

NEW HERITAGES: DRAGONMARKS

You may choose to take one of these heritage gifts instead of one that is normally associated with your heritage.

Mark of Detection

Only half-elves may take this gift. You may choose either the Elf or Human heritage to represent being a half-elf.

Deductive Intuition. You gain an expertise die in Investigation and Insight checks. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Shape Shadows. You can cast *detect magic* and *detect poison and disease* each once between long rests. When you reach 3rd level, you can also cast *see invisibility* once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Wisdom.

Mark of Finding

Only half-orcs and humans may take this gift. You may choose either the Orc or Human heritage to represent being a half-orc.

Hunter's Intuition. You gain an expertise die in Perception and Survival checks. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Finder's Magic. You can cast *hunter's mark* once between long rests. When you reach 3rd level, you can also cast *locate object* once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Wisdom.

Mark of Handling

Only creatures with the Human heritage may take this gift.

Wild Intuition. You gain an expertise die in Animal Handling and Nature checks. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Primal Connection. You can *animal friendship* and *speak with animals* each once between short or long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Wisdom.

The Bigger They Are. At 3rd level, when you cast *animal friendship* or *speak with animals*, you can choose to target a monstrosity that has an Intelligence of 3 or lower.

Mark of Hospitality

Only creatures with the Halfling heritage may take this gift.

Ever Hospitable. You gain an expertise die in Persuasion checks and when using brewer's supplies or cook's utensils. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Innkeeper's Magic. You know the *prestidigitation* cantrip and can cast *purify food and drink* and *unseen servant* each once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Charisma.

Mark of Making

Only creatures with the Human heritage may take this gift.

Artisan's Intuition. You gain an expertise die in Arcana checks and when using artisan's tools. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Maker's Tools. You gain proficiency in one artisan's tools of your choice.

Spellsmith. You know the *mending* cantrip and can cast *magic weapon* once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Intelligence.

Mark of Scribing

Only creatures with the Gnome heritage may take this gift.

Gifted Scribe. You gain an expertise die in History checks and when using calligrapher's supplies. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Magical Detection. You know the *message* cantrip and can cast *comprehend languages* once between long rests. When you reach 3rd level, you can also cast *magic mouth* once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Intelligence.

Mark of Scribing

Only creatures with the Halfling heritage may take this gift.

Medical Intuition. You gain an expertise die in Medicine checks and when using an herbalism kit. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Healing Touch. You can cast *cure wounds* once between long rests. When you reach 3rd level, you can also cast *lesser restoration* once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Wisdom.

Mark of Sentinel

Only creatures with the Human heritage may take this gift.

Sentinel's Intuition. You gain an expertise die in Insight and Perception checks. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Guardian's Shield. You can cast *shield* once between long rests. You require no material components to cast this spell with this trait, and your spellcasting ability for this trait is Wisdom.

Vigilant Guardian. Once per long rest, when a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead.

Mark of Shadow

Only creatures with the Elf heritage may take this gift.

Cunning Intuition. You gain an expertise die in Performance and Stealth checks. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Shape Shadows. You know the *minor illusion* cantrip. When you reach 3rd level, you can also cast *invisibility* once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Charisma.

Mark of Storm

Only half-elves may take this gift. You may choose either the Elf or Human heritage to represent being a half-elf.

Windwright's Intuition. You gain an expertise die in Acrobatics checks and when using navigator's tools. Additionally, your expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Storm's Boon. You have resistance to lightning damage.

Headwinds. You know the *gust* cantrip. When you reach 3rd level, you can also cast *gust of wind* once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Charisma.

Mark of Warding

Only creatures with the Dwarf heritage may take this gift.

Warder's Intuition. You gain an expertise die in Investigation checks and when using thieves' tools. Additionally, your expertise dice in this skill and tool can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Wards and Seals. Once can cast *alarm* and *mage armor* once each between long rests. When you reach 3rd level, you can also cast *arcane lock* once between long rests. You require no material components to cast these spells with this trait, and your spellcasting ability for this trait is Intelligence.

Aberrant Dragonmark

A creature of any heritage may take this gift.

Innate Magic: You know one cantrip and one 1st-level spell of your choice from the sorcerer's spell list, which you can cast through your mark once between short or long rests. You require no material components to cast these spells through this

trait and your spellcasting trait is Constitution.

Tapped Magic: When you cast the 1st-level spell through your dragonmark, you can expend one of your Hit Dice and roll it. If you roll an even number, you gain a number of temporary hit points equal to the number rolled. If you roll an odd number, a random creature within 30 feet of you takes force damage equal to the number rolled. If no other creatures are in range, you take the damage.

Aberrant Flaw: You gain a random flaw from the following table:

d8	Flaw
1	Your mark is a source of constant physical pain.
2	Your mark whispers to you. It's meaning can be unclear.
3	When you're stressed, the mark hisses audibly.
4	The skin around the mark is burned, scaly, or withered.
5	Animals are uneasy around you.
6	You have a mood swing any time you use your mark.
7	Your looks change slightly whenever you use the mark.
8	You have horrific nightmares after you use your mark.