listening to someone else while I'm already in a conversation.
- 2 I will sometimes sigh, roll my eyes, or laugh at odd times.
- 3 I write or retell stories about things I didn't experience.
- 4 I can sometimes be overheard arguing with someone who isn't there.
- 5 I will always buy things intended to ward off ghosts.
- 6 I am reluctant to use knowledge I've gained from any ghost or undead.
- 7 I never leave anything unfinished if I can help it.
- 8 I use dice, cards, bones, crystal balls, and other fortune tellers' tools often, even though I know they don't really work.

d6 Ideal

- 1 **History.** Just because something happened in the past does not mean it no longer matters.
- 2 **Completion.** Nothing should remain unfinished.
- 3 **Helpfulness.** Some can't do everything on their own, so being a helping hand makes life better.
- 4 **Fate.** I know at least one fate that can await a person, and I choose to decide my own.
- 5 **Inner Peace.** I strive for peaceful thoughts, no matter the distractions around me.
- 6 **Justice.** I will bring justice to those that would not otherwise receive it.

d6 Bond

- 1 I owe my life to the person that now haunts me, and I won't let them down.
- 2 I will share the inspiring story of this spirit's life with the world.
- 3 I promised I would be with someone forever, and I am keeping that promise even after they died.
- 4 I am seeking out those that this ghost wronged in life to help make amends.
- 5 I will finish something important that was begun by this spirit before they died.
- 6 I visit the ghost's previous home whenever I am close to it.

d6 Flaw

- 1 I get headaches when this spirit just won't shut up, and headaches make me grumpy.
- 2 I have heard of the bad things this ghost did when alive, and it makes me feel guilty by association when something reminds me of those stories.
- 3 I refuse to do anything that might further the goals this spirit has or once had.
- 4 I have grown to love the concept of undeath and will work against anyone that tries to destroy them.
- 5 I know this spirit knows more than I ever could, and I always defer to their opinions.
- 6 I will destroy this ghost for good, and I will do anything to accomplish this.



CHAPTER 3:

CLASSES & SUBCLASSES

ARTIFICER

The artificer class receives new features and subclasses in this section.

CLASS FEATURES

CONNECTED RESOLVE

1st level Artificer feature

When you attune to a magic item during a short rest, you gain Resolve.

INVEST MAGIC

6th level Artificer feature

As an action, you can touch one magic item that expends charges to cast a spell, giving it more magical power.

The item must be one that casts only 1 spell, or the spells it casts must be of the same spell level.

You expend a spell slot equal to the one that would be needed to cast the spell normally. The item regains 1 expended charge.

The item you invest a charge into can't end up with more than its normal maximum number of charges.

ARTIFICER SPECIALIZATIONS

DRAGONFORGER

An artificer who specializes as a Dragonforger uses their inventiveness to replicate the versatile abilities of dragons. They create amazing magical contraptions that they can use to give themselves deadly claws or a powerful tail, grant themselves a devastating breath weapon, frighten lesser beings, or even take to the skies.

TOOL PROFICIENCY

3rd level Dragonforger feature

You gain proficiency with leatherworkers' tools and smiths' tools.

DRAGONFORGER SPELLS

3rd level Dragonforger feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Dragonforger Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you can prepare.

DRAGONFORGER SPELLS

Artificer Level Spells

1st *burning hands, feather fall*

3rd *darkvision, enhance ability*

5th *fear, fly*

7th *dominate beast, wall of fire*

9th *cone of cold, flame strike*

DRAGONFORGED HARNESS

3rd level Dragonforger feature

You create a magical harness of metal, leather, and possibly even dragon scales that fits comfortably over your clothing and armor. This magical Dragonforged Harness is a conduit for your magic, a place to hold up to three sets of artisans' tools, and a framework for all of your other dragonforged inventions.

You gain the following benefits while wearing this harness:

- You can use the dragonforged harness as a spellcasting focus for your artificer spells.
- The harness attaches to you and can't be removed against your will. Items attached to the harness likewise can't be removed against your will.
- You can doff or don the harness as an action.
- You can attach a dragonforged item to the harness or detach one from it as an action or bonus action.
- An action, you can cause one item you are wearing, holding, or wielding to vanish into a pocket dimension. As an action or bonus action, you can cause the item to reappear in your hand or donned as it was when it vanished.

The pocket dimension within the harness can hold 1 item at a time, and you can't cause another item to vanish until the first is removed. The item limit increases at 5th level (2 items), 9th level (4 items), and 15th level (8 items).

Items contained in the pocket dimension appear on the ground at your location if you die.

DRACONIC BATTLE ITEMS

3rd level Dragonforger feature

You begin to create items that give you dragon-like fighting abilities. With 8 hours of work and the use of your leatherworkers' tools and smiths' tools, you can create one of the following items. Each such item must be attached to your harness to function.

Dragonforged Boots. This pair of boots can instantly extend or retract magical dragon-like claws. Each boot counts as a simple melee weapon with the Finesse and Light properties, and it deals 1d4 slashing damage on a hit. The boots are magical weapons.

As a reaction when you are pushed, shoved, or tripped, you can extend the boots' claws to hold your footing. You are not moved or knocked prone.

This pair of boots counts as a single item for storage in your dragonforged harness's pocket dimension and for your artificer infusions.

Dragonforged Gauntlet. This gauntlet can instantly extend or retract magical dragon-like claws. It counts as a simple melee weapon with the Finesse and Light properties, and it deals 1d6 slashing damage on a hit. The gauntlet is a magical weapon.

A pair of these gauntlets counts as a single item for storage in your dragonforged harness's pocket



dimension.

Dragonforged Helmet. This helmet is stylized to look much like a dragon's head. It's jaw moves when you speak, and you can use a bonus action to make a bite attack with the helmet. It counts as a simple melee weapon with the Finesse property, and it deals 1d6 slashing damage on a hit. The helmet is a magical weapon.

Dragonforged Scales. This suit of scale mail armor appears to be made from leather and dragon scales. It gives you an AC equal to 14 + your Dexterity modifier (maximum 2). This armor is quiet and does not give you disadvantage on Stealth checks.

Dragonforged Tail. You can control this tail as if you were born with it. As a bonus action, you can make an attack with it. It counts as a simple melee weapon with the Finesse and Reach properties, and it deals 1d4 bludgeoning damage on a hit. The tail is a magical weapon.

You can create and use additional draconic battle items at 5th level (2 items), 9th level (4 items), and 15th level (6 items).

You can use your artificer infusions on these dragonforged items. Each item can bear a single infusion.

If you choose, you may spend one hour to disassemble a draconic battle item so that you can rebuild it or replace it with a different one later. This can be done over a short rest.

DRACONIC MAGIC

5th level Dragonforger feature

As an action, you can expend an artificer spell slot to charge your dragonforged harness with the magic of a dragon's breath. Choose one type of chromatic or metallic dragon from the list below. This magical charge lasts for up to 10 minutes.

Items attached to your dragonforged harness take on that dragon's coloration, and the dragon's type controls the type of draconic damage or other effects of certain features.

DRACONIC MAGIC

Dragon Type	Draconic Damage	Dragon Breath
Black	Acid	5 by 60 ft. line (Dex. save)
Blue	Lightning	5 by 60 ft. line (Dex. save)
Brass	Fire	30 ft. cone (Dex. save)
Bronze	Lightning	5 by 60 ft. line (Dex. save)
Copper	Acid	5 by 60 ft. line (Dex. save)
Gold	Fire	30 ft. cone (Dex. save)
Green	Poison	30 ft. cone (Con. save)
Red	Fire	30 ft. cone (Dex. save)
Silver	Cold	30 ft. cone (Con. save)
White	Cold	30 ft. cone (Con. save)

EXTRA ATTACK

5th level Dragonforger feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

BATTLE FOCUS

5th level Dragonforger feature

If your harness is charged with Draconic Magic, you can use a bonus action to choose one of the following foci for that magic:

Offense. Once per turn, if you hit a creature with a weapon or spell attack, you can add 1d6 draconic damage to that attack.

Defense. You have resistance to your chosen draconic damage.

DRACONIC POWER ITEMS

9th level Dragonforger feature

You are able to create an object that can grant you more dragon-like abilities. With 8 hours of work, you can create one of the following items. To function, each such item must be attached to your harness, and your harness must be charged with Draconic Magic.

Dragonforged Aura Projector. Looking like a large amulet or badge, at least 6 inches tall and 6 inches wide, this item projects a field of magic that causes creatures to be awed or frightened of your power.

You activate the projector as an action. Each creature of your choice that is within 60 feet of you and aware of you must succeed on a Wisdom saving throw or become charmed or frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Dragonforged Aura Projector for the next 24 hours.

Your currently active Draconic Magic determines if the aura charms creatures (metallic) or frightens them (chromatic).

You can use the aura projector again after it recharges during a short or long rest.

Dragonforged Breath Projector. This small cylinder can be attached to your harness directly, or it can be used indirectly when mounted within your Dragonforged Helmet. As an action, you can cause it to release destructive energy, just like a dragon's breath weapon. Each creature in the area of the breath must make a saving throw, taking 54 (12d8) damage on a failed save or half as much damage on a successful one.

The shape, damage type, and saving throw type are defined by your currently active Draconic Magic.

You can use the breath projector again after it recharges during a long rest.

You can create and use an additional draconic power item at 15th level (2 items).

If you choose, you may spend one hour disassembling a draconic power item so that you can rebuild it or replace it with a different one later. This can be done over a short rest.

DRAGONFORGED WINGS

15th level Dragonforger feature

You create a set of metal and leather dragon wings that attach to your dragonforged harness. While attached, you can move the wings with just a thought, and you have a flying speed equal to twice your walking speed.

Your dragonforged wings are a single item that can be stored in your harness' pocket dimension, and they can bear one of your artificer infusions.



TONGUE OF THE SUN AND MOON

13th level Monk feature

You learn to touch the ki of other minds so that you understand all spoken languages.

When you speak, you may choose to have any creatures of your choice that can understand a language understand what you say.

This replaces the standard Tongue of the Sun and Moon feature.

I think a monk should be able to have conversations without everyone within earshot understanding the words that are coming out of their mouth.

PERFECT SELF

20th level Monk feature

When you roll for initiative and have no ki points remaining, you regain 4 ki points.

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

This replaces the standard 5e Perfect Self feature.

I wanted the level 20 feature to do a bit more, so now it allows the monk to remain active when something should have taken them down.

MONASTIC TRADITIONS

WAY OF THE ELEMENTAL SOUL

The Way of the Elemental Soul gives its students insights into the very elemental essences of the world and allows them to call forth and bend those elements to their will. Many students of this monastic tradition specialize in one of the four classic elements.

You have been trained deeply in this tradition, and you have discovered that you can shift which element your mind focuses on, which opens you to manipulating all four of the elements.

ELEMENTAL FOCUS

3rd level Way of the Elemental Soul feature

You find that you can forge a bond with the raw elements of the world and the elemental planes. That bond enables you to cast a limited number of spells tied to the elements.

When you finish a long rest, you may pick one of the four classic elements of air, earth, fire, or water. All of your spells and abilities gained from this tradition are tied to the chosen element. You may change your elemental focus at the end of your next long rest.

SPELLCASTING

3rd level Way of the Elemental Soul feature

The combination of your Ki and your Elemental Focus allow you to cast spells.

Cantrips. You know two cantrips tied to your current Elemental Focus, found on the Elemental Soul spell list at the end of this entry. When you change your Elemental Focus, you change the two cantrips you know to match the new focus element.

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

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

Spells Known of 1st-Level and Higher. You know the two 1st-level spells tied to your current Elemental Focus, found on the Elemental Soul spell list at the end of this entry. When you change your Elemental Focus, you change the two spells you know to match the new focus element.

When you reach a level in this class that gives you 2nd-, 3rd-, and 4th-level spell slots, you know the Elemental Soul spells of those levels that are tied to your current Elemental Focus.

Spellcasting Ability. Wisdom is your spellcasting ability for spells, since you will bring forth the magic with your ki. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

ELEMENTAL SOUL SPELLCASTING

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

SCHOOL OF THIEVERY

In cities large and small, criminals will often band together for mutual protection and interest. The most widely known such organizations are thieves guilds, which may find use for people with a variety of talents. While most such guilds include various rogues and fighters, lucky indeed is the guild that counts a specialized wizard as a member.

As a wizard of the School of Thievery, you combine your skill with spells and lessons learned from other members of the thieves guild. This makes your guild more effective and gives you the ability to better survive the dangers of the criminal world you live in.

TRAINED IN THE TRADE

2nd level School of Thievery feature

You gain proficiency with light armor, simple weapons, and thieves' tools.

You also gain proficiency with one of the following skills: Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth.

THIEVES' CANT

2nd level School of Thievery feature

You have worked enough with the local underworld to understand thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves (or wizards) on the run.

SNEAK ATTACK

6th level School of Thievery feature

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse weapon, a ranged weapon, or a single-target spell.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases as you gain levels in this class. At 10th level, the amount of extra damage increases to 2d6, and at 14th level, it increases to 3d6.

ADVANCEMENT OF THE TRADE

10th level School of Thievery feature

You have extensively observed and practiced the skills of the trade. You gain proficiency in two of the following skills: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth.

CRIMINAL SURVIVALIST

14th level School of Thievery feature

Your instinct for survival in a dangerous trade and your constant preparation for the unexpected combine to make you less vulnerable to treachery.

When an attacker that you can see attempts to hit you with an attack, you can use your reaction to dodge, giving disadvantage for that attack roll.

This criminal arcane tradition came about because someone online thought my Spell Thievery tradition would be designed around stealing stuff, but they were disappointed it was about stealing magic.

So I made a rogue/criminal wizard.

SPELL THIEVERY

Beginning wizards usually learn about the fundamental structures and formulation of spells; how casters draw power from the world around them and use it to fuel their spells. Spell thieves are wizards that focus on that early training in the workings of spells, deepening their understanding and twisting those concepts in ways that allow them to take power from the spells of other spellcasters.

DEEP ARCANE KNOWLEDGE

2nd level Spell Thievery feature

You gain proficiency in Arcana, and you gain advantage on Arcana skill checks when trying to recall or understand information about spells or the raw nature of magic in the world.

When you first gain access to a new level of wizard spells at level up, you gain one additional spell of that level to add to your spellbook.

SPELL THIEVERY

2nd level Spell Thievery feature

You gain the ability to use your knowledge of spells in a way that lets you siphon a portion of the magic from another caster's spell. As a reaction when another creature you can see casts a spell within 30 feet of you, you can use Spell Thievery to attempt to weaken that spell and take some of the magical energy for yourself. The casting creature must make an Intelligence saving throw against your Spell Save DC, and it can't purposefully fail the saving throw.

If the caster fails the saving throw, any target of said spell gains advantage on saving throws against that casting of the spell (if the spell allows one). If the weakened spell has a duration other than Concentration, that duration is halved.

The stolen spell energy becomes a temporary spell slot that lasts until you use it or until you begin a long rest, fall unconscious, or die. Like temporary hit points, this temporary spell slot is used first when you cast a spell of the matching slot level. The spell slot you create is equal in level to half of the one used by the weakened spell, rounded up (cantrips provide no spell slots, while a 1st-level spell would provide you with a 1st-level spell slot). It must be of a level you can already cast.

If the caster succeeds on the saving throw, the spell is unaffected, and you do not gain a spell slot.

You can use this ability again after completing a long rest. You gain a second use of Spell Thievery at 6th level and a third use at 10th level, and all uses are restored after a long rest. The range to use this ability extends to 60 feet when you reach 10th level.



SPELL BURGLARY

6th level Spell Thievery feature

You add *counterspell* to your spellbook. It is always prepared, and it doesn't count against the number of spells you can prepare.

In addition, when you cast *counterspell* and are successful, you may choose to absorb the spell's full magic (instead of just disrupting it) if you have at least one use of Spell Thievery available. Doing so expends one use of Spell Thievery and gives you a temporary spell slot equal to the countered spell's slot level (or the highest spell level you can cast, if the countered spell is too powerful for your current casting abilities).

SPELL PIRACY

10th level Spell Thievery feature

You can use *counterspell* to redirect the countered spell to another creature or target, with the redirected spell's range starting over from your location. The redirected spell uses the original caster's spell DC or yours, whichever is higher. If your *counterspell* used a higher level spell slot than the original spell, it is now considered to be of that higher spell slot level.

You can use this ability again after a short or long rest. It cannot be combined with the use of Spell Burglary.

SPELL PLUNDERER

14th level Spell Thievery feature

You gain the power to capture a spell and hold it for your own use.

As a reaction when another creature (or object) casts a spell, you can absorb the power and formula for that spell into yourself. The source of the spell must be within 60 feet of you. If the caster is a creature, it must make a saving throw against your Spell Save DC, using its spellcasting ability, and it cannot purposefully fail the saving throw. If the spell's source is an item or object, you must succeed on an Arcana check with a DC equal to 10 + the spell's slot level.

If the casting creature fails the saving throw (or you succeed on the skill check), the spell does not take effect, and you temporarily gain the knowledge and ability to cast that spell. The captured spell must be of a spell slot level that you have access to normally.

When doing so, you gain a temporary spell slot equal to the one used to cast the spell (which can only be used to cast that same spell), and that spell is considered to be prepared by you until you cast it. Intelligence is your spellcasting ability for this plundered spell and spell slot. This temporary spell slot is the first one used when the plundered spell is cast (even if you already had the same spell prepared normally).

If you choose not to cast the plundered spell and it is a wizard spell, you can expend it slowly outside of combat (sitting still with your spellbook, components, and inks within reach) while you mentally unravel the workings of the spell and transcribe it into your spellbook (which costs 10 gp per spell level in rare components and inks and takes 3 hours per spell level). You cannot start a short or long rest while transcribing the spell, as doing so after starting ruins the process.

If not used, the plundered spell (both the temporary spell slot and the knowledge to cast it) fades when you begin a long rest.

You can use this ability again after completing a long rest.

I'd looked at the D&D Arcane Trickster and disliked their Spell Thievery feature. I felt something that powerful should be the realm of wizards who know far more about the workings of magic.

I ended up replacing that subclass in my games with the Magician and created this wizard subclass around the idea of stealing magical power (and later, knowledge) from other casters' spells.

SPIRIT KEEPING

It is common knowledge that wizards are often accompanied by a cat, bird, rat, or other small animal. Some people know that such creatures are called familiars and are known to help out these wizards. Apprentice wizards are taught the truth that familiars are spirits that take animal form and that any wizard can summon one such spirit.

Buried in rare, ancient tomes are secret methods and magics that allow a wizard to deepen their connection to their familiar and even bond with more than one familiar at a time. Wizards that pursue this path are sometimes called Spirit Keepers.



STUDENT OF THE WILDS

You have studied the natural world extensively and have learned to focus your mind. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in the skill, you have expertise in it.
- You can read and speak Primordial.
- You can use spell scrolls to cast druid spells, with a maximum spell level of half your proficiency bonus (rounded down).

TUMBLER

You are exceptionally nimble and agile, and can quickly roll out of, or into, danger. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, choose a different skill to become proficient with.
- You can move through an enemy's space as if it were difficult terrain. If you succeed on a DC 15 Acrobatics check while doing so, any opportunity attacks made against you until the end of your turn are rolled with disadvantage.

TWO-WEAPON MASTERY

You have mastered combat using two weapons at the same time. You gain the following benefits:

- You can wield two melee weapons that do not have the Two-Handed property, one in each hand, as if they both had the Light weapon property.
- You gain a +1 bonus to your AC while you wield two such weapons.
- You can draw or stow two such weapons when you would normally be able to draw or stow just one.

This replaces the Dual Wielder feat if it is used in your game, with slightly different wording.



MARTIAL TECHNIQUES

Those who focus on combat skills rather than spellcasting can sometimes perform feats of strength and skill that aid them in battle and other situations. Barbarians, fighters, monks, paladins, rangers, and rogues can learn and use these martial techniques.

When you reach certain levels in the appropriate class, you learn a new technique from one or more tiers. The Techniques Known tables show how many techniques you know from each tier.

Additionally, when you gain a level in a class that gives you a martial technique, you can choose one of the techniques you know and replace it with another from the same tier.

MULTICLASSING

If you have more than one class that allows you to use martial techniques, you have the combined number of techniques from each class. A character with 5 levels in fighter and 5 levels in barbarian would know 6 techniques, four from tier 1 and two from tier 2, while a different character with 5 levels in fighter and 5 levels in rogue would know 4 techniques, three from tier 1 and one from tier 2.

TIER 1

BRACE

As a bonus action while using a shield, you brace yourself to hold strong against attacks. Until the start of your next turn, you are under the following effects:

- Your speed is 0.
- Your AC increases by +1.
- You have advantage on ability checks or saving throws made to avoid being pushed or knocked prone.

EMPTY QUIVER

As an action, you rapidly launch multiple arrows from a shortbow, longbow, or greatbow. You make a number of ranged weapon attacks equal to your proficiency bonus.

You can use this technique again after you finish a short or long rest.

EXASPERATE PAIN

When you make a weapon attack or unarmed strike against a target creature that is already wounded, you can attempt to hit an existing wound. You have disadvantage on the attack roll. If you hit, your weapon or strike deals one additional die of damage. This extra damage is psychic damage.

FLAILING ATTACKS

When you make your first attack on your turn, you can decide to flail about dangerously. Until the start of your next turn, you are under the following effects:

- You have disadvantage on attack rolls.
- Melee attack rolls made against you have disadvantage.
- You can use your bonus action to make a melee weapon attack or unarmed strike.



BARBARIAN & FIGHTER TECHNIQUES KNOWN

Level	Tier 1	Tier 2	Tier 3	Tier 4
1	1	—	—	—
2	1	—	—	—
3	1	—	—	—
4	2	1	—	—
5	2	1	—	—
6	2	1	—	—
7	2	1	—	—
8	3	2	1	—
9	3	2	1	—
10	3	2	1	—
11	3	2	1	—
12	3	2	1	—
13	4	3	2	1
14	4	3	2	1
15	4	3	2	1
16	4	3	2	1
17	4	3	2	1
18	5	4	3	2
19	5	4	3	2
20	5	4	3	2

MONK, RANGER, & ROGUE TECHNIQUES KNOWN

Level	Tier 1	Tier 2	Tier 3	Tier 4
1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	1	—	—	—
5	1	—	—	—
6	1	—	—	—
7	1	—	—	—
8	2	1	—	—
9	2	1	—	—
10	2	1	—	—
11	2	1	—	—
12	2	1	—	—
13	2	1	—	—
14	2	1	—	—
15	3	2	1	—
16	3	2	1	—
17	3	2	1	—
18	3	2	1	—
19	3	2	1	—
20	4	3	2	1

FOCUS LEVERAGE

You focus your mind and body on a specific physical task. You have advantage on one Strength ability check made to pry open a door or chest, tip over an object, or move an object. If you have and use **one or more** suitable tools, such as a crowbar, sword, or **strong wedge**, you can add your Intelligence modifier to the result of such ability checks.

You can use this technique a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

HAMSTRING ATTACK

Once during your turn, if you hit a creature with a weapon attack or unarmed strike, the target's walking speed is reduced by half until the end of your next turn.

POWER ATTACK

When you make a melee weapon attack or unarmed strike, you can choose to give the attack more power in exchange for a loss of accuracy.

You have disadvantage on the attack roll. If you hit, you roll one additional die of damage for the weapon or strike.

REACTIONARY PUNCH

As a reaction when you are hit by a melee attack, you can make one unarmed strike against the attacker if it is within your reach.

PALADIN TECHNIQUES KNOWN

Level	Tier 1	Tier 2	Tier 3	Tier 4
1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	—	—	—	—
5	—	—	—	—
6	—	—	—	—
7	—	—	—	—
8	1	—	—	—
9	1	—	—	—
10	1	—	—	—
11	1	—	—	—
12	1	—	—	—
13	1	—	—	—
14	1	—	—	—
15	2	1	—	—
16	2	1	—	—
17	2	1	—	—
18	2	1	—	—
19	2	1	—	—
20	3	2	1	—



Cooked Rust Monster Saliva. This small, wide jar contains a thick, dark brown substance. A quick smell carries a very strong metallic odor.

This sludge was made from saliva that had been collected from a rust monster, treated with a secret alchemical process, and cooked down until it became a dense brown substance with the consistency of hot tar.

When applied to a single metal weapon or worn item, this substance will protect that object from the harmful effects of a rust monster's touch or hide, and the object exudes an odor that causes rust monsters to ignore you in favor of other sources of metal.

This substance stands up to use in combat, but it dries and falls off a coated object after 1 hour (or 10 minutes in hot, dry areas). While it is in effect, you have disadvantage on Stealth checks due to the strong, distinct odor.

You cannot remove this alchemical substance early with physical force or washing.

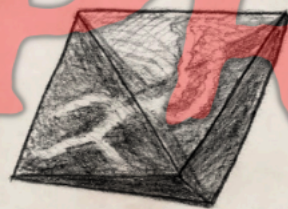
Dragon's Egg. This small, iron-bound wooden cask is filled with an alchemical mix of strange powders and liquids. It smells very strongly of alcohol. A fuse protrudes from the top of the cask.

Once lit, the fuse burns quickly. 1d4 + 1 rounds after you ignite the fuse, the cask explodes. Every creature and object within a 20-foot radius sphere must make a Dexterity saving throw (saving throw DC 15). Each target takes 4d6 fire damage and 4d6 thunder damage, or half that with a successful saving throw.

If the dragon's egg cask takes any fire damage, it explodes 1 round later.

Ink, Superior. This very high-quality ink is suitable for scribing spellbooks and magical scrolls. It does not fade and, once it dries, is waterproof.

Jolt Crystal. As an action, you can throw this fragile crystal up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the crystal as an improvised weapon. On a hit, the target takes 2d6 lightning damage.



Jolt Juice. This brown, tart, bubbling liquid is imbued with reagents that will make you feel faster and more alert. At the start of your next turn after drinking it, everything seems to slow down around you. For this turn and your next 3 turns, you gain the following effects:

- Your speed is doubled.
- You have a +2 bonus to your AC.
- You have advantage on Dexterity saving throws.
- You gain an additional action on each of your turns, which can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the effects of this liquid wear off, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you.

Yes, this is inspired by a similarly named carbonated beverage from the real world.

Limburg's Cheese Bomb. Contained within a glazed ceramic sphere is a potent mixture of alchemical substances and stinky cheese. As an action, you can throw the sphere at a point you can see within 30 feet of you, causing it to shatter on impact.

When the sphere is broken by any means, the



material within explodes, filling a 30-foot radius sphere with a cloud of white smoke, making the area heavily obscured. The smoke fades away at the start of your next turn.

For the next 2d4 days, anything that was within the area of smoke has a strong smell almost identical to foot odor. The scent is off-putting to many creatures, but it attracts mosquitoes.

Ah yes, the most famous of stinky cheseses makes its way to the game.

Luminous Ink. This ink is an incredibly dark, light-absorbing black. It can be used for both writing and for creating tattoos. Once applied, it never fades or blurs.

If the ink is exposed to bright sunlight for at least an hour, or if it is subject to any amount of radiant damage, the ink turns white and begins to glow. For the next 12 hours, it emits dim light in a 10-foot radius.

Smokestick. As an action, you can snap the end off this short, wooden rod to spark an alchemical reaction. When broken, thick, grey smoke billows steadily out of it, heavily obscuring the area within a 10-foot radius in a matter of seconds. The smoke doesn't rise or sink, but it disperses on its own after 1 minute. Moderately fast wind (at least 10 mph) disperses the cloud early. The stick is too light to be thrown farther than 20 feet on its own.



SPELL LISTS

The following lists include all of the new spells from this book.

Game Masters, feel free to alter these class spell lists for your games, adding or removing spells to best fit the narrative flavor of your settings.

Players, feel free to ask your GM if you can have new spells added to your PC's class list or if they can be created by your character as part of the ongoing story-making.

Descriptions for all of the listed spells are included in this chapter.

ARTIFICER

CANTRIPS (0 LEVEL)

Ablative Armor
Burnblade
Conjure Ammunition
Conjure Beverage
Frost Spear
Gideon's Animated Toys
Gideon's Nightlight
Goldbottle's Talented Masseur
Mage Shield
Manipulate Air
Manipulate Earth
Manipulate Fire
Manipulate Water
Shivani's Honed Blade
Sylvania's Wooden Stake
Static Spark
Telekinetic Grasp

1ST LEVEL

Aura of Illusion
Bag of Bees
Channel Resolve
Coin Trap
Conceal Writing
Crag's Armor of Stone
Crystalline Artillery
Floating Magi
Hurl Object
Lagerfinder
Light as a Feather
Light Sigil
Luminus' Glow
Luminus' Hall of Lights
Luminus' Hidden Message
Nightfire
Parchment of Personal Ponderings
Quillin's Everfull Quiver
Repair Vessel
Shivani's Cleaving Axe
Shivani's Farblade
Silent Access
Stonevine Weapon
Wizard's Canopy

2ND LEVEL

Arcane Lasso
Awkward Object

Can't Stop Won't Stop
Flame of Divining
Freeze Metal
Gideon's Marbles
Maid Arcana
Mystical Boomerang
Quillin's Arrows of Silence
Reveal Magic
Shivani's Bone Blade
Shivani's Burning Icicle
Shivani's Demolishing Blade
Skittish Object

3RD LEVEL

Alchemical Ease
Conjure Wagon
Transportation
Gideon's Talking Furniture
Map of Eagles
Oculus' All Around Vision
Oculus' Sight Shield
Plia's Dimensional Leash
Quillin's Bow of Seeking
Quillin's Energy Bow
Quillin's Staffbow
Stowaway's Cabin

4TH LEVEL

Anchored Object
Atratum's Wall of Blackness
Commune with the Stars
Hydor's Lake Vault
Jeweled Bait
Quillin's Arrow of Attraction
Quillin's Conduit Arrow
Shopkeeper's Ward
Skulldiggery
Tome of Gems

5TH LEVEL

Awaken Object
Pitchfoot Trap
Quillin's Archery Cover
Shivani's Beheading Blade
Tempest's Living Battery

BARD

CANTRIPS (0 LEVEL)

Adjust the Tune
Conjure Beverage
Deserved Slap
Gideon's Pastry Conjunction

Goldbottle's Talented Masseur
Mystical Seasoning
Oculus' Magical Eyes
Painful Note

1ST LEVEL

Audible Disguise
Aura of Illusion
Cat's Slumber
Channel Resolve
Conceal Writing
Cut the Deck
Distill Dark from Light
Faerie Ring of Rest
Feast of Tiny Dragons
Hydor's Insidious Stream
Inner Keg
Lagerfinder
Nightfire
Oculus' Halting Gaze
Oculus' Pacifying Gaze
Otrov's Venomous Words
Parchment of Personal Ponderings
Proclamation
Sudden Escape
Throw Shade
Transcribe Thoughts

2ND LEVEL

Aura of Power
Cat Gravity
Cavitic Collapse
Cloak of Shadows
Disarming Wave
Existential Skull
Godmother's Gift
Hot Chocolate Surprise
Intoxicate
Slay Bells Ring
Wakeful Ward
War Jewel's Light

3RD LEVEL

Conjure Wagon
Transportation
Curse of the Unfooled
Echo Messenger
Faerie Ring of the Dance
Feline Anchor
Gideon's Distracting Sound
Gideon's Talking Furniture
Icescream
Illusionary Swarm
Sylvania's Taming of the Beast

4TH LEVEL

Tome of Gems

5TH LEVEL

Atratum's Eyes in the Dark
Filling Feast of the Fey
Otrov's Toast of Assassins
Possess Person
Shadow of Doubt

Ukuel's Tavern Door

6TH LEVEL

Weakness of Mind is
Weakness of Body

7TH LEVEL

Once More With Feeling

CLERIC

CANTRIPS (0 LEVEL)

Ablative Armor
Consecrated Weapon
Hydor's Drink
Oculus' Magical Eyes
Profane Flame
Sylvania's Wooden Stake

1ST LEVEL

Breathing Room
Channel Resolve
Kiss of Lysis
Oculus' Halting Gaze
Oculus' Pacifying Gaze
Proclamation

2ND LEVEL

Aura of Power
Bring to Ground
Cloak of Shielding
Disarming Wave
Flame of Divining
Freeze Metal
Hydor's Fire Eater
Sinkhole
Soothing Milk Bath
Sphere of Denial
Wakeful Ward

3RD LEVEL

Coral Corral
Crag's Sacrificial Stone
Last Moments
Sylvania's Blood of Holy Fire
Sylvania's Blood of Silver Agony
Sylvania's Holy Brand
Sylvania's Holy Rain
Sylvania's Taming of the Beast
Tenacious Life

4TH LEVEL

Anchored Object
Blessed Birth
Commune with the Stars
Curse of the Moon Beast
Funeral Pyre
Luminus' Radiant Aura
Luminus' Redeeming Flames
Retributive Stomp of Spores
Sylvania's Golden Aura
Sylvania's Unholy Aura

5TH LEVEL

Cloak of Benevolent Radiance
Hydor's End of the Flood
Reformation
Sylvania's Decay Completion

ATRATUM'S ARMOR OF DARKNESS

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a blackened steel gauntlet)

Duration: 8 hours

You touch a willing creature who isn't wearing armor. A mist of darkness envelopes the subject, then condenses inward, forming what appears to be pitch-black half plate armor. This armor is weightless, silent, and does not require the target to be proficient in the use of any armor.

The target's base AC becomes 15 + its Dexterity modifier, and it has advantage on Stealth checks made in darkness.

The spell ends if the target dons armor or if you dismiss the spell as an action.

ATRATUM'S BLADE OF DARKNESS

2nd-level necromancy (necrotic)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a black dagger)

Duration: Concentration, up to 1 minute

An incorporeal blade of shadowy darkness extends from your hand, the length of a longsword. You can use the magical blade to make melee weapon attacks.

You are proficient with this blade, and you use your spellcasting ability modifier for attack rolls made with it.

On a successful hit, the blade deals necrotic damage equal to 1d8 + your spellcasting modifier. A mystical link is established between you and the creature you hit.

At the start of each of your turns, the target creature takes necrotic damage equal to the number of times you have hit it with the dark blade. You regain an equal number of hit points.

Hitting more than one creature will establish links of necrotic damage and healing with each. A link is severed when the spell ends or the creature you hit dies.

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

ATRATUM'S CHAINS OF DARKNESS

5th-level evocation (force)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a chain that is at least 6 inches in length)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. Chains of black magical force spring from any nearby shadows and wrap around the target.

The target must make a Strength saving throw or be paralyzed for the duration of the spell. At the end of each of its turns, the target can make another Strength saving throw. On a success, the chains are broken and the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

ATRATUM'S EYES IN THE DARK

5th-level illusion (curse, phantasm)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Permanent

You create the maddening sensation, sensed only by the target, that dangerous creatures are watching them closely from just beyond their range of sight.

Choose one creature you can see within range. The chosen target must make a Wisdom saving throw.

If the saving throw is unsuccessful, the target is constantly kept on edge, unable to finish a long rest.

At the end of each 24 hours, the target makes another Wisdom saving throw, ending the spell on a success.

You can end this spell early as an action, or it can be ended by the use of a *remove curse*, *greater restoration*, *heal*, or *wish* spell.

PREVIEW



target, it takes normal damage from the weapon, plus your spellcasting modifier and any extra damage the weapon may grant (such as bonus fire damage for a flaming weapon).

PLIA'S EMPTIED NEST

4th-level conjuration (teleportation)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You point at a creature you can see within range and cause it to make a Charisma saving throw.

If the target fails the saving throw, it is immediately teleported directly upward to a distance of 80 feet (or lower if this height is blocked by a ceiling or other such barrier). The target then immediately falls, taking damage from the fall and landing prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum height increases by 20 feet for each slot level above 4th.

PLIA'S FALSE MISHAP

6th-level conjuration (force, teleportation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a coil of wire)

Duration: Concentration, up to 1 minute

You cause a creature you can see within range to make a Charisma saving throw or be subject to twisted space-folding magic.

At the start of each of its turns, the target is teleported 10 feet in a random direction to an unoccupied space. Roll 1d10 to determine the direction in which the target is moved. As it is teleported, the target takes 3d10 force damage.

PLIA'S FALSE MISHAP

d10	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest
9-10	Up

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the distance the target is moved increases by 10 feet for each slot level above 6th.

PLIA'S FATAL TRIP

9th-level conjuration (force, teleportation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a cracked piece of glass)

Duration: Instantaneous

You cause a creature you can see within range to make a Charisma saving throw or be teleported up to 30 feet back, away from you, into an unoccupied

space. The target takes 20d6 + 60 force damage as pieces of its body are left behind when it is teleported. If the target is reduced to 0 hit points, it is instantly killed.



PLIA'S LESSER TRANSLOCATION

Conjuration cantrip (teleportation)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You instantly teleport a single creature or object, weighing no more than 5 pounds, from anywhere within range to anywhere else within range. The subject of the teleportation cannot appear within a solid object or creature, instead appearing in the closest space it will fit in.

If the target is a creature, it can resist this spell with a successful Charisma saving throw. The target has advantage on this saving throw.

If the target is an object held, carried, or worn by another creature, the spell fails. Magical items attuned to another creature are also unaffected.

Unless you know the exact location and appearance of an object to be moved with this spell, you must be able to see the desired subject. For example, you could teleport a specific potion from your own backpack into your hand or a rabbit from a cage to a hat in your hand, but you could not use this spell to retrieve a random bowl from a stranger's unseen kitchen.

The maximum weight you can teleport with this spell increases at 5th level (10 pounds), 11th level (15 pounds), and 17th level (20 pounds).



falls, unless it has the ability to hover or is being held aloft by magic, such as by the *fly* spell.

SLOWED

A creature that is slowed is unable to act as quickly as it could normally.

- A slowed creature's AC is decreased by 2.
- The creature has a -2 penalty to Dexterity saving throws.
- The slowed creature's speed is halved.
- On its turn, the slowed creature can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.
- The creature can't take reactions.

This condition is based on the *slow* spell, replicating some of the spell's effects. It was created to open the mechanics to other causes, such as being stuck in a pool of molasses.

STUNNED

The mind of a stunned creature can't focus on any task.

- The stunned creature can speak only falteringly.
- The creature can't take actions, bonus actions, or reactions.
- The creature can't concentrate on spells.
- The stunned creature's speed is 0.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

I rewrote this to bring the effects of being incapacitated directly into this condition and to clarify things a little.

TURNED

- A turned creature must spend its turns trying to move as far away from the turner as it can, and it can't willingly move to a space within 30 feet of the turner.
- The turned creature can't take reactions.
- For its action, the turned creature can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

This condition is based on the cleric's ability to turn undead. It is defined here so that the base effect can be used for other features, spells, or effects.

UNCONSCIOUS

- An unconscious creature can't take actions, bonus actions, or reactions.
- An unconscious creature can't concentrate on spells.
- The creature's speed is 0.
- It can't speak and is unaware of its surroundings.
- The creature drops whatever it's holding.
- If a flying creature becomes unconscious, the creature falls, unless it is being held aloft by magic it is not controlling, such as a *levitate* spell cast by another creature.
- The creature automatically fails Strength and Dexterity saving throws.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.
- Any attack that hits the creature is a critical hit if

the attacker is within 5 feet of the creature.

Rewritten to bring the effects of being incapacitated and prone into the effects for this condition for easier referencing.

DANGERS

FALL DAMAGE

Everything falls at some point. The question is whether it can get back up afterward.

The amount of damage a creature takes from falling depends on its size. For each 10 feet fallen, a creature takes bludgeoning damage upon impact:

- Tiny or Small - 1d4 (maximum 20d4)
- Medium - 1d6 (maximum 30d6)
- Large - 1d8 (maximum 30d8)
- Huge - 1d10 (maximum 40d10)
- Gargantuan - 1d12 (maximum 40d12)

The bigger they are, the harder they fall.

The increase in the maximum number of damage dice is because a very, very long fall should still be dangerous to higher level characters.

CHOOSING TO FAIL

There are times when you may want to purposefully fail at something. Here are some optional rules for that.

You may not be able to willingly fail if something, such as a *dominate person* spell, prevents you from acting of your own free will.

ABILITY CHECKS

You can choose to fail an ability check. You might take the actions required but purposefully try to fail, or you might simply refuse to act, but purposeful failure is possible.

Want to throw a game of chess, fail to pick a lock but still look like you're trying, or make someone else feel strong by not opening that jar of pickles? Go for it.

ATTACK ROLLS

You can purposefully miss an attack roll. You may be simply sparring or mean no actual harm to a target, in which case you attack but do not give real effort behind the attack.

Roll a d20. If the number on the die is anything other than a 20, your attack misses. If the die shows a 20, you deal the weapon's minimum possible damage as you don't quite miss as you intended, and this is not a critical hit.

This does not apply to situations where you are attempting to miss by a specific distance, such as hitting inches from a target with throwing knives.

I see this as "taking it easy" on a target you don't actually want to hurt, with the small chance of mistakenly still hitting (but not very hard).

If you are the person who aims a siege weapon at a stone or brick structure or object, a successful hit becomes a critical hit.

SKILLED SYNERGY

If you have proficiency with both masons' tools and the following skills or tools, you may gain additional benefits.

Investigation. You have advantage on Investigation checks made to locate hidden doors and compartments in objects and structures made of stone or brick.

Perception. You have advantage on Perception checks made to locate hidden doors and compartments in objects and structures made of stone or brick.

Stonemasons' Tools. When you make an ability check using stonemasons' tools to work with stone or brick, you roll 1d6 and add the result to the check.

PAINTING & DRAWING

Crafting Ability: Charisma

Painters can use a variety of pigments to draw pictures and decorate objects, and the most skilled can do anything from as simple as painting the side of a barn a single color to creating beautiful artistic drawings and paintings, from decorating the shields of warriors before battle to adding fine details to the most delicate of statues. A person who knows how to use painters' supplies turns ideas into imagery for others to see.

Those painters who are exceptionally talented may find their work supported by nobles who want to show off their wealth and sense of culture, by historians who wish to capture important events, and by families wishing to immortalize a loved one.

While it does not take long to spread a single color of paint on a large surface, it can take anything from hours to months (maybe even years) of work to produce artistic pieces that catch the attention (and coin) of others.

STUDIO PAINTING & DRAWING

When you have a proper, well-lit artistic studio that allows you to work in peace, with all of your charcoal, inks, pigments, paints, and tools at hand, you can complete up to 8 hours of painting work each day. With your work protected from disturbances, you can pick up right where you left off each day without worrying about any loss of progress.

ADVENTUROUS PAINTING & DRAWING

Being out in the wilds, in the depths of dungeons, or in hostile territories can make it difficult for a painter to work, but your skills can still be put to use outside a studio. Some of the things you can do include:

Create a Drawing or Painting. During a short or long rest, you can craft a simple work of art, a drawing or painting no larger than 1 square foot in size, perhaps creating a quick copy of an existing piece or capturing a scene you have witnessed.

Inspect Artwork. After 1 minute of studying a drawing or painting within 5 feet of you in bright light, you know what kinds of pigments and paints, as well as exactly which kinds of tools, were used to create that artwork. The GM might ask for a painters' tools check to identify particularly rare and exotic pigments.

Mark Passage. As you move through an area, you can use an action and your painters' supplies to leave

a mark that you will recognize to leave a trail or find your way back to a starting location.

You can choose to make these marks clearly visible, or you can make a painters' tools check to make them harder to pick from their surroundings. If making them harder to find, the result of your ability check is the DC others need to roll to notice your marks using Investigation or Perception.

SKILLED SYNERGY

If you have proficiency with both painters' tools and the following skills or tools, you may gain additional benefits.

Alchemists' Supplies. You have advantage on any ability checks made to create dyes, paints, and other pigments from minerals and strange materials.

Herbalists' Supplies. You have advantage on any ability checks made to extract and create dyes, paints, and other pigments from plants and animal products.

History. You have advantage on History checks made to identify if a drawing or painting is a forgery.

Investigation. You have advantage on Investigation checks made to notice irregularities in drawings or paintings or to spot symbols, images, and information hidden in such artworks.

Insight. You can accurately, and immediately, glean any sort of meaning or message another artist has tried to convey in a drawing or painting.



everything within the area. The longer it has been since the last flash fire, the more intensely the flames burn.

There are some people who make their homes within the Fire Swamp. Most of these residents have ways of avoiding the fires, such as making holes to plunge into, avoiding fire at all costs, or even ringing their homes with open flame to burn off any gas before it becomes too dangerous.

The name of this place was inspired by *The Princess Bride*, one of the greatest movies of all time. The actual description is a bit more science based, with floating mats of vegetation over water and flammable gas produced by dead plant matter decaying beneath the water.

THE GRAVESTONE OF HAMANA ANAMAH

magical point of interest

The graveyard of this small village, while not out of the ordinary, attracts visitors from far-off lands. Within the sanctified burial ground is the grave of Hamana Anamah, a famous medium that was said to be able to speak for the spirits of the dead.

The gravestone of Hamana Anamah is carved from a single piece of dark basalt. It is etched with the following words, in the most common local language:

"Here lies Hamana Anamah, now joined with those she once spoke for."

"She was a messenger between worlds, and death will not end this."

"One touch, one name, three moments; to speak your own farewell."

If you touch the gravestone with your bare hand and speak the name of someone you know who has died, you will see them appear on the opposite side of the gravestone. You and the dead have 3 minutes to speak with each other and to say your final goodbyes.

Once you have used the gravestone to speak with a particular deceased person, it will not function for you again until after the next full moon rises. You will not be able to speak to any dead people you have contacted before through this magic.

THE RED PILLOW

point of interest (business)

A wooden sign hanging outside this establishment uses bright red paint to spell out its name and has an illustration of a bed with a single red pillow on it.

Inside the entrance, you find a well-decorated sitting room with comfortable seating for up to two dozen people. A staircase spirals upward in a back corner. An elderly human woman sits in a rocking chair, knitting.

When you enter, the old woman puts down her work to graciously welcome you to the Red Pillow. She will ask how many people are in your party and how many hours (not nights, hours) you would like a room for.

When asked for the price, the elderly woman lets you know that a room for two costs 1 gold coin for each hour, while the Queen's Suite, which has space and a bed large enough for 20 people, will cost 50 gold coins for each hour.

The cost is high for this place, as the staff will provide refreshments if requested, will always be discreet, and will clean each room afterward.

THE SUMMERSNOW TREE

magical point of interest

Just barely within sight of a backcountry road,

almost completely hidden by dense trees and undergrowth, is an area where the plants and ground look odd. Checking closer, you find a large, circular clearing with a massive tree in the center. The clearing is nearly one hundred feet in diameter.

Within the clearing, everything from the air to the plants to the animals that live there seems to be experiencing a season half a year ahead of or behind what the area outside it currently is. In winter, the clearing experiences summer, while in summer, the clearing experiences winter.

The entire area is suffused with faint transmutation magic, with this magic being slightly stronger within the central tree.



TOLL BRIDGE

point of interest

A trade road, which once carried more travelers than it does now, passes through a thick, old-growth forest. At the side of the road, someone has erected a crude wooden sign, painted with dark brown lettering. It reads:

"Toll. Arm. Leg."

Only 100 feet or so further along the road is a sturdy looking wooden bridge, which allows passage over what looks to be a 30-foot deep ravine with a fast-flowing river within it. The ravine is about 40 feet across. Exploring along the ravine reveals that it runs for miles in either direction, making the bridge the only viable crossing without a very large detour.

On one side of this ravine, concealed by the bridge,



CHAPTER 9: PLOT HOOKS & STARTERS

This chapter contains a variety of encounters or side stories that can be used as inspiration for writing your adventures or simply as things to leave out in the world to see if they interest the players in your games enough for them (and you as GM) to invest time into pursuing delving deeper.

A CHILD'S BLANKET

In an old, abandoned house, a child's blanket has been found. Old, worn, and dusty, the quilted blanket was once well-made, with care and attention given to every stitch.

When someone touches the blanket, there is a small chance that that person will see a small, sad child standing nearby, watching them. The child disappears as soon as the person touching the blanket looks away for even a moment.

The moments in which the child appears seem to be random. Some people never see the child.

The blanket once belonged to a child who looked a lot like the one that seems to appear and vanish. That child went missing a few decades ago.

A NOBLE'S OBSESSION

Due to multiple recent scandals within the Temples of Farlunia, the largest and most prominent faith in the kingdom, the Council of Nobles plans to meet to vote on removing official support for that religious group.

The PCs have been summoned to meet with Tyvel Brumkind, one of the members of the Council. They are quietly led into his estate through a servants' entrance before being left in a darkly furnished den.

Tyvel enters a few minutes after the party begins to get bored. He welcomes them and immediately offers them 50 gp each to keep what they speak of in complete confidentiality.

Tyvel Brumkind wants this group, which he assumes are simple mercenaries, to find and use information to blackmail certain members of the Council of Nobles into voting against cutting ties to the Temples of Farlunia. If that fails, he would like those particular nobles to disappear before the vote. He is willing to reward the group with a collection of valuable jewels in return for their service and their silence.

The PCs may have the opportunity to find out that Tyvel is infatuated with Innalia Ventaro, the head priestess of the largest of the Temples of Farlunia. She apparently does not return his interest, but he fears that cutting official ties to the Temples would mean there would be no reason for her to associate with him, ruining his plans to convince Innalia to become his wife.

If the PCs are unable to stop the Council of Nobles from removing its support of the Temples, Tyvel will offer the PCs a fortune to kill Innalia and bring her body to him. Tyvel will tell them that he has a cleric that will return her to life, with him present as her rescuer when she opens her eyes again.

I asked for three words from members of a Facebook group to inspire a homebrew creation. They definitely challenged me with *limerence*, *morbid*, and *antisestablishmentarianism*.

A TALE ALREADY WRITTEN

The party of experienced adventurers arrives in a land that is new to them. It is a realm or kingdom that none of them have ever been to before. As the party learns the ways and customs of this new place, they hear a fairy tale that is popular with the people here.

It will eventually be revealed to the adventurers that this tale has been passed down for generations as a moral lesson about facing your fears or failing to learn from your mistakes. The story can supposedly be traced back to a stone tablet that was found in the ruins of an ancient civilization.

A wealthy local merchant actually owns the tablet and shows it off to impress other wealthy visitors, though the owner (or anyone they know) is unable to read the etchings.

If the party has the capability to use magic to read, such as a *comprehend languages* spell, they will discover that the tablet actually describes a more memorable early adventure (or misadventure) that was actually had by the group. The names on the tablet may be simplified or shortened, but they are recognizable as the members of their party.

This was inspired by a set of prompts on Reddit: *prescribe*, *vestige*, and *fairy tale*. The prompts there aren't intended for all three to be used at once, but I take it as a personal challenge to do so.

For this one, my brain immediately saw "prescribe" as "pre-scribe", something that was written before.



your familiar as a spellcasting focus. Doing so increases both your spell attack bonus and spell save DC by 1.

- If your familiar is reduced to 0 hit points, you take 1d10 psychic damage, and attacks roll against you are made with disadvantage until the end of your next turn.

If your familiar is dismissed to its pocket dimension or reduced to 0 hit points, the amulet disappears with the familiar. When the familiar appears next, it still wears the amulet.

If you somehow have more than 1 familiar, you can't benefit from more than one of this type of amulet.

AMULET OF THE STEELCLAD STEED

Wondrous item, uncommon

This large amulet in the shape of a steel shield is marked with runes of protection. It does not have a cord or chain, but it does have two loops at the top and one at the bottom wide enough for leather straps to pass through.

As an action while within 10 feet of a mount that is wearing this amulet, you may speak the command word. The mount will instantly be covered with plate barding, changing its Armor Class to 18. This armor weighs 130 pounds.

The barding can be removed as an action by repeating the command word.

AMULET OF VOX

Wondrous item, uncommon (requires attunement)

This amulet takes the form of a tiny, polished wooden box hanging on a silver chain.

As an action, you can point to another creature you can see within 30 feet and cause it to make a DC 14 Charisma saving throw. If the target fails the save, its voice is magically imprinted within the amulet. The tiny box will feel a little bit heavier to you.

Later, as an action, you can cause the amulet to change your voice to that of the creature you targeted.

As a bonus action, you can return to the use of your own voice. Doing so removes the copied voice from the amulet and allows you to use it to copy another voice.

Yes, this amulet is a tiny voice box.

FIREFLY PENDANT OF THE FEY

Wondrous item, common

This tiny silver pendant is sculpted to look like an adult firefly. The underside of its abdomen holds a narrow piece of yellow-green peridot.

As an action, you can cause the pendant's abdomen to glow with a point of light while you are surrounded by more than a hundred small lights that flicker and move like real fireflies. The lights surround you and move with you for 1 hour, illuminating a 30-foot radius around you with dim light.

You can use the magic of this pendant again after the next sunset.

This was created as a custom starting item for a player in one of my campaigns. His character was close a fey creature as part of his backstory, and this pendant was a gift from that fey.

LEO'S SECURE FOCUS

Wondrous item, rare (requires attunement by a spellcaster)

This object is a gold ring that holds the edges of a hollow glass hemisphere, hanging on a leather cord. Touching it gives you a sense of safety and security.

You gain a +1 bonus to AC, and you can use this amulet as a spellcasting focus.

You can cast *tiny hut* by expending a spell slot of 3rd level or higher while wearing this amulet.



LESTER'S LAST LAUGH

Wondrous item, uncommon (requires attunement)

Created by a wizard with a dark sense of humor, this circular wooden amulet has a laughing mouth painted on both sides.

When you are reduced to 0 hit points, the amulet casts *hideous laughter* on each creature within 20 feet of you. At the start of your next turn, it releases a *fireball* spell, centered on you. The saving throw DC for both spell effects is 14.

The amulet can function again after the next sunrise.



reflection is the first thing you see in it.
Value: 100 gp to 200 gp

GOLDENFIRE DRAGON

Treasure

This 8-inch tall statuette of a dragon, rearing up with its wings spread, stands on a thick piece of slate. The statuette is somehow permanently attached to the stone.

The dragon is made from solid gold. It appears to have been treated with a wash to bring out the details, though instead of a black color, this is a brilliant red, transparent enamel. The dragon's eyes are small fire opals, and a larger fire opal is set in the center of the dragon's chest.

This particular sculpture was created by an artist named Hassian Belcrest. His name, the image of a hand bell, and the word "Goldenfire" (in Common) are etched into the bottom side of the slate.

Value: 3,000 gp to 18,000 gp

GRANNY ELKHERST'S IRON SKILLET

Treasure

This cast iron cooking pan is a little over 12 inches in diameter and about 2 1/2 inches deep. It has a long iron handle on one side, which has a small hole through it, and a loop of iron on the opposite side. The entire thing weighs 9 pounds.

The entire surface of this skillet is black in color and has a faint sheen to it. Attached to the end of the handle by a 2-inch length of thin chain is a small bronze medallion that looks much like a miniature lattice-topped pie.

This cooking implement once belonged to Granny Elkherst, a very old woman who was famous in her town for her cooking. No matter the meal, it was always considered an honor to dine at her table. When royalty passed through her town, they would always request a visit to her house. A pie from her kitchen was the greatest gift a child could ask for.

Granny Elkherst died without having any known descendants and without passing her recipes on to anyone. When her belongings were given away by the town magistrate, this pan became the center of a dramatic and bitter feud between at least a dozen townsfolk.

Value: 5 gp to 500 gp

Those who cook will understand why this could be so valuable to the right people.



JADE SERPENT CHALICE

Treasure

As light falls on this chalice, the rich, emerald green color catches your eye.

A closer look at the piece reveals that it is formed from a single piece of rare, translucent green jade. Around the outside of the chalice, carved from the same jade, is a snake that curls multiple times around the drinking vessel, its tail at the base and its head near the top edge.

Etched into the bottom of the base of the chalice, barely noticeable, is the image of a snake in the shape of a circle, eating its own tail.

Value: 5,000 gp to 10,000 gp

JOHAN MANJKA'S SKETCHBOOK

Treasure

This very old book is made from now-brittle parchment, bound with a cover of stiff leather. There is no title on the outside of the book, but it is stained with several splotches of old ink. The book is 1 foot wide, 1 foot long, and 1/2 inch thick. It weighs 2 pounds.

The old parchment pages within the book are filled with hundreds of inked sketches, depicting everything from simple leaves to architecture.

Only a single page contains any written words, which appear to be a shopping list, with the costs to be added to the debt of a Johan Manjka. Half of that page has been precisely torn off at some point in the past.

Johan Manjka was a human artist who disappeared more than two centuries ago. He was only 25 years old at the time, and he was relatively unknown. Decades after he vanished, a trove of more than 100 beautiful, lifelike paintings was discovered in his abandoned cottage, each signed by him. These paintings made him famous to those who know about art and to those who trade in stories of mysterious disappearances.

Value: 50 gp to 10,000 gp

LADY LUCK'S SAPPHIRE GIFT

Treasure

This is a golden statue of a short-haired, beautiful woman in a long dress, her face smiling as she looks upward. She is kneeling with her hands raised above her head. The statue is attached to a thin, white marble base, is approximately 1 foot in height, and weighs 30 pounds.

Held between the statue's hands is a smooth, 1-inch diameter sphere of rich blue crystal—a sapphire with faint inclusions in the center that catch and refract bright light.

This piece of art was commissioned by a retired adventurer named Flynn Velnish. Only 22 years old at the time, Flynn had the statue created as homage to a goddess of luck and fortune, made from materials he found in the lair of a long-dead dragon.

Value: 10,000 gp to 20,000 gp

MAURICIA'S DIAMONDS

Treasure

A length of blue ribbon, made from fine silk, is formed into a loop with a "tail" approximately 6 inches long. Made to be worn around the neck, the ribbon is designed to display 12 identical diamond studs.

Once belonging to a noblewoman named Ana Mauricia, these diamonds were a gift from her new

saving throw or become infected.

Incubation. While the disease incubates within a creature, that creature feels constantly hungry, even if it is already too full to eat anything more.

Active Disease. A creature infected by this disease begins to energetically dance and refuses to stop. Within an hour, its facial muscles tighten in a way that seems to form a wide, forced smile.

After every four hours of dancing, an infected creature must succeed on a Constitution saving throw or gain 1 level of exhaustion.

A creature that reaches 6 levels of exhaustion immediately dies.

Cure. If an infected creature succeeds on three of its saving throws, the dancing ends, and the creature is cured of the disease. A cured creature that has 3 or more levels of exhaustion immediately falls asleep.

FUNGAL LUNGROT

Disease

Infection Method: Inhaled

Disease DC: 12

Incubation: 1d6 hours

Creatures with this disease have trouble breathing.

Infection. This disease begins with the spores of a particular mushroom. A creature that inhales the spores must succeed on a Constitution saving throw or become infected.

Active Disease. A creature infected with this disease has increasing chest congestion and difficulty breathing as the fungus begins to grow.

The creature gains 1 level of exhaustion after only 6 hours of travel or activity. Anything beyond this becomes a forced march. The infected creature has disadvantage on Constitution saving throws to avoid becoming further exhausted by forced marches.

When the infected creature finishes a long rest, it must make a Constitution saving throw. If the saving throw is failed, the creature's Constitution score is reduced by 1.

If a creature's Constitution is reduced to 0 by this disease, it dies and small mushrooms sprout from its body 1 hour later. The mushrooms mature 1d4 hours after that, and infectious spores float in the air within 10 feet of the body. 1 week after a creature dies in this way, a silverlung puffball mushroom grows from the corpse.

Cure. When the creature succeeds on its daily saving throw 3 times, it is cured of the disease.

After the disease is cured, the creature regains 1 point of lost Constitution at the end of each long rest.

ICE FEVER

Disease

Infection Method: Ingested, Injured

Disease DC: 13

Incubation: 1d6 hours

This disease makes a creature feel cold, and warming them up makes things very bad.

Infection. The source of this disease resides in undercooked meat and eggs and in the saliva of certain creatures.

If a beast, giant, humanoid, or monstrosity consumes the tainted food or is bitten by a creature carrying the disease, it must succeed on a Constitution saving throw or become infected.

Active Disease. A creature infected with ice fever feels very cold, shivers constantly, and its skin is pale and cold to the touch.

If the creature is warmed by anything

that would make the diseased creature comfortable, such as blankets, a nearby fire, warm water, or even magic like a *ring of warmth*, it takes 1d6 fire damage at the end of each 10 minutes that pass.

For every 24 hours that pass, approximately 10% of the creature's hair or fur turns white.

Cure. When an infected creature finishes a long rest, it makes a Constitution saving throw. If successful, the creature is cured of the disease.

Any hair that has turned white does not return to its original color, and it remains white as it grows.

MALODOROUS MALADY

Disease

Infection Method: Ingested, Injured

Disease DC: 12

Incubation: 2 days

Those who are infected with this disease are not the ones who suffer from it.

Infection. When a humanoid inhales the fumes given off by someone with an active infection, it must succeed on a Constitution saving throw or become infected.

Active Disease. When the disease becomes active, the infected creature loses its sense of smell. One day later, it begins to emit noxious, invisible fumes.

When a creature with a sense of smell moves within 20 feet of an infected creature or begins its turn there, it must make a Constitution saving throw. If the saving throw is failed, that creature uses its action to cough and retch.



COOKIE MONSTER

The scent of freshly baked cookies draws visitors to a small, cold kitchen. It looks like the place has been abandoned for some time, but near one wall is a small table. The table glistens with moisture, as if it has just been washed and has not had time to dry. Four wooden chairs, equally clean and shining, are around the table. All sit on an aged woven rug. Placed on top of the table is a glazed white plate piled high with a dozen or so cookies. The cookies are very warm and are clearly the source of the smell that brought the visitors into the room.

Touching the chairs, table, rug, or cookies reveals that all are extremely sticky...as a large, toothy mouth opens on one side of the table. The cookies are a lie, and the table is a mimic.

Glistening Inexperience. This mimic is relatively young and has not yet mastered appearing as different materials. It can make convincing cookies, but all its other textures remain glistening and smooth.

A Real Monster. While it can fake the appearance and even the smell of a plate of freshly baked cookies, this monster does not have any actual cookies for creatures to enjoy.

While holding a homebrewing workshop at a local gaming convention (Coulee Con), I asked people to give me three random words from which I'd create a homebrew right then and there (an activity that I do as a guest on podcasts and streams, too). They gave me **table**, **glistening**, and **cookie**.

COOKIE MONSTER

Medium monstrosity (shapechanger), unaligned

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object, though with the exception of a plate of cookies, anything it mimics always appears glossy and wet. It can produce the scent of freshly-baked cookies.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



GNISH “LITTLE BEAR” GNASHO

This small gnome is almost 3 feet in height. His dark red-brown beard is a bit of a wild mess. He typically wears loose, comfortable clothing, over which he drapes a bear hide vest. A crumpled, rusty red felt hat covers a bald spot on the top of his head.

Gnish Gnasho is a gruff little man who has a fondness for alcohol and new things. He enjoys a good tussle, and fights are usually the only time anyone hears him laugh out loud.

Little Logger. Gnish earns his way by being a skilled woodcutter. He's known to be able to swing an axe better than many taller folk.

Berserk Bear. When there is real trouble, Gnish is known to rip off his shirt and vest to reveal a hairy, heavily muscled body criss-crossed with scars from years of battle with beasts and other foes.

The axes he uses to fell trees can be used to cut down his enemies with ease.



This dangerous "gnomeserker" was inspired by a Twitter post by an artist who specializes in creating cute goblins.

I was thrilled when the artist agreed to draw this original image for Gnish Gnasho.

GNISH GNASHO

Small humanoid (gnome), chaotic good

Armor Class 15 (unarmored defense)

Hit Points 94 (9d12 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Strength +9, Constitution +8

Skills Animal Handling +4, Athletics +9, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 8 (3,900 XP)

Brutal Critical. When Gnish scores a critical hit, he deals an additional 5 (1d10) damage with his battleaxe.

Danger Ready. Gnish Gnasho has advantage on initiative rolls and Dexterity saving throws as long as he is not blinded, deafened, or incapacitated.

Gnome Cunning. Gnish has advantage on all Intelligence, Wisdom, and Charisma saves against magic.

Gnatural Illusionist. Gnish knows the minor illusion cantrip. His spells have a DC of 12.

Gnature Talker. Through sound and gestures, Gnish Gnasho may communicate simple ideas with Small or smaller beasts.

Reckless Attacks. At the start of his turn, Gnish can choose to attack recklessly until the start of his next turn. His attacks are all made at advantage. Attacks against him are also made at advantage.

ACTIONS

Extra Attacks. Gnish can make two attacks when he takes the Attack action.

Gneecapper (battleaxe +1). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage.

Egnraged Gneecapper (battleaxe +1). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (1d8 + 9) slashing damage.

BONUS ACTIONS

Egnrage (4/day). Gnish enters his barbarian rage. for 1 minute:

- His Strength-based attacks deal an additional 3 damage with each hit.
- He has advantage on Strength checks.
- He has resistance to bludgeoning, piercing, and slashing damage.
- Gnish is immune to being charmed or frightened while raging.
- Gnish can choose to go gnomeserk, allowing him to use his Gnomeserker Gneecapper attack.

Branchcutter (handaxe +1). *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft., range 20/60 ft., one creature. *Hit:* 9 (1d6 + 6) slashing damage.

Gnomeserker Gneecapper (battleaxe +1). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (1d8 + 9) slashing damage.



DOG (DOMESTICATED)

Dogs are domesticated descendants of wolves, sharing many of that creature's traits while being more docile and sociable around humanoids.

Dogs are found in a variety of sizes, colors, and fur types. Most have strong, sharp teeth and excellent senses of smell and hearing. Many are known for being able to detect even the faintest of scents.

Domesticated dogs are social creatures that are generally comfortable being around humanoids. They are much more easily trained to follow directions than wolves or wild dogs.

Many Shapes and Sizes. Domesticated dogs range in size from small lap dogs to large dogs bred for intimidation.

DOG (DOMESTICATED)

Small beast, unaligned

Armor Class 12

Hit Points 4 (1d6 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	3 (-4)	10 (+0)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Born Tracker. The dog has advantage on Investigation and Survival checks that rely on smell.

Keen Hearing and Smell. The dog has advantage on Perception checks that rely on hearing or smell.

ACTIONS

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

DOG, LITTLE (DOMESTICATED)

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Born Tracker. The dog has advantage on Investigation and Survival checks that rely on smell.

Fearlessness. The little dog has advantage on saving throws made to resist becoming frightened.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

DOG, BIG (DOMESTICATED)

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	10 (+0)	8 (-1)

Skills Athletics +3, Intimidation +2, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Born Tracker. The dog has advantage on Investigation and Survival checks that rely on smell.

Keen Hearing and Smell. The dog has advantage on Perception checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

BONUS ACTIONS

Shake. When the large dog hits a creature with its bite as an action, it may make one bite attack against the same creature during the same turn.

If the dog is grappling a creature, it may make one bite attack against that creature.



HOLY COW

Among the most serene of creatures native to the planes of good, the holy cow spends its time grazing on the purest of grasses and clovers and enjoying the warmth of sunshine.

A holy cow has a hide of brilliant white that has a golden sheen to it in bright light. It walks on gold hooves and looks upon the world with gentle amber eyes. Bulls have horns of gold that shift to silver toward the points.

Holy cows are sometimes mistakenly summoned by spellcasters when first casting spells that call to celestial creatures. Such spellcasters find that a holy cow will not participate in combat.

The gods of farming will sometimes send a holy cow as a blessing to a struggling farm or village, as the presence of a holy cow blesses the health of nearby animals. It is said that the milk of a holy cow will never spoil.

Serene Presence. It is very difficult to upset a holy cow, and animals around them benefit from this otherworldly calm. It is easier to handle domestic animals near a holy cow, and animals of all sorts do not frighten easily.

Heart of the Herd. The holy cow blesses animals around it with health and vitality, eliminating disease and bolstering the health of all.

In February 2022, I challenged myself to come up with daily homebrews that were all somehow dairy-related. I called that month Febru-dairy.

This *udderly* peaceful creature was the first creation of that month.

HOLY COW

Large celestial, neutral good

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities exhausted, frightened, poisoned

Senses passive Perception 11

Languages —

Challenge 0 (0 XP)

Calming Presence. The holy cow produces an aura of calm with a 100-foot radius. Within this aura, Animal Handling checks for dealing with domesticated beasts are made with advantage. All beasts within the aura have advantage on saving throws against being frightened.

Divine Health. All beasts that spend 24 hours within a 1-mile radius of the holy cow are cured of any diseases, are considered to have enough nourishment and water to be healthy for the following 24 hours, and have any levels of exhaustion removed.

Celestial Nourishment. A (female) holy cow may be milked with a successful DC 12 Animal Handling check. The cow can produce up to 3 gallons of *holy cow milk* each day.

REACTIONS

Pitying Gaze. When the holy cow takes damage from an attacker within 60 feet that can see it, the cow can gaze back with a look of mixed pain, disappointment, and forgiveness. The attacker must make a DC 15 Charisma saving throw or become so ashamed of what it just did that it is unable to make attacks or cast spells until the end of its next turn.

