

The Mittlands



Campaign Setting and House Rules for D&D 5th Edition

Version 2.2

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INTRODUCTION

The Mittlands campaign setting is loosely based on the folklore of Central Europe, especially Bavaria and the Rhine valley of the high middle ages. Literary sources include the fairy tales of the brothers Grimm, the Prose and Poetic Eddas, Eckenlied, Der Rosengarten zu Worms, the Nibelungenlied aka the Volsung saga, Beowulf, Mabinogion, Kudrun, the Faerie Queen, Puck of Pook's Hill, the legends of Faust (more Marlowe, less Goethe), the legends of Deitrich von Bern, Sidonna von Bork, Wayland the Smith, Till Eulenspiegel, and Peer Gynt, a bit of chivalric romances (mostly from early sources), the Chronicles of Prydain, and the Frog and Toad books (as well as the many modern books and movies that draw upon these sources). Some things that characterize the Mittlands:

- Humanity is not the dominant power of the world. Human-controlled lands are surrounded by dark forests, marshes and broken landscapes inhabited by monsters and malevolent beings.
- There is one, true god who grants divine magic (mediated through many saints). There are many other powers that may or may not be divine.
- Wizards jealously guard arcane knowledge because the wider it spreads, the more their own power is diluted.
- Fey (including elves) are truly alien, with motivations that can't be comprehended by humanity, sometimes benevolent, but often actively malevolent.
- The Mittlands are in theory ruled over by an elected Emperor. In practice, political power has devolved to hundreds of tiny duchies, principalities, bishoprics, free cities and border marches.
- There are other places where humans live, but they are far away, rarely visited even by heroes.



THE LARGER SETTING: MITTLANDS AND EMPIRE

HISTORY

Before recorded history, the region now known as the Mittlands was inhabited by the Geatlings, a race of bronze-using hunter-gatherers, famous for interring their dead in fabulous tombs and for burying treasure hoards in secret places. Scholars suggest that the Geatlings were descended from a more-advanced society that has been named the "Ur-Geats" but little is known about these people.

A thousand years ago, the civilized and cosmopolitan Southron Empire flourished to the south of the Mittlands proper. Southron cities flourished amidst feats of architecture, arts, philosophy religion and magic. At this time, Jutheng people (distantly related to the Nords) inhabited the Heofentoth mountains between the Empire and the Mittlands. Emperor (later Saint) Maximillian Magnus ended the periodic fighting between the Juthengs and the Empire. Then, he allied the Jutheng tribes, and led a mixed army of Southrons and Juthengs north through the passes of the Heofentoth mountains, conquering and pacifying the native Geatlings. The Empire brought civilization and government to the Mittlands (and places beyond!), and the Juthengs settled down and intermarried with the Southrons and Geatlings. Over the next 300 years, the region grew and prospered as the northernmost province of the Empire.

Then, the Great Catastrophe. Some say it was divine punishment for the sins of the Empire; others attribute it to magical experiments gone awry. Whatever the cause, with no warning, the Imperial lands to the south of the Heofontoths were burned to ashes and the great Imperial cities were reduced to ruins. With no other remaining authorities, local Imperial legate Caroline declared himself Emperor (Caroline's assumption of the Imperial title is conventionally dated as year 1 of the New Empire, or 1 NE).

The Mittland chiefdoms disputed Caroline's ascension, leading to 20 years of intrigue, betrayal and war. In the end, the seven principal chiefs agreed to Imperial overlordship at the council of Bodemot. However, they stipulated that each new Emperor would be elected by the descendants of these chiefs. This basic political system, an elective Emperor appointed by hereditary electors, persists until today.

The Great Catastrophe, and the ensuing chaos, also devastated human-occupied Mittlands. Outside a narrow band around the Riss and Weisbruck rivers, many Imperial settlements were abandoned and overgrown (these ruins still attract treasure-hunters and adventurers).

The 550 years following the Great Catastrophe were marked by a series of typically medieval events: wars; political and religious strife; disputed claims to the Imperial overlordship; founding of new towns, guilds and universities; a mad Emperor; periodic invasions by Eastern orcish hordes, often penetrating far into the Mittlands (and sacking unfortified towns); occasional raids by Nords and dragons; devastating plagues, etc.

Over this long period, political power devolved from the Empire to a great many small polities, with very particularized customs and legal relationships. On the other hand, the established Church became increasingly centralized and effective. Older religions were suppressed or dwindled away.

In 558 NE, the Mittlands were convulsed in the especially bloody War of Hauxeberg Succession, relating to the proper heir of the Saxnot throne. After nine continuous years of unrelenting warfare, the exhausted sides settled their differences of who would inherit the principality of Saxnot and thus which rival claimant would be elected Emperor.

The 100 years since have been a time of peace, commerce and growth for the Mittlands, leading to a certain complacency and self-satisfaction. An increasing population is pushing up against old forests and badlands that have been abandoned since before the Great Catastrophe. However, there are signs that the peace may not last: there is open warfare between rival claimants to the throne of Konigsegg, which appears likely to draw in other princes, and there are rumors of a new orc leader gathering a host to the east.



RELIGION AND SUPERNATURAL POWERS

Mittlanders worship the Heilige Ein (the Holy One), a universalist monotheistic religion that originated in the old Empire. The theology of the Heilige Ein is extraordinarily complex, not particularly well understood by common adherents, nor particularly relevant to most adventurers. As a result, most worshippers (including clerics) seek the intercession of one or more saints to help them in their daily concerns.

Almost all Mittlanders choose a patron saint from among the dozens recognized by the Church. Some of the more popular saints include:

- Emperor-Saint Maximillian Magnus (leadership, the Empire)
- Saint Aevila (life, healing)
- Saint Anselm (soldiers, service)
- Saint Arnulf (light, ecstasy)
- Saint Arno the Venerable (scholars, learning)
- Saint Brunhild the Fair (lovers, martyrdom)
- Saint Cuthebert of the Cudgel (common sense, justice)
- Saint Hermann the Recluse (monasticism)
- Saint Hrotsvitha (boatmen and sailors)
- Saint Jutger of Essing (craftsmen)
- Saint Kluber the Bishop (the Church)
- Saint Konrad of the Stepping Stones (travelers, riverfolk, innkeepers)
- Saint Martina (motherhood, mercy)
- Saint Olaf the Patient (farmers, hermits)
- Saint Ragnar Ironeye (half-orcs, dogs, horses)
- Saint Siegfred the Dragonslayer (guardians, heroes)
- Saint Stephan (individual and direct encounter with divine)
- Saint Swithun (beer, festivals)
- Saint Weylan the Smith (blacksmiths/swordsmiths, companionship)
- Saint Winifred (innocence and virgins)
- The Stranger (outcasts)

The Church is headed by the Erstebishop in the Imperial capital of Diephof, although the administrative center of the Church is in Kluberkirchen. Hierarchically below the Erstebishop are archbishops, bishops and priests. Outside the hierarchy are separate monastic orders (not D&D monks), militant orders and roving clerical orders (D&D clerics).



Aside from the Church, Mittlanders believe in a variety of supernatural powers that aren't quite divine. While none of these power grant divine magic, they can offer aid and learning to their adherents. Throughout the Empire, communication with these beings (real or imagined) is hidden, and often actively suppressed by authorities. The most well-known supernatural powers include:

- Remnants of the Geatling Old Faith
 - Chernobog (demons, undeath and appeasement)
 - Donar (war)
 - Erda aka Frau Holda aka Grunbyre aka the Green Mother (nature and fertility)
 - Locke aka the Prince of Shadows, also identified with the saint known as the Stranger (trickster)
 - Ravnekyne, aka the Raven Queen (death and psychopomp)
 - Wodan, the crippled former king (wisdom)
 - Wurd (fate)
 - Zeid (time)
- Faerie Powers
 - Titania, aka the Queen of Earth and Light (Queen of the Seelie Summer Court)
 - Brechta, aka the Queen of Air and Darkness (Queen of the Unseelie Winter Court)
 - The Horned Man aka Erleking (Master of the Wild Hunt)
 - Baba Yaga (grandmother witch)
- Demon Lords, including Orcus, Demogorgon, Grazzt, Obox-ob, Baphomet, Dagon, Fraz-Urbluu, Jubilex, Kostchtchie, Malcanthet, Pazuzu, Yennoghu, Zugtmoy, Abraxas, Ahazu, Lamashtu, Socothbenoth, Ugudenk, Tsathogga
- Darizdun, a being from "outside space and time that seeks to unmake reality"



GEOGRAPHY

The Mittlands stretches about 700 miles north-south and about 400 miles east-west. It is bordered on the south by the high **Heofonth mountains**, and on the north by the **Nordsee** and **Shlankensee**. To the west is the **Schattenwald**, a deep, impenetrable forest, and to the east are the broken lands and **Ragerfen marshes**. Most of the Mittlands is hilly river valleys. Much of the Mittlands is geothermally active, and volcanos and hot springs dot the region. Two large forests penetrate the Mittlands, the **Wudurose** and the **Foxawald**. There are three primary rivers, the **Riss**, the **Weisbruck** and the **Fetelflod**, run mostly from the south to the north. The Riss and Weisbruck combine to flow into the Shlankensee at the shallow port of **Battenburg**, while the Fetelflod drains into the Nordsee at the deep-water port of **Eidelburg**. Overland trade routes exist between the river systems between **Apfelburg-Brunnendorf**, **Messergarten-Salzundbier** and **Brandwic-Geatfurt**. There are many minor, but still navigable rivers, including the **Crypelflud**, **Magdenbruck**, **Robridfluss** and **Rotswinfluss**. All major population centers are located on or near rivers – areas away from the rivers are wild and often dangerous (as well as many areas between population centers).



South of the Mittlands proper are the blasted, former Imperial lands of the **Southrons**. The only cities that remain in contact with the Mittlands are **Pomonia** and **Lirginza**, which can be reached through the **Kieferruch** pass. North of the Mittlands, there are a variety of actively trading settlements on the shores of the Shlankensee, including **Nordlanders** and the **Varna** people. The isolated **Fenfolk** live among the bullywugs in the Ragerfens. The primitive **Belgae**, cousins to the ancient **Geats**, live on the shores of the Nordsee to the west. Further to the west is the island of the **Cnuts**. Finally, to the west and south are the almost mythical lands of **Catalunya** and **Avignonya**.

These countries were also outlying provinces of the Empire that survived the Great Catastrophe almost intact. Once or twice a year, merchant traders from Eidelburg visit these far lands.





POLITICAL POWER

When the seven Jutheng chiefs agreed to support a new Emperor, they insisted that it would remain an elective office. Even though many of those families no longer represent the most powerful among the Mittlands, their status as electors affords them a degree of respect and relevance. Currently, the seven Imperial electors are the heirs of the houses of **Saxnot**, **Vingen**, **Konrad-Ludding**, **Hefthyl**, **Isensatz**, and **Wohnung**, and the **Bishop of St. Stephan**. The elective nature of the Empire is taken very seriously; upon ascending to office, each Emperor must swear that he will not seek to make the office hereditary. In practice, the Emperor, and his election, are just another arena for political struggle among the noble houses, and Emperors tend to be more aligned with a noble house and its allies than Imperial interests. However, on occasion, the permanent Imperial bureaucracy will assert the interests of the Empire over the Emperor.



In ordinary times, the Empire itself is very weak as an institution. Sovereign states within the Empire even have the legal right to wage war on each other. The single area where the Empire has proved permanently effective is keeping the Mittlands waterways open and clear of tolls. Whenever the states of the Empire are in collective danger, such as the periodic eruptions of orcish hordes, the necessities of defense mean that it accumulates power. However, this never lasts beyond the immediate danger – witness the manifest failure of the Empire to carry the war against the orcs back to their ancestral homelands. Occasionally, a charismatic Emperor can also gain advantage for the Empire, but the electoral states do

everything they can to avoid this outcome.

The top layer of nobility in the Mittlands are the "sovereign princes" who owe fealty only to the Empire (and barely that). A common saying, which is only a slight exaggeration, is that there are a "thousand princes in the Mittlands." The princes constantly scheme for power and position, entering into temporary alliances and occasional small wars. The most powerful princes are the grossherzogs (great dukes) of **Saxnot**, **Isensatz**, **Konigsegg**, **Oberbach** and **Vingen**, although Konigsegg is engulfed in civil war. Beneath the princes are a vast array of lesser nobility, from herzogs (dukes), grafs (counts), herrs (lords) to household ritters (knights). Of special mention are the four border marches, **Rittermark**, **Drachenmark**, **Ostmark** and **Zabelmark**. Their markgrafs (march lords) are not hereditary but appointed by the Emperor. The border marches were organized to protect the Empire against incursions from the broken lands, especially orcish hordes. Originally, there was a fifth border march, **Rabemark**, but it fell due to treachery and is now overrun with monsters. The five largest cities of the Mittlands, each with over 50,000 citizens are the imperial capital of **Diephof**, known for its pageantry, fortification and staging grounds; the modern and commercial **Eidelburg**; the decaying seaport of **Battenburg**; **Regensburg**, the immensely wealthy seat of the Isensatz court; and **Marianburg**, known for its scholars and wizards. Second-ranked cities include **Bodemot**, **Buchafen**, **Ebenbad**, **Eseldorf**, **Heftylburg**, **Klubberkirchen**, **Konigsitz**, **Lenastrand**, **Metz-Riss**, **Saxnot**, **St. Stephan** and **Swearthyl**.

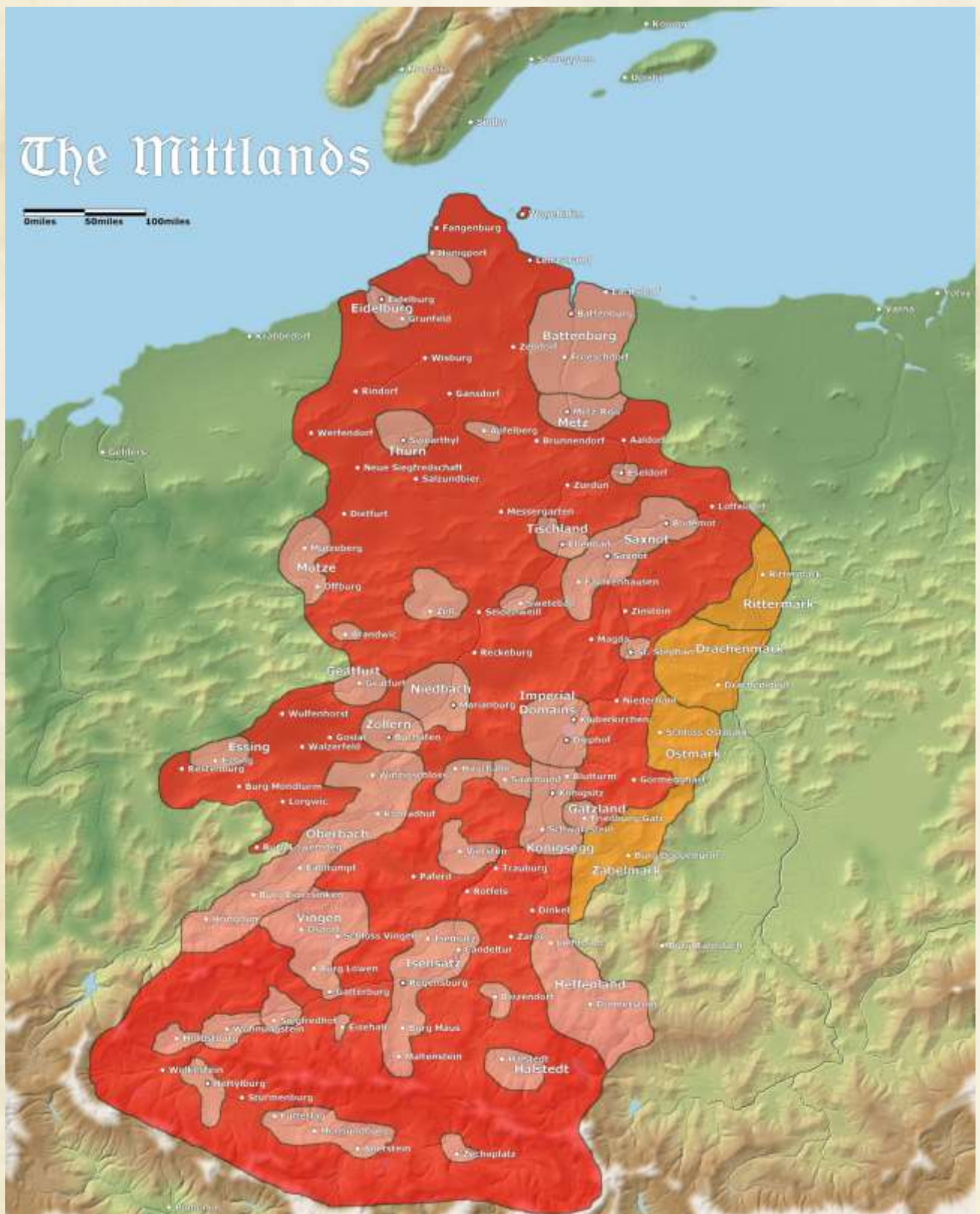
Aside from the Empire and nobility, both the Church and merchants are politically active. Whatever, its failings, the Church may be the only unifying institution within the Mittlands. The Church is headed by the **Erstebishop in Diephof**, although its administrative center is in **Klubberkirchen**. **St. Stephan** is the most popular pilgrimage site in the Mittlands and its bishop is an Imperial elector. In the past hundred years, commerce has grown tremendously in the Mittlands, in part resulting from new settlements in the west, overland trading routes and long-distance trading from the **Eidelburg** deepwater port to trading settlements on the **Shlankensee** and to the more distant lands of the **Cnuts**, **Catalunya** and **Avignonya**. Increasingly, the influence of free cities and their mercantile masters is being felt in the Mittlands.

The Empire controls a little less than 200,000 square miles with a total population between 10 and 12 million persons. There are about 25,000 enfeoffed knights in the Empire, although only about half are



"fighting" knights (the remainder are retired, government officials, religious manors, honorary knights, etc.). There are five cities with over 50,000 population and twelve more with between 20,000 and 50,000. Depending on exactly what qualifies, the Empire boasts around 150 cathedrals, 600 full-fledged castles, and numerous keeps, towers and bergfrieds. There are five universities (although technically, the University of Pomonia is outside the Empire).





A SELECTION OF NOTABLE NPCs

Emperor Haimrich II von Tisch. Haimrich is typical of recent Emperors: an earnest prince from a minor house, chosen because of his pliability and lack of independent power. Emperor Haimrich is reputedly reclusive and enjoys court life, but also a survivor in court intrigues. Notably, Haimrich has never led an army in the field or participated in a battle.



Abt Johann Gustav von Finstein. The abbot of the prestigious monastery of Saint Arno in Marianburg and the provost of the University of Marianburg, he heads an unmatched cadre of learned scholars, protecting them both from the Empire and the Church. It is said that the University has the largest library in the Mittlands, and that Johann holds one of only three keys to its secret collection.

Alberto de Pomonia. A member of the school of Arcana at the University of Pomonia, Alberto is widely-regarded as the foremost expert on demonology in the Empire. He is also active in the Church's inquisition of diabolists. With an unshakeable conviction in his cause, he is both admired and feared.

Bishop-Elector Bruno Lorentz. The bishop of St. Stephan has traditionally been the spiritual center of the church, despite (or perhaps because) he holds the electorship in the Church. Bruno Lorentz is widely revered for his spiritual authority, but somewhat surprisingly has also maintained an excellent relationship with the Erstebishop. Bruno is a devotee of Saint Arnulf, and has consecrated a huge new church in St. Stephan to Arnulf's glory.

Bishop Todon Trümpf is the bishop of Metz-Riss. A charismatic man who advocates reform of Church. This has made him popular with commoner, but he has created many enemies within the Church hierarchy.

Bishop Ulrich von Unke holds the bishopric of Saxnot. This bishop is renowned for his devotion to order and authority, which has led to tension with other Church officials and Grossherzogin Lena Wilhelma. Ulrich is constitutionally unable to compromise, which makes him a poor diplomat, but he wears his inflexibility as a badge of pride. He recently put aside his sedentary duties and has shown great energy. It is rumored that he was instrumental in the recovery of Grossherzog Ludwig Streiseman. Ulrich is also known to be a powerful spellcaster.

Bishoprin Yvonne Kunzel von Aevila. The bishoprin of Heftylburg, Yvonne is living proof that the good and decent can prosper in the Church. A woman of humble origins, her devotion to the Heilige Ein and Aevila led to her rapid rise in the Church. Although over 50 years old, she walks barefoot even in the cold of winter and wears a hair-shirt, despite which she is said to be as beautiful as a maid half her age.

Bonan the Mad. This strange dwarf leads a small cult devoted to an ancient sea-god in the port at Battenburg. Despite (or perhaps because of) persecution from the Church, the cult flourishes among the lowborn and downtrodden of the city.

Burgermeister Eidelburg Johanne von Fesselstein. While not personally powerful, the burgermeister of Eidelburg is included on this list because Eidelburg is the forefront of change in the Mittlands. In only the past century and driven by overseas trade, Eidelburg has grown from a tiny town to the preeminent commercial power in the Mittlands, displacing its former rival Battenburg. With the founding of the Neue University, learning, culture and the arcane arts have flourished.

Cercamon and Eyvindr Sigiskald. These two famous bards are always mentioned together as rivals. The handsome and debonair Cercamon hails from Catalunya, and is a master of romantic poetry and song, accompanying himself on lute. The Nord Eyvindr Sigiskald chants epic war poetry with no other accompaniment, and is as likely to fight as to sing. Despite hailing from different traditions, these rivals have a great respect, and even affection, for each other.



Chancellor Alexander Ruckel is the Imperial Justicar and Treasurer, and is widely believed to also be the Emperor's spymaster. Alexander's reputation portrays him as greedy, ambitious and willing to use any means to justify ends, but also fundamentally loyal to the Emperor. Before joining the Imperial court, the Chancellor had a long and successful career in the Church.

Comte Cagliostro is a fabulously wealthy banker and wizard from Lirginza. His title, Comte, derives from an old Imperial fief which was lost in the Catastrophe, but the title has been passed successively.

Doctor Johann Faust was a great author and professor at the University of Diephof who questioned the absolute morality of the church in his writings. He was removed from his position and his movements constrained to Klüberkirchen, where he remains a symbol of antagonism to the Church. Many have argued that he is a demon-worshiper, but the allegations have never been proven.

Erstebishop Nikolos. The leader of the Church is a man of both deep faith and pragmatism. Unlike many of his predecessors, he has had a long and good relationship with **Bruno Lorentz**, the elector-bishop of St. Stephan, and they have used this partnership to expand the Church's influence.

Etzel der Stachel-Boss. Mittlanders are constantly worried about orcish hordes sweeping in from the wild east beyond the Robridfluss, and Etzel is their current fear. Etzel is not an orcish name; at best it is a Mittlander transliteration, at worst it is wholly imaginary. Nothing much is known about Etzel, but he is rumored to wear a black iron suit of plate armor and to eat his (human) prisoners alive.

Freiherr Meister Kapitan Luthor II von Vaulksberg. Luthor's father was a merchant and ship's captain who got fabulously wealthy trading in distant lands. Luthor II has followed his father's lead as the foremost navigator of his generation, although Luthor II's tastes are more for exploration than trading. His ship, der Springen Tumbler, is built of bone-white wood and enchanted to be as strong as iron.

Freiherr Manfred von Richthofen, or Der Rote Freiherr, the suave and debonair captain of the Zabelmark knights. He is the model of the modern man, his grandsire having married into nobility and Manfred having been educated at the University of Pomonia. Despite this, he is a formidable warrior; he won his nickname as the (bloody) red baron after returning from patrol covered in the blood of giants he slew.

Freiherr Wilhelm Adlar Marschall, a native of Tischland, is a most formidable tournament knight, having won the championship of the Isensatz tourney three years running. His behavior has virtually defined the concept of modern chivalry, and he is a great favorite among the bards.

Geisterbeschwörer Volkert was a necromancer who was slain in the War of Hauxeberg Succession.

Grossherzog Elector Henrix Isensatz von Regensburg. Among the most powerful Mittlands princes, Henrix's control of iron and silver mines are his economic base of power. The Isensatz armies are famously strong and well-disciplined, and their family castles dominate the upper Riss. Henrix is a very capable diplomat, and popular rumor is that it was his endorsement that placed Emperor Haimrich II in power.



Grossherzogin Elector Lena Wilhelma Saxnot-Ansbach. Lena is a rarity in the Mittlands, a powerful woman who holds title in her own name (she is married, but on condition that her husband remain a mere consort). Historically, the Saxnots have always been among the leading families in the Mittlands. However, Lena has turned the Saxnot court into a center of arts, etiquette, culture and learning, to the dismay of more conservative branches of the family. She has continued the policy of supporting the Saxnot alliance with Eseldorf, cementing control of the lower Riss. However, her hold on the Saxnot family has recently been weakened by the return of Ludwig Streisemann Saxnot.

Grossherzog Elector Ludwig Streisemann Saxnot. Ludwig was the heir apparent to the Saxnot throne until he disappeared for over twenty years, clearing the way for Lena Wilhelma to control the Saxnot family. He recently returned, apparently without aging. He has claimed the right to the Saxnot throne. Ludwig agreed to suspend his claim to the Saxnot throne awaiting an Imperial

mediation.

Grossherzog Elector Sigmund IX Vingen Rissgraf Gatterburg. Centered in the productive and defensible Tal Vingen, the Vingen family is among the most esteemed noble families of the Mittlands. Their family line includes several formidable heroic figures, and by all accounts Sigmund IX is their equal, both in personality and skill in arms. The Vingen family also has deep and abiding ties with the Church. Sigmund, like many Vingen lords, is notoriously loose with his affections, and has fathered a number of acknowledged bastards, and many see a complicated dynastic succession.



Grossherzog Elector Zeter II Konrad-Lutting von Oberbach der Mazis.

The Oberbach herzogenschaft is the largest in the Mittlands, stretching over 200 miles along the upper Weisbruck, albeit relatively undeveloped. Three hundred years ago, it was two separate domains of the Konrad and Lutting families, who were joined in personal union. The grozsherzog's court is at Konradhof, but he spends more time in Burg Eigersinken and Hringdun, overseeing defenses against ogres and hill giants. Upper Oberbach protects the flank of Vingen, and they have a complicated relationship, alternating friction and cooperation.

(Pratendent) Grossherzog Elector Grimold Erndt von Konigsegg der Stoltz. One of two rival claimants for the powerful and strategic herzogenschaft of Konigsegg, Grimold's claim is based on being the oldest surviving cousin of the former Grossherzog. Grimold has a reputation as an inflexible and imperious ruler. However, he does hold the family seat of castle Schwartzstein and the support of the Isensatz family

(Pratendent) Grossherzog Elector Reyer von Konigsegg der Jagen der Sarmunder. The other claimant for Konigsegg, Reyer claims that Grimold's inheritance is illegitimate since it descends through the old herzog's sister (although if accepted, Reyer would not be the eldest heir through male lines). Nevertheless, Reyer's reputation as a charismatic and generous lord has made him perhaps the more popular of the two claimants. Reyer is particularly popular in the courts of Saxnot and Oberbach.

Herr Lenhard zum Vingen. By birth, a minor knight, he has risen to be a mercenary master of siege warfare, and his mercenary company widely acknowledged to be the most effective freelance force in the Mittlands. In addition to mundane siege engines, Herr Lenhard is known to employ several wizards in his staff.



Herzog Harald Saarmund. The Saarmund herzogenschaft is one of the oldest and most traditional families in the Empire. Harald is a very typical member of the Saarmund family. They are known for a strong warrior tradition, a blood feud with the herzogenschaft of Hirschalle, and a distinct anti-clerical ethos. It is widely rumored that the Sarmund family has a demonic ancestor in the family tree, and they are not above exploiting these rumors when it is to their advantage.

Hexenmeister Keraptisso. A mad Southron wizard who is rumored to be older than the Great Catastrophe. Rumor places his tower in La Pluma Blanca, a volcano to the south of Berghausen. His named is used as a boogeyman to scare children. Among wizards, it is thought that Keraptisso is not a single man, but an unbroken series of men who have served as master and apprentice, with the apprentice taking the Keraptisso name when the master dies.



Hexenmeister Mordekinzel. Widely regarded as the most puissant wizard in the Mittlands, the "Gross Hexenmeister" has served several Emperors and Herzogs over time as his whimsy dictates, but has now largely withdrawn into a solitary life near Paferd.

Hexenmeisterin Natasha Iggwilv. A great rival of Mordenkinzel, Natasha Iggwilv disappeared from the Mittlands over 100 years ago. Among the rumors floated about her is that she has become a vampire, a lich or a succubus-queen. She is the purported author of the banned codex, The Demonicon of Iggwilv. Despite claiming the title of Hexenmeisterin, some scholars think she was a witch, and was a protégé of Baba Yaga.



Imperial Hexenmeister Tenser der Zauberer. A former pupil of Mordekinzel, Tenser serves as the Imperial Hexenmeister. Tenser is known to be a masterful arcanist, but (like most wizards) finds he is unable to concentrate in stressful situations. Unlike most wizards, however, he enjoys physical combat and is known to be a master fencer. Tenser owns a personal Turm der Ungeklart Tiefe on the shores of the Ilfeteich lake, but magically travels to the Imperial court in Diephof.

Johann Geldnehmer. The notorious leader of a group of bandits and highwaymen, Johann purports to justify his larceny by claiming he only steals from the rich.

Karalis Zobens. Commonly known as the dwarf king, he is not actually the king of the dwarves, but the ruler of the leading clan of Berghausen. Karalis is over 300 years old, never leaves the halls of Berghausen and never sees non-dwarves. Karalis is known to have brought enormous wealth to the dwarves, in part by supporting the circulation of dwarven craftsman among the Mittlands. However, many dwarves are critical of Karalis for not challenging orcs and giants' possession of former dwarven holdings.

"Krieg-Graf." Not actually a nobleman, der Krieg-graf is the appellation of a particularly nasty mercenary, bounty hunter and assassin operating in Konigsegg. He has built a fearsome reputation, and is instantly recognizable by his skull-embossed shield, bat-wing helmet and flaming sword.

Petr zum Metz. This pious child is only 9 years old, but has taken the vows of hermitage and practices severe austerities. He is said to own nothing but ragged clothes and to sleep on a dirt floor. Many (including the bishop of Metz) believe he is a prophet and a living saint, and he has a devoted band of followers.

Pfarrer Wilhelm Umbert. Umbert is a priest of an urban parish in Eidelburg, but he is more famous as a major theologian at the Neue University and the founder of the "New School" of theology. His theology emphasizes logic, empiricism and rationality as opposed to the more mystic traditions of the Church. Nonetheless, Umbert is a significant spellcaster. Umbert is well over 60 years old but still spry and has a very active mind.

Punker zum Rohrbach. In his youth, Punker was a famed archer that opposed a tyrannical Emperor. Legend has it that he single-handedly captured a castle by shooting through its arrow slits, from outside the range that castle archers and siege engines could reach. Now, immensely old and retired, Punker lives in his family estates above Aberstein, where he reputedly raises griffons.

Sidonnia von Bork. The daughter of a minor noble, she was a powerful witch and bewitched the young prince of Zell, hoping to marry him (a match far above her station). Her plans were foiled and she was set to be executed, but used her magic to escape. Now she is said to lurk in the central eastern forests, and her name is used to frighten young children to obedience.

Sieger Rudel. The Emperor's champion is a paladin of great repute. Young, energetic, and handsome, he is everything that a hero is supposed to be. He is intensely religious and idealistic, often more so than the clergy. He has famously sworn never to marry except to a woman who can defeat him in single combat.

Stahlern Bankiers Auf Eidelburg. The Stahlern Bankiers are a shifting syndicate of merchant bankers who employ a cadre of wizards to enforce their loans. Their primary business is underwriting merchant voyages, but they have grown so rich that they have become influential in wars by financing one side or the other (or both!), at ruinous interest rates.

Vagabund Jack. More myth than real, this thief wanders central Mittlands, especially the Imperial domains, Isensatz and Saxnot. He brazenly steals from the nobility and merchants, often from the most heavily guarded locations. However, he never steals from the Church, and is rumored to tithe one-tenth of his loot. He also is said to abhor violence, and carries no weapons.



CREATURES

The Mittlands are settled primarily by **Humans**, who can be subdivided into **Mittlanders**, **Geatlings**, **Southrons**, **Nords** and **Rhennee**. Friendly nonhumans include **Dwarves**, who are fairly standard D&D, **Trolls**, which are related to Dwarves but closer to nature, and **Bullywugs** which are anthropoid frogs living in northern marshes. Eagle-headed and winged **Adelfolk**, or aaracockra, live in the southern mountains. Some humanoids are **Lycanthropes**, especially **Werewolves**.

Throughout the Mittlands, but especially in the dark western forests, are dangerous and unpredictable **Fey** or **Fairies**. These beings are highly magical but with utterly alien motives. Forest fey include **Elves**, **Goblins**, **Bugbears** and **Gnomes**. Elven queens rule the Seelie and Unseelie courts, and claim jurisdiction over all fey. Goblins are minor fey, similar in nature to Pathfinder goblins. **Pixies** and **Sprites** are found both in forests and meadows and are known for playing jokes on humans. **Nixe** are spirits of the waters, and may be the most sympathetic to humans. Riverboat captains will toss a gold piece overboard at the start of each journey to ask their favor. Lorelei, the nixie of the Riss river, is especially powerful. **Gremlins** infest human habitations, especially near wilder areas. By contrast, **Heinzelmännchen** are useful household fey who perform household chores. **Handelfee** run hidden goblin markets, where almost anything can be bought ... for the right price. There are a great variety of other fey, including **Hags**, **Satyrs**, **Dryads**, **Neirids**, **Blodeuwedds**, **Woodblights**, **Swanmays**, **Laurenfee**, **Doppelgangers** and **Redcaps**. Also worth noting are the many **Fey Animals**, intelligent and talking animals with a fey ancestry.

Of course, there are many beasts and near-beasts in the Mittlands. **Wolves**, **Bears** and **Boars** are a constant threat in the forests, not to mention **Owlbears**, **Perytons**. Rumors abound of a **Golden Stag**. **Giant Eagles** roost in the mountains with **Griffons** and **Hippogriffs**.



Dragons, aka **Wyrms**, roost throughout the Mittlands. Smaller dragons are known as **Dragonets** or **Tatzelwyrms**, while the largest dragons are **Lindwyrms**. Except for the largest and oldest dragons, dragons are neither as intelligent nor as magical as standard D&D, although they are just as deadly. Dragons, especially the older and larger, will sleep for decades, if not centuries. Only chromatic dragons are known. **Hydras** are found in swamps and marshes.

Undead exist but are rare and terrifying – they virtually always have some ability to drain the life from the living. D&D's minor corporeal undead such as skeletons, zombies and ghouls are unknown, or at least very different than D&D standard. Incorporeal undead

include **Ghosts**, **Banshees**, **Specters** and **Wraiths**, and are typically the result of tragic deaths or unfinished business in life or persons buried without proper rites. Corporeal undead such as **Liches**, **Vampires**, or **Revenants** are very rare, and usually the result of foul necromantic magic.

Giants of all kinds, including **Hill Giants**, **Ogres**, **Ettins** and **Orcs**, are found in the wild areas surrounding Mittlands, especially the broken lands to the east. **Ogres** are similar to D&D 5th edition: lazy and stupid but strong. There are many tales of clever adventurers tricking ogres. **Orcs** are smaller cousins to ogres, weaker but smarter and more social. Every few generations, an orcish leader emerges, gathers his people in hordes and attacks the eastern edges of the Empire; often penetrating deep into the Empire, devastating unwallled towns (and more than a handful of walled towns). Border marches have been established as a buffer against orc attacks, to some effect. Larger giants, including **Fire Giants** and **Frost Giants** live in the high mountains to the south and far north of the Mittlands. Reclusive **Cloud Giants** and **Storm Giants** live in castles built on clouds that float far above the world.



Demons are not native to the Mittlands, but frequently summoned by sorcerers and warlocks to carry out their evil bidding. If a demon gets loose, it can spread plagues, misfortune and chaos before it gets hunted down by the Church. **Angels** are known to exist, but only the highest members of the Church would dare to contact them. D&D devils (i.e. lawful evil counterparts to demons) are rare or nonexistent.

MAGIC

Magic is slightly different in the Mittlands than standard D&D.

Wizardry is not uncommon in the Mittlands. Almost every notable court employs a wizard for spells such as mordenkainen's private sanctum, sending and warding. Most wizards can't maintain the concentration necessary to cast spells in combat (PC wizards are extraordinary in this regard). As a result, wizards are rarely directly involved in battles. Wizardry is almost always learned from apprenticeship to an existing wizard or from arcane study in a university.

In the universe of the Mittlands, wizardry exhibits a "tragedy of the commons"; as spells are used more-and-more, they lose effectiveness. You can assume that all of the spells in the Player's Handbook (or in the appendices of this document) are so common that they have already reached a "lowest level" of effectiveness. However, some wizards will have rare spells that are more effective than common spells of the same level. Because of the fear of dilution, these spells are jealously guarded.

Divine magic is only available to worshippers of the Heilige Ein. In addition to class-based clerics and paladins, non-class based priests and bishops can cast divine spells. Unlike standard D&D, divine casters will not necessarily lose access to divine magic if they act contrary to their alignment or work against the tenets of the Church. As a result, traitors and heretics can't be easily detected. However, calamities tend to occur to such persons at inopportune times, including failure of divine magic.

Witchcraft (used both by the witch and ranger classes) is drawn from pre-Imperial folk wisdom and tradition. It is focused on enchantment, curses, healing and nature. It tends to be practical and empirical instead of theoretical or ideological. Witchcraft is the magic of the common people, not requiring the learning of Wizardry or the faith of Divine magic. The Church disapproves of witchcraft and, while not strictly illegal, it is suppressed in many parts of the Empire.

Finally, warlock **pact magic** is the same as standard D&D, magic fueled by agreements with powerful supernatural beings such as faerie queens, demons or darker beings. Commerce with these beings is illegal in the Mittlands, so practitioners operate only underground.



RECENT EVENTS

The empire is in turmoil. For years, the princely grossherzogshaft of Konigsegg has been embroiled in a low-intensity civil war, as Grimold Erndt der Stolz and Reyer der Jadeg der Sarrmunder maneuvered for position and support among local supporters. By unspoken agreement, the other great powers of the empire have stayed out of the war.

However, the recent return of Ludwig Streiseman as a claimant to the Saxnot throne has set off a disastrous chain of events. To fend off his claims, the Grossherzogin Lena Wilhelma was forced to commit the weight of Saxnot armies to the civil war to support Reyden der Jagen. In response, Grossherzog Henrix Isensatz flooded Konigsegg with Isensatz troops, leading to full-scale war between Saxnot and Isensatz. The war has been fully underway for almost an entire year, leading to much bloodshed but little in the way of resolution. It is feared that if the conflict continues, other princely families may be drawn in.

At the same time, Emperor Haimrich II is increasingly absent. Rumors fly that he has gone mad, and refuses to be seen by all but a few of his closest advisors. Erstebishop Nikolos has formally requested an audience with the Emperor to discover and "cast out any demons which afflict" the Emperor, but the Emperor has refused. Many fear that this will lead to a breach between the Empire and the Church.

As if this wasn't enough, disturbing rumors tell of orcish hordes gathering in the east. Unfortunately, many of the knights and men-at-arms which protected the eastern marches have been reassigned to the Konigsegg war...



LOCAL SETTING: EISEN VALE

In the northeastern corner of the Mittlands, near the Saxnot city of Bodemot, is the tiny grafstadt of Loffel. Running east from Loffeldorf is the Eisen vale. Eisen vale is a thinly populated frontier that stretches about 150 miles from Loffeldorf to Drellin's Ferry. The vale is primarily dusty plains, interrupted by craggy hills and wide but sluggish rivers. Being outside the Empire proper, Eisen vale is quite isolated. Local people pay more attention to the weather and wool prices than the rumors of imperial wars and princely intrigues.



Loffel Grafschaft and Loffeldorf (pop 12,000). Loffeldorf is the largest and oldest settlement in Eisen Vale, and the only part that is properly within the Empire. (The remainder of the vale lies outside Imperial jurisdiction.) Graf Jutger von Loffel rules over the grafstadt of Loffel from his seat at Loffeldorf. The graf is in theory a prince of the Empire, owing fealty to none but the Emperor. In practice, tiny Loffel is dominated by its neighbor, the Grossherzogschaft of Saxnot, and the nearby (and historically important) city of Bodemot. While the citizens of Loffeldorf are certainly aware of the remainder of Eisen vale, they view it as little more than a backwards appendage. The commercial and political relationships with Bodemot and the remainder of Saxnot dominate.

Loffeldorf is the only settlement with walls in Eisen Vale, and is fortified with a small keep. Loffeldorf also features a substantial, but notoriously ugly, cathedral of Saint Cuthebert. Important persons in Loffeldorf include Graf Jutger Loffel; Kapitan Lars zum Yps, leader of the Loffeldorf lion guard; Immerschtal der Reif, the court hexenmeister; Dame Siegrune Krall, leader of the Krall bank and mercantile house; Justicar Tonjes von Warin; Ratgebar Rikart Lewen; and Bishop Hagen von Reckeburg. Economically, Loffeldorf is involved in trading horses from the Eisen vale, agriculture, and goat cheese from shepherds.

Dauth (pop 200). A sleepy little village that is little more than a waystation, a well and some farms. The most prominent feature is Dauth Turm, a burned out tower shell from days when Dauth shielded Loffeldorf from the gap between the Taufel and Hunchune hills. The town has no inn; travelers often stay at the home of Radolf, a well-off rancher who takes a few coins to board strangers for a night or two. Dauth does have a serviceable tavern named the Happy Giant (the sign shows a drunken giant knocking over the tower). Dauth has a small shrine to Saint Jutger, but no permanent clergy. Dauth is technically a dependency of Loffeldorf, but the larger town has lost interest in Dauth, and its envoy, Sigrun, has very little to do.

Drellin's Ferry (pop 600). The small town of Drellin's Ferry represents the eastern end of the Eisen vale. Once, an old empire dwarf-built bridge spanned the Eisenfluss here, but it was swept away almost a century ago. Since that time, horse traders and nomads have crossed the Eisenfluss by means of a ferry, from which the town draws its name. Being on the outskirts of civilization, Drellin's Ferry boasts a three-story bergfried and a substantial militia of 75 able-bodied men led by Captain Wiston Byrd. Agnes Fax is a priestess who maintains a small church of Saint Aevila. The village has two inns: the Green Grasshopper, run by Banfred, and the Double X, run by half-orc Morg. Other notable persons include townspeaker "Hardmouth" Thorfinn, herbalist Adalheid, blacksmith Zinn and horse factor Jormun Dort.

Eisen River. The Eisen river is the largest river in and beyond Eisen vale. It is a murky and slow-moving river that averages around 400 feet wide. The Eisen river is punctuated by several rocky cataracts that make the river unsuitable for river traffic. The only major crossings are at Drellin's Ferry and Poltown.

Gabelbruck River. The Gabelbruck river averages around 300 feet wide. Unlike the other rivers in Eisen vale, the Gabelbruck is relatively clear. A few boats ply the route between Kralldorf and Poltown on the south fork of the Gabelbruck.

Hammer Hall (pop 500). In the high foothills of the Taufel hills, lies Hammer Hall. The Vasa Nyrki clan of dwarves recently established this colony to exploit copper veins running through the hills. Hammer Hall is not yet a going-concern; it only has a single stone building. Hammer hall does supply Eisen vale with quality metal goods. Hammer Hall is ruled by Tilma "Hammerfist" Nurka.

Heofod River. The Heofod river is a major obstacle to travel beyond Eisen vale. It travels through a 150 foot gorge before emptying out in swamps surrounding Restlaf lake, then winds sluggishly to the Ragerfens.

Heofodbryg Bridge. This old Imperial dwarf-made bridge spans the Heofod river and is the only easy crossing.

Hunehune Hills. These high hills are the home of the Hunehune trolls. A strange band of trolls that trains and rides giant owls. Smaller bands of Hunehune trolls also live in the Vehcklwud and Restlaf forest.

Jagerluck (pop 500). This picturesque village lies in the middle of Eisen vale sheltered between hill ranges. Jagerluck grew up around an abandoned old empire barracks that was converted into a large inn named the cross-eyed bull. The folk of Jagerluck grow pears, apples, and chestnuts in orchards below the hills, while shepherds and goatherds tend their flocks in the hills. Jagerluck makes a well-regarded pear brandy. The local church is dedicated to both Saint Martina and Saint Siegfried, and managed by Geatish priest Stefan. The wandering peddler, Ytzak zum Kleinhaus, makes his base in Jagerluck. He is said to buy and sell magic items from adventurers who explore the imperial ruins outside Eisen vale. Other notables include town speaker Gurdun, innkeeper Hugo zum Carberg, blacksmith Dearthmar, troll-healer Rue the bandicoot, and brewer Ulrich zum fluss.

Kralldorf (pop 400). The hamlet of Kralldorf was founded by the Krall family of Loffeldorf. Kralldorf is populated by shepherds and horse traders. It also serves as a waypoint for traders between the Empire and the Ragerfen bullywugs at Poltown. It is noted for the Three Horses, an inn and tradehouse managed by the Fugger family. Kralldorf is also the home of Bryg zum Mickle, a smalltime wizard and horse-fancier.

Mauplatz Abbey (pop 40). This abbey is less than two years old. It was set up by Abt Waldron von Strassdorf to serve as an example to the growing communities in Eisen Vale. Despite the small size of the abbey, the abbot is one of the most respected figures in Eisen Vale, and regularly is in audience with the Herzog of Loffeldorf. About half of the residents of the abbey are laymen, and about half are ordained acolytes. Mauplatz maintains a small herd of sheep and brews its own beer.

Restlaf Ruins. This old Imperial city was surrounded by extensive irrigation works. After the Great Catastrophe, the surrounding land sunk, and the stone buildings of the city are now half-covered by a shallow lake. A particularly primitive and nasty tribe of bullywugs lives on the shore of lake Restlaf.

Salzlager (pop 1,000). Salzlager grew up around a natural salt lick, but also serves as a trading post for trappers, hunters and even the occasional Poltown bullywug or orc from the wilds. This wild town sprawls over several dusty acres, with chickens and pigs wandering the streets. There is a small



community of about a hundred Nords in the town, led by self-proclaimed "jarl" Ljot Ragnsson and including a reputed witch Hram the Wicked. About fifty half-orcs live in Salzlager, in substantial friction with the other townsfolk. Salzlager has a small church of Saint Swithun, but has lost its resident priest and no replacement has yet been appointed. Salzlager boasts three taverns, the Shepherd's Rest, the Lamprey, and the Running Dwarf, and one, huge inn (in several buildings), the Knave and the Viper. Anna der Gotfear runs the Tack and Harness, a popular general store. In addition, Salzlager has a sizable tannery owned by Anju Redbeard, a Geat. Other notable persons include sheriff Olaf zum Drachsmark, salt factor Mikhil der Wolf, and horse factor Ercanbald.

Taufel Hills. These hills mark the southern boundary of Eisen vale. They are exceptionally rough, and uninhabited except for a few lonely dwarves.

Vehcklwud. This small forest marks the southeast boundary of Eisen vale. There is a small band of Hunenhune trolls here, who keep owls and bears. Trees are primarily larch, poplar and linden, but the trolls strongly discourage logging.

Vielfrassturm. Vielfrassturm, or wolverine tower, is another old Imperial ruin; close enough to Drellin's Ferry to be well known, although the forest that surrounds it is dangerous enough to keep townsfolk away.



CHARACTER CREATION

RED HAND OF DOOM PCs

The war over the Konigsegg succession is heating up, drawing the forces of the grossherzogs of Saxnot and Isensatz and their supporters, including most of the Loffel military. Worried about rumors of orc raiders in the Eisen vale and lacking sufficient men, Graf Jutger von Loffel deputizes some locals to investigate. You will be the Graf's deputies. It will be your mission to scout the orc raiders and report back to the Graf.

All PCs should support Loffeldorf (otherwise, the PC won't have a proper motivation to risk its life). Fast, long-range travel will be an important part of this mini-campaign; all PCs should plan to ride horses or have other means of long-range travel. Expect to encounter orcs and demons.

The party should include the following two PCs:

Herr/Herrin Fritz/Fritzen Ingvar, Ritter-Kapitan. Fighter, Knight Archetype; Squire Background. You are a knight of Loffeldorf, the third most senior commander of the Loffel forces. You grew up as the second child of a noble family, and entered the service of Graf Jutger von Loffel. Your knight patron is Graf Jutger himself, and you can expect him to provide you with resources, support and retainers, as well as tasks for you to undertake. One of your bonds should be "I am dedicated to Graf Jutger and Loffel." In addition to other equipment, you start with a warhorse, and you may choose your family's ancestral sword, Feuerbeiss, as a magic item.

Abt Waldon von Strassdorf. Cleric; Acolyte, University-Educated or Wandering Mendicant background. You are abbot and founder of Mauplatz Abbey, at the eastern end of Eisen vale. You founded Mauplatz Abbey just a few years ago as a refuge against internal Church politics (but it turned out that you were naïve about the dangers of the frontier). As the abbot, you can draw upon the resources of the Mauplatz Abbey, both men and material. One of your bonds is "I am the abbot of Mauplatz Abbey, and I bear a heavy responsibility for the monastery and the monks."

The following PCs would also fit well into the Red Hand of Doom mini-campaign:

- **Bullywug from the Ragerfens.** Consider the spy (variant criminal) or swamp guide background. You are in Eisen vale to investigate some terrible rumors on behalf of Poltown. If you select this PC, the DM will give you more information about your motives and the investigation.
- **Dwarven Envoy from Hammer Hall.** Dwarven bard, fighter or scout with the courtier (variant noble) background. Background should connect to Tilma "Hammerfist" Nurka of Hammer Hall. Tilma's interest is straightforward: he is interested in information and defense of the vale.
- **Guard from Mauplatz Abbey.** Fighter with guard (variant soldier) background.
- **Guide from the Outskirts of Eisen Vale.** Could be a human (including a Nord from Salzlager) or half-orc. Ranger or Barbarian. Consider the folk hero, horse-breeder or outlander backgrounds. If you have the horse-breeder background you have a superior riding horse (+1 hit dice and +5 ft. speed).
- **Released Thief.** Rogue, Thief Archetype with criminal or released prisoner (variant criminal) background. You were released from prison to join the party.
- **Troll Ranger or Witch from the Hunehune Hills.** You can start with a giant owl mount.
- **Veteran Loffel Man-at-Arms.** Fighter with soldier background.
- **Visiting Saxnot Courtier from Saxnot.** Rogue, Swashbuckler Archetype. Noble or courtier (variant noble) background. You were visiting Bodemot when you received a letter from your patron, Bishop Ulrich von Unke directing you to Loffeldorf. You will be more loyal to Saxnot (more precisely, Bishop Ulrich von Unke) than Loffeldorf. If you select this PC, the DM will give you more information about your motives.
- **Wizard Seeker.** You came to Eisen vale to seek ancient spells in old imperial ruins.



LEVEL

We will start with 5th level PCs.

ABILITY SCORES

We will use a custom dice rolling method to generate ability scores, with both a high and low bound.

1. A legal PC is defined as a PC whose sum of ability score modifiers is between +4 and +8 (inclusive).
2. Roll 3d6 in order for Str, Dex, Con, Int, Wis and Cha. If the ability scores are a legal PC, go to step 4.
3. One at a time, re-roll your ability scores, starting with Str and continue in order until Cha, and start again with Str if necessary. After every roll, if the ability scores are a legal PC, stop rolling and go to step 4.
4. At your choice, you can swap any two ability scores.
5. Remember to apply modifiers for your race and class level.

You can use the dice log at <https://dicelog.com/logdice> to generate ability scores.

HIT POINTS

Roll for hit points every level (after first) as normal. If you roll less than average (rounding down) then you can take the average (rounding down). For example, if your hit die is d8, and you roll 3 hit points, you take 4 hit points (not 5). You can use the dice log at <https://dicelog.com/logdice> to generate hit points.

RACES

Instead of using races from the Player's Handbook, use the races described in Appendix A: Races. Even races that are the same as Player's Handbook races are mechanically different. The following races are available for PCs: Humans (Mittlander, Cataluns, Geatlings, Nords, Rhenee, Southrons), Bullywugs, Changelings, Dwarves, Half-Orcs, Muls, and Trolls.

BACKGROUND AND CHARACTERISTICS

Instead of using backgrounds from the Player's Handbook, use the backgrounds described in Appendix B: Backgrounds. Backgrounds have been customized from the generic versions in the Player's Handbook, and many new ones have been created.

You should choose one or two personality traits, ideals, bonds and flaws. Suggested characteristics are listed in backgrounds and races, but you can also make up your own, working with the DM.



CLASSES

The Druid, Monk and Sorcerer classes are not available. The other classes are available, and several have new archetypes and other options, as described below. In addition, there is a new Witch class.

- **Barbarian.** Nords and Belgae often choose this character class. The Path of the Totem Warrior is only available to Nords or those that have trained with Nords. As described in the Player's Handbook, each Nord clan is associated with a particular totem animal spirit. It is very rare for a character to have more than one totem animal spirit; if you wish to do so, you must justify to the DM why you have access to multiple totem spirits. Additional totem spirits are presented in Appendix C: Barbarian Class.
- **Bard.** Most Bards in the Mittlands follow the College of Lore. The College of Valor is more popular with Nord bards, and the (new) College of Love is more popular with Catalun bards. Inspired Recovery, a new ability for all bards, and a new college, the College of Love, are presented in Appendix D: Bard Class. A few additional spells are available in Appendix H: New Spells.
- **Cleric.** All clerics are part of the Church of the Heilige Ein. Clerics must also choose a patron saint. Divine Recovery, a new ability for clerics is presented in Appendix D: Cleric Class. The following domains are available: Exorcism, Knowledge, Life, Light and War. The new Exorcism domain is detailed in Appendix D: Cleric Class. A few additional spells are available in Appendix H: New Spells.
- **Fighter.** As you might expect, fighters come in all shapes and varieties in the Mittlands. There are two new options available: a fencing fighting style, and the knight, a new martial archetype. Most knights are Mittlanders. In addition, the eldritch knight archetype (most common among Cataluns) is slightly revised to alter the spell list. See Appendix E: Fighter/Paladin Class.
- **Paladin.** Like clerics, all paladins are part of the Church of the Heilige Ein. Completion of a holy quest is a prerequisite for entry into the class (at which time, you can multi-class into paladin or convert any or all existing levels to paladin levels). Paladins are rare enough that most are known by name among clergy. Paladins are among the most respected persons in the entire Mittlands. Only the Oath of Devotion is available. Like fighters, the fencing fighting style is available. See Appendix E: Fighter/Paladin Class.
- **Ranger.** The Beast Master archetype is rare. Most Mittlanders are (rightfully) afraid of wild animals, which have a stronger fey connection than assumed in standard D&D. If you choose the Beastmaster archetype and your companion is a non-domestic animal (i.e. something other than a horse, dog, falcon, etc.), you should expect that your companion will not be completely subject to your control and will not be welcome in many civilized areas (although bullywugs and trolls in outlying areas often are beastmasters). A few additional spells are available in Appendix H: New Spells.
- **Rogue.** Rogues of all types are common in the Mittlands. A new archetype, the Swashbuckler is available. Another archetype, the Emmascarati archetype is available to Catalun rogues. See Appendix F: Rogue Class.
- **Warlock.** The Warlock class is available without any modifications. However, all available patrons are distinctly hostile to humanity, and you should expect people to react accordingly. The available patrons are: the Archfey (choose either the Seelie or the Unseelie court); the Fiend (choose a demon lord from the description of religions); and the Great Old One (Darizdun).
- **Witch.** The Witch is a new Wisdom-based spellcaster that focuses on healing, enchantment, curses and demonology. The witch embodies folk wisdom and tradition. See Appendix G: Witch Class.
- **Wizard.** Wizardry is a learned skill. Almost all wizards learn their craft either from apprenticeship to another wizard or in one of the great universities. If you wish to have another background, check with the DM to figure out how you learned wizardry. All wizard sub-classes from the Player's Handbook are available. A few additional spells are available in Appendix H: New Spells. Note that most wizards cannot maintain the concentration necessary to cast spells in



stressful situations such as combat. PC wizards are assumed to be among the handful of "adventuring" wizards that can.

TRINKETS

You can roll up to three times on the trinkets table in the Player's Handbook or the trinkets table(s) in Appendix K: New Trinkets

You can use the dice log at <https://dicelog.com/logdice> to generate trinkets.

EQUIPMENT

You can start with as much mundane equipment from the Player's Handbook as you can carry, plus a single mount: riding horse, donkey, or pony (or warhorse if you are a knight). In addition, you have one potion of healing and can choose one magic item from the list below.

MAGIC ITEMS

+1 Armor/Shield. Any type of armor or shield. You have a +1 bonus to AC while wearing this armor.

+1 Weapon. Any type of weapon. You have a +1 bonus to attack and damage rolls while wielding this weapon.

Alarm String. When this string is laid on the ground and the ends are joined, it functions similar to an alarm spell. If any creature crosses the string without speaking the command word, a loud handbell is audible to everyone inside the strong (but nobody outside). Inconsequential creatures do not trigger the alarm; nor will a creature that flies more than 20 feet over the string or travels into the area through extraplanar means. The string can enclose a circle with a 30 foot radius.

Anchor Amulet. While wearing this amulet, you have advantage on all Strength saving throws and ability checks to avoid being moved against your will.

Amulet of Protection. (requires attunement) While wearing this amulet, you have +1 bonus on all saving throws. In addition, when you fail a saving throw, you can choose to reroll the saving throw. Once used, this feature of the amulet can't be used again until after the next long rest.

Bag of Holding. This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Broom of Flying. (requires attunement) This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land. You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you. If you suffer damage while riding the broom, you may need to make a Strength saving throw to avoid falling off.

Chime of Opening. This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound



can't reach the object. If no locks or latches remain, the object itself opens. The chime can be used ten times. After the tenth time it cracks and becomes useless.

Cloak of Elvenkind. (requires attunement) While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Feurbeiss (requires attunement by member of the Ingvar family). You can use a bonus action to speak a command word, causing flames to erupt from the blade. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While the sword is ablaze, it deals an extra 1d8 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Greatclub of Bashing. (requires attunement) While you wield this greatclub and you hit a creature you can reduce the damage by 5 or 10 points and force the target to make a DC 13 Strength saving throw or be moved by 5 or 10 feet to a space you designate. This only affects creatures of large size or smaller.

Decanter of Endless Water. This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds. You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Eyes of the Eagle. (requires attunement) These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Goggles of Night. (requires attunement) While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

Helm of Comprehending Languages. (requires attunement) While wearing this helm, you can use an action to cast the comprehend languages spell from it at will.

Helm of Telepathy. (requires attunement) While wearing this helm, you can use an action to cast the detect thoughts spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply-using a bonus action to do so- while your focus on it continues. While focusing on a creature with detect thoughts, you can use an action to cast the suggestion spell (save DC 13) from the helm on that creature. Once used, the suggestion property can't be used again until the next dawn.

Lantern of Revealing. While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

Ring of Animal Influence. This ring has 3 charges, and it regains 1d3 expended charges daily at each long rest. While wearing the ring, you can use an action to expend 1 charge to cast one of the following spells:

- Animal friendship (save DC 13)
- Fear (save DC 13), targeting only beasts that have an Intelligence of 3 or lower
- Speak with animals

Ring of Acid Resistance. (requires attunement) While wearing this ring, you have resistance to acid damage.



Sending Stones. Sending stones come in pairs, with each smooth stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can use an action to cast the sending spell from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone and don't cast the spell. Once sending is cast through the stones, they can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

Staff of Authority. (requires attunement by a cleric in good standing with the Church) This staff has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: command (1 charge), hold person (2 charges), guardian of faith (4 charges). The staff regains 1d4 + 1 expended charges at each long rest. If you expend the last charge, roll a d20. On a 1, the staff cracks, losing its powers forever.

Staff of the Acrobat. (requires attunement) While wielded with two hands, this quarterstaff grants proficiency in acrobatics, or, if you already are proficient in acrobatics, you have expertise and can double your proficiency bonus to acrobatics checks. In addition, you can use your reaction to parry a melee attack against you by a creature you can see. This adds 2 to your AC. You must declare the parry before it is determined that the attack hit you.

Wand of Enfeeblement. (requires attunement by a witch, wizard, eldritch knight or arcane trickster) This wand has 5 charges. While holding it, you can use an action to make a ranged spell attack and expend 1 of its charges to cast the ray of enfeeblement spell (save DC 15). The wand regains 1d6 + 1 expended charges at each long rest. If you expend the wand's last charge, roll a d20. On a 1, the wand withers and is destroyed.

Wand of Colors. (requires attunement by a witch, wizard, eldritch knight or arcane trickster) This wand has 5 charges. While holding it, you can use an action to expend 1 of its charges to cast the color spray spell (save DC 15) from it, or 3 charges to cast the hypnotic pattern spell. The wand regains 1d4 + 1 expended charges daily at each long rest. If you expend the wand's last charge, roll a d20. On a 1, all colors fade from the wand and it is nonfunctional.

Wand of Secrets. The wand has 6 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d6 expended charges daily at each long rest.



NEW RULES

SPRINTING

Characters can take the Sprint action. This is a regular action, similar to dash, that allows you to take extra movement if you are moving in a straight line (or close to a straight line) without moving through difficult terrain. When you take the Sprint action, make a Strength (Athletics) check. This check is made at disadvantage in heavy armor. If you make a DC 10 check, you can move up to double your normal movement speed (i.e. total three times your speed when you include your normal movement); if you make a DC 20 check, you can move triple your movement speed (i.e. four times with your normal movement). At the end of your turn, make a Constitution (Athletics) check; if you fail gain one level of exhaustion that lasts until you are out of combat. The DC for the Constitution (Athletics) check is 10 the first time you use Sprint in an encounter, and increases by 2 each additional time.

TWO WEAPON FIGHTING

Under the rules in the player's handbook, you can fight with two weapons only if you are holding two light weapons. For this campaign, you can also fight with two weapons if you are holding a rapier and dagger (and this is by far the most common two weapon fighting style in the Mittlands).

JOUSTING

Knights often compete in tournaments featuring melees and jousts. A melee is nothing more than a generalized unmounted combat and no special rules are needed for the melee. Special rules for the joust are set forth below.

In a joust, two mounted combatants will charge towards each other with the intent of dismounting their opponent. An opponent can be dismounted through being incapacitated (doing normal hit point damage) or by using a special dismounting attack.

To make a dismounting attack, you first must successfully strike your opponent. If you hit, the target makes a Strength saving throw with a DC equal to $8 + \text{your proficiency bonus} + \text{your strength modifier} + \text{your mount's strength modifier}$ (but only if you are proficient in animal handling). If your target is using a military saddle, they have advantage on this saving throw (military saddles are usually prohibited in tournaments). If you have access to the Trip Attack combat maneuver and you spend a superiority die, you can do damage to your opponent (adding the superiority die to the damage roll) and your target must make a saving throw or be dismounted.



LANGUAGES

The following languages appear in the Mittlands. Anyone can learn a standard language; exotic languages are available to PCs only if specifically granted access.

Standard Languages: Common, Imperial, Jutheng, Geatish, Nord, Belgae, Bullywug, Dwarvish, Trollish, Fey, Giant, Orcish.

Exotic Languages: Abyssal, Draconic, Primordial, Rhenee, Thieves' Cant, Vagabond Signs.

TOOL PROFICIENCIES

In addition to tool proficiencies presented in the Player's Handbook, characters can have proficiency in Rope. Typically, tying a strong knot or making a harness requires a Wisdom (rope) check.

ALIGNMENT

Overall, as compared to D&D, alignment is somewhat de-emphasized. In part, this reflects the ethnic, class and cultural tensions in the Mittlands. But more fundamentally, in this specific context the nine standard D&D alignments aren't equally valid choices. Humanity really is hanging by a thread, caught between dangerous fey in the west, and brutal orcish hordes in the east, and being corrupted from within by demonic trafficking. It is an objective and widely-recognized fact that humanity survives only through mutual cooperation in holding these forces at bay. At present, the Church and the Empire, however corrupt and oppressive they may be, are the primary unifying institutions in the Mittlands. In this context, "chaotic" verges on being contradictory to "good."

CURSE MAGIC

Curses loom large in the imagination of Mittlanders. Curses are a special type of magic that doesn't follow the determinative rules of standard magic. Whether or not a spell counts as a curse will be noted in the spell description.

Curses are very flexible, but their efficacy depends on the symbolic appropriateness of the curse to the target. Moreover, most powerful curses can be broken if the target meets conditions that are (again) symbolically appropriate. For example, a pickpocket cursed with palsy until he returns everything he's stolen to its rightful owners; a beautiful princess cursed with eternal sleep until kissed by a prince; a demonologist cursed with fear of fire; a grave robber whose possessions crumbles unless he returns all stolen items to a grave; or a drunken fool who is polymorphed into a boar until he can cross a desert (symbolically overcoming his alcoholism). Finally, most curses have a delayed onset, can have permanent or long-lasting effects, and can't be dispelled like ordinary spells (although a high-level remove curse spell can end a curse).

Because of these elements, curses are not terribly combat-effective, and they are not meant to be. However, curses can be powerful PC (and NPC) motivators outside of combat.



LINGERING INJURIES

Each time you fail a death saving throw (which occurs when dying), you must roll on the following table (derived from the lingering wounds system on page 272 of the *Dungeon Master's Guide*).

d10	d20	Effect
1-5	-	No Effect.
4-6		Equipment Damage. The indicated item is damaged. Attacks made with damaged weapons are made at disadvantage. If you are using a damaged shield or armor, you grant advantage to attacks. Other items are generally partially functional at best. Equipment damaged twice is destroyed (see below). Damaged equipment can be repaired by the mending cantrip or by a DC 10 artisans' tool check if proficient. Magic items avoid damage with a DC 10 saving throw (see notes).
1-5		Main Hand. Item in your main hand is damaged. If your main hand is empty, treat as minor wound – strained main hand or arm.
6-10		Off Hand. Item in your off hand is damaged. If your off hand is empty, treat as minor wound – strained off hand or arm.
11-12		Footwear. Footgear is damaged. If you aren't wearing any, treat as minor wound – limp.
13-16		Armor. Armor worn is damaged. If you aren't wearing any, treat as minor wound – internal injury.
17-18		Helmet. Helmet or other headgear is damaged. If you aren't wearing any, treat as minor wound – head injury.
19-20		Other Item. Your cloak, backpack, pouch, belt or other external item is damaged.
7		Equipment Destroyed. The indicated item is so badly damaged it is unusable. Destroyed equipment cannot be repaired except under the same conditions they were created. Magic items avoid destruction with a DC 10 saving throw (see notes).
1-5		Main Hand. Item in your main hand is destroyed. If your main hand is empty, treat as major wound – lose main hand or arm.
6-10		Off Hand. Item in your off hand is destroyed. If your off hand is empty, treat as major wound – lose off hand or arm.
11-14		Armor. Armor worn is destroyed. If you aren't wearing any, treat as major wound – severe internal injury.
15-16		Helmet. Helmet or headgear is destroyed. If you aren't wearing any, treat as major wound – concussion.
17-18		Footwear. Footwear is destroyed. If you aren't wearing any, treat as major wound – lose foot or leg.
19-20		Other Item. Your cloak, backpack, pouch, belt or other external item is destroyed.
8-9		Minor Wound. You suffer a minor wound which heals only when you recover all hit points (except as noted in parenthesis).
1-4		Strained Main Hand or Arm. You can't use your main hand; you can no longer hold anything with two hands. If you are forced to make attacks or ability checks using your secondary hand, you have disadvantage.
5-8		Strained Off Hand or Arm. You can't use your secondary hand; you can no longer hold anything with two hands.
9-12		Limp. Your speed on foot is reduced by 5 feet. You can't take the Dash action.
13-15		Exhaustion. You gain two levels of exhaustion.
16-17		Internal Injury. Your hit point maximum is lowered by one-quarter. (Requires <i>lesser restoration</i> , <i>greater restoration</i> or <i>heal</i> spell to heal).
18-19		Head Injury. For one hour, you have disadvantage on attack rolls, ability checks, and saving throws, and cannot maintain concentration on any spells.
20		Two Minor Wounds. Roll twice for minor wounds (if you roll this again, reroll).
10		Major Wound. You suffer a major wound which is healed only by magical healing noted in parenthesis.
1-3		Lose Main Hand or Arm. You lose your main hand; you can no longer hold anything with two hands. If you are forced to make attacks or ability checks using your secondary hand, you have disadvantage. (Requires <i>regenerate</i> spell to heal)
4-6		Lose Off Hand or Arm. You lose your secondary hand; you can no longer hold anything with two hands. (Requires <i>regenerate</i> spell to heal)
7-9		Lose Foot or Leg. Your speed is reduced to 5 feet; if you have a cane or crutch, your speed is merely halved. You can't take the Dash action. (Requires <i>regenerate</i> spell to heal)
10-12		Weakened. You have disadvantage on attack rolls, ability checks, and saving throws based on Strength or Dexterity. (Requires <i>greater restoration</i> , <i>heal</i> or <i>regenerate</i> spell to heal)
13-15		Severe Internal Injury. Your hit point maximum is halved. (Requires <i>heal</i> or <i>regenerate</i> spell to heal)
16-17		Concussion. You are unconscious for 1d4 hours (even after receiving healing that would normally wake you). For 24 hours, you have disadvantage on attack rolls, ability checks, and saving throws, and cannot maintain concentration on any spells. You lose 1 point of Intelligence, Wisdom and Charisma, which persists until healed. (Requires <i>greater restoration</i> or <i>heal</i> spell to heal).
18		Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attacks. If you have no eyes left, you're blinded. (Requires <i>regenerate</i> spell to heal)
19		Psychological Trauma. You gain the flaw "I am afraid of [the situation or creature that almost killed me]." In similar situations, the DM may rule that you have the frightened condition. With the DM's permission, you can have an alternate flaw that represents your trauma (see Madness in the <i>Dungeon Master's Guide</i>). (Requires <i>greater restoration</i> or <i>heal</i> spell to heal)
20		Two Major Wounds. Roll twice for major wounds (if you roll this again, reroll).

Magic items can make a saving throw to avoid being damaged or destroyed. The base saving throw bonus for a weapon, shield, helmet or similar item designed to take abuse in combat is +8; the base saving throw for all other items is +4. Items receive a bonus based on their rarity: uncommon (+2); rare



(+4); very rare (+6); legendary (+8). Adamantine items receive an additional +4. Rolling a 1 is an automatic failure.

HEALING AND RESTS

We will use a variant option for rests, similar to the Gritty Realism option on page 267 of the *Dungeon Master's Guide*. A short rest is an overnight sleep, while a long rest takes a full 24 hour day, and ordinarily is limited to once a week.

In addition, a long rest has some specific requirements. A character must be, or must have access to someone who is, proficient in Medicine (for healing) and Smith's Tools (to repair armor and weapons). Also, depending upon their class, characters need access to certain facilities:

- **Rangers** only need Survival proficiency (or access to someone with Survival proficiency). They can take a long rest anywhere, including in wilderness areas.
- **Rogues** simply need a well-stocked, urban hideout (or some similar area, depending on the rogue's nature).
- **Barbarians** need either taverns, brothels, gambling halls and other carousing options; or clan spirit totems (found in home villages, but may be semi-portable, for example the dragonhead prows on viking longships).
- **Bards** need access to an audience for performing to lift their spirits.
- **Fighters** need access to an exercise yard and a forge to repair armor and weapons.
- **Clerics and paladins** need access to a shrine, church, cathedral or holy/sanctified place.
- **Wizards, witches and warlocks** need an elaborately-stocked tower or hut where they can pursue their arcane studies, fill with arcane equipment, strange stuff, library, etc.

Generally, the facility requirements are more expensive and elaborate as characters increase in level. After 9th level, characters need their own facilities (clerics or paladins need a town church or equivalent; bards need bigger audiences, etc.). After 13th level, their facilities should be a party manor or castle (clerics or paladins need a cathedral or equivalent). After 17th level, the facilities must be truly extraordinary, such as an elaborate palace. Establishing and improving a home base is an important goal as characters rise in levels.

This variant is not intended to change the actual power level of the game: players should still expect the same 6 to 8 encounters per long rest (although there will probably be more short rests per long rest). Those encounters will now be stretched over a longer narrative time (and traveling/random encounters could drain meaningful resources). Note that all of the primary casters (bards, clerics, witches and wizards) have a limited ability to recover spell slots during short rests.



APPENDIX A: RACES

The following races are available as PCs:

- Human, Mittlander
- Human, Catalun
- Human, Geatling
- Human, Nord
- Human, Rhennee
- Human, Southron
- Bullywug
- Dwarf
- Troll
- Changeling
- Mul

HUMAN, MITTLANDER

Mittlanders are by far the most common peoples in the Mittlands. Originally, they were organized in clans in the Heofontoth mountains, where they called themselves the Juthengs. They formed the bulk of Emperor Maxmillian Magnus' army which conquered and pacified the Mittlands.

Mittlanders tend to be practical and industrious, with occasional streaks of religious or political authoritarianism. The stereotypical Mittlander is a hard worker that greatly enjoys festival days. As befits the majority, Mittlanders are found in all professions and social classes within the Mittlands.

Mittlanders have middling-fair skin, with brown, sandy or occasionally red hair. Eye color varies widely from black, brown, hazel to blue. Mittlander men typically wear heavy mustaches, and occasionally beards.

Typical names for Mittlanders include Anna, Anders, Beren, Beringer, Bianka, Bonifaz, Brunhildt, Claus, Constanz, Cordtwulf, Couder, Didi, Diterich, Donat, Dorthie, Eberhardt, Egnel, Egon, Emmerich, Ewald, Franz, Fredericke, Frex, Fritz, Gabriel, Gelfrat, Georg, Godwin, Gregor, Hans, Heindl, Hildegund, Johann, Jud, Kargl, Konrad, Leopold, Lowys, Ludwig, Margrite, Manfred, Nitsche, Ortel, Otto, Paschel, Pfalz, Pex, Reinhard, Reynardt, Schumann, Siegfried, Sigmund, Svein, Ulrich, Ulrik, Walter, Wiland, Wolfgang, Ytel. Noble Mittlanders, and others with a family pedigree, will often append "von" and their family name (which is often the name of the seat of the family), thus Warren von Regensburg, Henreich von Schwarzstein, and Konrad von Candeltur. Other Mittlanders, in order to distinguish themselves from others with the same name, will add "zum" (from) and a place-name, their occupation, or a nick-name, thus Beor zum Goslar (from Goslar), Wiland Jaeger (Hunter) and Tomas der Lowen (the lion).



MITTLANDER TRAITS

Ability Score Increase. Three ability scores of your choice increase by 1.

Speed. Your base walking speed is 30 feet.

Languages. You can speak Common.

Appropriate Backgrounds. All of the backgrounds are appropriate for Mittlanders except Rhennish Vagabond, Outlander and Swamp Guide.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I am in orphan, raised by the town priest.

My family descends from the brother of Saint Cuthebert of the Cudgel, and I aspire to his ideals of justice, steadfastness, common sense and wisdom.

My family's mascot is a unicorn, and it's my lifelong goal to see one.

I strive to be a model for all to follow: I won't lie, cheat or steal.

Nothing disturbs me. I've seen worse.

Ideals

Purity. Do not suffer any witch, demon-worshipper or monster to live.

Humanity. We must protect all humans from the terrible monsters that are just out of sight.

Stewardship. Those with faith, morality, wisdom and strength should lead by example.

Progress. Empire, Church and guilds. Our civilization is superior.

Heroism. When regular folk risk everything, extraordinary things are possible.

Order. Sometimes, the greater good requires us to submit to a higher authority.

Bonds

I own a wooden bowl from which Saint Konrad drank. It is my most prized possession.

My liege lord supported me, and I owe him fealty and respect.

I will protect my family and its business. Their wealth supports and sustains me.

My younger sister was kidnapped by bandits, and I've tracked them for 6 months.

Flaws

I don't trust any race other than Mittlanders.

I am convinced of my own righteousness.

I'm a miser. I hate to spend money or consumable resources.

My parents offended a village witch. At my birth she cursed me with thick, scarred skin (or some other appropriate curse) that gives me a horrible appearance and dulls my sense of touch, until I can scour the skin off with the blood of a fire drake (or some other trigger).



HUMAN, CATALUN

The Cataluns are extremely rare in the Mittlands. Their homeland, Catalunya, was part of the Old Empire, but contact was lost in the Great Catastrophe. Few Mittlanders other than sea merchants have ever seen a Catalun.

Cataluns are an active, energetic people. They value the finer things in life: good food, arts and sport. Catalunyan cities are notoriously difficult to control and the urban classes riot with regularity. They have a strong bardic tradition and many dabble in magic (in game terms, Cataluns are often multi-class wizards, eldritch knights, arcane tricksters or other similar spellcasters or take the magic initiate feat). Cataluns have a great zest for politics and courtly life, but don't display any strong religious impulses.

Cataluns are related to Southrons, with a similar, but fairer appearance. Cataluns have light tan skin, with black, brown or auburn hair and brown, green or even yellow eyes. Cataluns typically are clean-shaven or have light facial hair.

Typical Catalun names include Arnau, Beatriu, Bernat, Carles, Carme, Clara, Eloi, Enric, Esteve, Felip, Gonzal, Guillem, Joaquim, Lluc, Marcel, Miquel, Montse, Pol, Queralt, Remei, Ricard, Salut, Vizent, Xavier and Ximo. If a Catalun is of noble birth, they will append the placename of their nobility to their name, thus Lluwell de Rioblau (Lluwell of the blue river) and Gausfred de Rousillon.



CATALUN TRAITS

Ability Score Increase. Either your Intelligence or your Charisma score increases by 1, and two other scores of your choice also increase by 1.

Speed. Your base walking speed is 30 feet.

Languages. You can speak Common and Catalun.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Cataluns include Sailor, Cook, Entertainer, Guild Merchant, Noble, Courtier, Incognito Prince, University-Educated and Wizard's Apprentice.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I love wine, women and song.
I am a merchant's son, travelled far and wide.
I came to the Mittlands to learn in the great universities.
I left Catalunya because I was wronged by a woman.
I'm actually only half Catalun on my father's side.
Nobody tells me what to do.
My father was a court wizard. Even though I don't have the discipline to be a wizard, I like to dabble in magic.

Ideals

Carpe Diem. Live for today because tomorrow we may all die.
Learning. Knowledge is its own reward.
Civilization. Etiquette and court manors are the only things that separate us from the barbarians.
Freedom. I hate slavery of all kinds.
Chivalry. I will always treat my enemies fairly and honorably.

Bonds

Catalunya! The fairest land in the world!
I must do great deeds to earn the love of my paramour.
I seek a magic artifact of great power and value.
I will never tarnish my noble name.
I have sworn my honor to a nobleman of the Empire.

Flaws

Only the best for me.
Mittlanders are a dirty, uncouth people.
I am quick to take offense.
I have a difficult time keeping to my task.



HUMAN, GEATLING

The Geatlings were the original inhabitants of the Mittlands, displaced by the invading Empire. Geatlings intermarry with Mittlanders, so being a Geatling is more matter of degree than distinction. The Geatlings are largest minority group in the Mittlands.

The Geatlings have a long history in the Mittlands before the arrival of the Empire. Almost everyone knows of an ancient Geatling ruin or barrow, and new hoards and cairns are periodically discovered by treasure hunters.



Most Geatlings are farmers, fishers or hunters, living close to the land. Witchcraft is more common among Geatlings than other humans. Geatlings are conspicuously absent from the Church and nobility. Geatlings tend to be earthy and prefer quiet enjoyment rather than acquisition; some people call that lazy.

Geatlings have tan skin, brown or sandy-brown hair and brown or green eyes. They tend to be slightly smaller and stouter than Mittlanders. Geatling men usually wear full beards.

Typical names for Geatlings include Aelfric, Adelmar, Alfwaru, Ainsley, Athelred, Audecca, Beor, Beowulf, Blichtrund, Carlofred, Caedmon, Castageld, Ceolmund, Cuthbert, Cwicehelm, Cynebald, Dawgen, Dissibod, Dombert, Eadwig, Ealdwyn, Edgar, Eolf, Erminteer, Ethelstan, Frambold, Frigobert, Harold, Hengst, Horsa, Hrothgar, Hrunwyd, Gelbold, Dlismot, Grimwald, Gunnehild, Hailun, Harcmot, Hartod, Hiring, Hringuni, Hygelac, Irmgeld, Isebert, Merken, Miro, Odomir, Osric, Oswyn, Raedwald, Radegast, Romulf, Rudwulf, Saulf, Sexred, Sibrand, Swefred, Tancred, Thorsten, Vidimir, Wealla, Werner, Wiglaf, Wuffa, Wusca. In order to distinguish themselves from others of the same name, many Geatlings will append "son" or "kin" to their father's name, thus Hreitolf Cunwulfkin (kin to Cunwulf) and Donarvald Gentfridson (son of Gentfrid).



GEATLING TRAITS

Ability Score Increase. Your Wisdom score increases by 1, and two other scores of your choice also increase by 1.

Speed. Your base walking speed is 30 feet.

Languages. You can speak Common and Geatish.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Geatlings include Bargeman, Charlatan, Cook, Criminal, Released Prisoner, Entertainer, Faith Healer, Folk Hero, Guild Artisan, Gravedigger, Herder, Hermit, Horse Breeder, Miner, Sewerman, Soldier, Guard, Riverwarden, Swamp Guide, Urchin, Wandering Mendicant, Woodsman and Bandit.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I love wine, women and song.

I was once a farmer, but I left after goblins burned my fields.

I secretly follow the ways of Donar and Wodan.

A witch once cursed me. Ever since, I've been ... impotent.

I have a deep desire to sail upon the seas.

I have a strange birthmark. A witch told me it is the mark of Vecna.

I am one of twins. When I was born, a fortune-teller told my mother, that one of us would be cursed and one of us would be blessed. I haven't seen my twin in years, but I still feel bound to him/her.

Ideals

Tradition. To follow the ways of our ancestors is to show them honor and respect.

Humanity. Geatling, Mittlander or Southron, we are all united against the elves and demons that threaten us.

Leisure. At the end of your life, will you regret working too much?

Bonds

While talking to my grandfather, I discovered a clue as to the whereabouts of a great Geatish artifact. I am obsessed with tracking down this artifact.

I must find more treasure to help my sister.

I love my father who taught me all the good things in life.

Flaws

I'm not lazy, I just don't see the point in doing anything more than necessary.

I am deeply superstitious of the color red, and will never wear nor touch anything red.

I believe my fate is fixed, and as a result, won't work to change it.



HUMAN, NORDS

Nords are the inhabitants of the great Northern peninsula across the Shlankensee. Nords rarely settle in the Mittlands, but they aren't uncommon to see at seaports. The Nords are racially related to the Juthengs.

In their home country, Nords fill all occupations, but Nords in the Mittlands tend to be adventurers, skalds, sailors, mercenaries or viking raiders. A small number of Nords have joined the Church. Nords are high-spirited, barbaric people. Their relative poverty and the reputation of Nord raiders leads many Mittlanders to dislike Nords.

Nords have very fair skin with blonde or red hair, and blue or light brown eyes. Nords are an attractive people: tall and muscular, with well-formed faces and large, clear eyes. Nord men wear full beards, often braided intricately.

Typical names for Nords include Arngrim, Asgeir, Bard, Bjorn, Breca, Brunni, Byrnjolf, Canut, Dagfinn, Eivind, Egil, Flosi, Finn, Gellir, Gorm, Gudrik, Guomundr, Hagbardr, Hama, Hakon, Harthacnut, Hellgeir, Helgi, Herjolf, Hervor, Hjall, Hringer, Ingjald, Jat, Jonakr, Jorund, Karli, Knutr, Leif, Ljot, Modlof, Odr, Ogier, Onund, Orvar, Palotoki, Sighvat, Sigurd, Skeggi, Skjold, Spjut, Styr, Thianfi, Thorald, Ulf, Valthof, Wary, Vidrik. In order to distinguish themselves from others of the same name, many Nords append their father's name with "-son" or "-dottir," and this may extend several generations if the name is common, thus Bard Erikson (son of Erik), and Odr Karlson Odrson (son of Karl, son of Odr).



NORD TRAITS

Ability Score Increase. Your Strength score increases by 1, and two other scores of your choice also increase by 1.

Speed. Your base walking speed is 30 feet.

Languages. You can speak Common and Nord.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Nords include Sailor, Criminal, Released Prisoner, Entertainer, Faith Healer, Folk Hero, Hermit, Outlander, Swamp Guide, Woodsman and Bandit.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

Any excess money I have will be converted to gold or silver armbands, necklaces, rings and brooches, and worn conspicuously.

I never call anyone by their proper name; instead I use nick-names like "Little One," "Red-Beard," "Stand-Tall," "Water-Eyes," or "Milk Drinker."

I learned to sleep in trees when I was young, and I still prefer to do so.

While wandering in the Nordlands mountains, I came across an unnaturally warm valley. For some strange reason, its memory still haunts me.

Ideals

Leadership. A true leader must earn the loyalty of his followers. I don't understand these Mittlanders who would follow a man just because he has a title, and I will never bow done to such a one.

Community. For the good of the ship, we must all take our turns pulling at the oar.

Emotion. Whether you feel melancholy, anger or happiness, give full expression to your emotions. That is the only way to be alive.

Tribe. One who takes sides against her own tribe is lower than jackal shit.

Bonds

I have sworn a great oath to destroy some type of monster.

I believe that the Church's faith is the best salvation for the Nord people. I will do my best to uphold the Church and spread its teachings to my people.

Flaws

I can't stand heat.

I don't trust wizards, priests or any book-learning.

The weak and effeminate are beneath my notice .

I'll never back down from a challenge, even when its suicidal to do so.

I am afraid of the undead, especially ghosts.



HUMAN, RHENNEE

Rhennish are a nomadic people that travel the Mittlands in wagon-trains and barges. Rhennish speak Rhennee, a language that is not related to any known language of the Mittlands, although it borrows heavily from thieves cant. They have a deep oral history, and love story-telling. However, neither the Rhennish nor anyone else knows their true origins for certain. Stereotypically, Rhennish are fortune-tellers, thieves, scoundrels and vagabonds. Rhennish are fiercely clannish and loyal, while distrustful to others. They have very strong social taboos, including prohibitions on marrying outside their culture or teaching their language to non-Rhennee. Their cultural standards allow them to treat non-Rhennish differently from their own people. They can lie, cheat, steal, and deceive outsiders but if done to other Rhennee, they will be banished.



Rhennee skin tones tend towards the olive and tan. Hair is usually curly black or brown, with black, grey, blue or green eyes. They tend to be shorter than most humans, with wiry builds. Typical names include Aishe, Dika, Django, Hansi, Jinoquio, Khulai, Luludja, Nadya, Quidrocco, Simza, Vadoma, Viollaca.

RHENEE TRAITS

Ability Score Increase. Your Charisma score increases by 1, and two other scores of your choice also increase by 1.

Speed. Your base walking speed is 30 feet.

Languages. You can speak Common and Rhennee.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Rhennee include Bargeman, Charlatan, Rhennish Vagabond, Cook, Entertainer, Faith Healer, Folk Hero, Herder, Hermit, Urchin, and Bandit.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I play a vigorous viol.

I'm a sneaky son-of-a-bitch.

I'm a cardshark, and over the years I've made quite a bit of extra cash at the table.

I like the ladies, and they like me.

Ideals

Pleasure. Living life to the fullest makes me a man.

Heritage. The Rhennee way is the best.

Honor. I will meet any challenge on the point of my blade.

Bonds

Of course, my family and my clan come first.

I left behind a sweetheart who chose another instead of me, but I still love her.

My uncle was once a powerful witch, but now has dementia.

The Empire has treated my people badly, and I covertly do everything I can to undermine the Empire.

I have a special feeling for widows and orphans.

Flaws

I'm wanted for minor crimes in a distant barony.

I only trust other Rhennee and take precautions against anyone else I'm travelling with.

I always carry my entire wealth with me at all times.

I'm always sarcastic with outsiders, even if it works against my interest.

HUMAN, SOUTHRON

Southrons were the original people of the old Empire. Their homelands are to the south of the Heofontoth mountains, but were mostly destroyed in the Great Catastrophe. In the few remaining Southron towns, they are a majority, but elsewhere in the Mittlands they are a small minority, ever rarer towards the north.

Southrons value civilization, learning and leisure. They take pride in their achievements, especially the Church of the Heilige Ein, and many Southrons are clergy. Southrons are active travelers, and many are merchants or wandering minstrels. Southrons value their honor and can be quick to take offense. Southrons rarely intermarry with other human races.

Southrons have dark tan skin, with straight black or dark brown hair and eyes. Southrons have light builds, tending to be tall and thin. Fashion among Southron men is to be clean-shaven.

Typical Southron names include Alberto, Antonio, Bernado, Buonafacio, Canus, Claro, Cecilia, Francisco, Girogio, Giradino, Giovanni, Iacoppo, Leonardo, Lisbetta, Maria, Nanni, Nicolo, Parzinus, Simon, Uberto, Victor.

SOUTHRON TRAITS

Ability Score Increase. Your Intelligence score increases by 1, and two other scores of your choice also increase by 1.

Speed. Your base walking speed is 30 feet.

Languages. You can speak Common and Imperial.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Southrons include Acolyte, Charlatan, Entertainer, Guild Artisan, Guild Merchant, Hermit, Noble, Courtier, Incognito Prince, Soldier, Siege Engineer, University-Educated, Wandering Mendicant and Wizard's Apprentice.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

- I'm curious about dark, unknowable secrets.
- I collect books and relics of the old Empire.
- Horses are my interest. I've owned many, and am a fine judge of horseflesh.
- I was born in Catalunya, and came to the Mittlands on a lark.

Ideals

- Civilization.** Law, faith and learning elevate men above the barbarous.
- Faith.** The Heilige Ein is our sanctuary against the troubles of the world.
- Wanderlust.** Travelling broadens our horizons and enriches our lives.

Bonds

- I know the Church is imperfect, but it is the best institution in the world.
- My family has served the Empire since Saint Magnus crossed the Heofentoth.
- My cousin is a beautiful woman who deserves the best in life.
- My family is a great mercantile house. I'm not actively involved in the day-to-day activities, but I help out where I can.
- I had a vision of Saint Cuthebert leading me to a ruined Imperial city. Now I wander, seeking that city.

Flaws

- I can't stand the cold.
- I can't save any money; as soon as its earned, I spend it.
- Only the best and most luxurious are right for me.
- We should never trust wizards. They caused the Great Catastrophe and their practice is contrary to the teachings of the Church.
- I will do anything to advance myself, ... including trafficking with demons.



BULLYWUG

Bullywugs are anthropoid frogs. They are rarely encountered except in the immediate vicinity of the Molcmoors and the Ragerfens (including the port city of Eidelburg). Bullywugs are excellent swimmers and leapers, but they must keep their skin moist, so avoid dry areas. They have brown or green skin, and large pale yellow eyes. Many bullywugs live in primitive tribal societies in the marshes. However, a significant minority live near or among humans, aping human mannerisms. In particular, bullywugs are fascinated by foppish human fashions, and many wear elaborate wigs and hats.



BULLYWUG TRAITS

Ability Score Increase. Either your Strength or Charisma score increases by 1, and one other score of your choice increases by 1.

Age. Bullywugs mature quickly and age more quickly than humans. A bullywug reaches adulthood around age 12-15 and rarely live past 50 years.

Size. Bullywugs vary greatly in size, from 4 feet to 6 feet tall, although their hunched posture makes them seem smaller. Weight ranges from 150 to 250 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet, but you also have a 40 feet swim speed.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Amphibious. A bullywug can breathe air and water.

Croak. By distending their vocal sacs, bullywugs can emit powerfully loud croaks and chirrups that allow them to communicate over very long distances and deafen nearby creatures. You can take a bonus action to croak once per minute. When you do, all creatures that can hear (except other bullywugs) within 30 feet of you must succeed on a DC 10 Constitution saving throw or be deafened for 1 minute.

Swamp Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Languages. You can speak Common and Bullywug. When speaking Bullywug, you can communicate simple concepts to frogs and toads.



Appropriate Backgrounds. Backgrounds that are especially appropriate for Bullywugs include Bargeman, Charlatan, Cook, Entertainer, Folk Hero, Outlander, Sewerman, Swamp Guide, Wandering Mendicant, Woodsman and Bandit.

Alternate Suggested Characteristics Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I take the bullywug trait of copying human fashion to an extreme. I always wear fashionable furs, silks, slashed doublets, hose and other finery.

I bathe twice daily.

I speak in an affected Imperial accent.

My best friend is a toy wooden duck.

I carry an umbrella to shield me from the sun.

I know I'm ridiculous, but I don't care.

Ideals

Personal Beauty. I always want to look my best.

Humor. Everyone has a role to play, and mine is to lighten my companion's burden with humor and clowning.

Protection. It is my duty to protect the Empire from the slimy things that crawl up from the swamp.

Herodom. I aspire to be a great hero of my people.

Bonds

I crave the respect of my tribe-members, and I will achieve great things to earn that respect.

Back home, I have the cutest little daughter who wears a golden wig. I will earn a great treasure for her.

People look down on me, but I have great faith in the Church that brings me comfort.

A wandering knight gave me a sword. One day, I will be a knight like him.

Flaws

I'm quite gullible.

I have weak eyes, and need to wear corrective spectacles.

I get sick whenever I eat anything other than bugs.



CHANGELING

Changelings are the offspring between human and fey (often elves) who are raised in human society. A changeling is a natural shapeshifter that has both a human and true form. Seduction by the fair folk is a common story among Mittlanders. In the most common scenario, a human male would be seduced by a female faerie, who will secretly replace a human baby with the changeling, shortly after birth. Less commonly, a male faerie will seduce a human female, who will directly give birth to a changeling.

A changeling's true form is similar to a fair-featured human, with oversized eyes, pointed ears and wild hair typical of fey. However, changelings can magically change their form to appear human, a necessary precaution when living among humans.

Changelings are feared and hated by most Mittlanders. As a result, they almost always hide their heritage. Most changelings are contacted by their faerie parent while a young teen, but a minority aren't even aware of their own heritage.



CHANGELING TRAITS

Ability Score Increase. Either your Charisma or Dexterity score increases by 1, and one other ability score of your choice increases by 1.

Age. Changelings mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

Size. Changelings are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your faerie blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.



Fey Magic. You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once per day. When you reach 7th level, you can also cast the hypnotic pattern spell once per day. Charisma is your spellcasting ability for these spells.

Natural Shapeshifter. At will, you can appear human. This functions similarly to the Change Appearance option of the alter self spell. In particular, this is a real transformation, not an illusion. Until you reach 5th level, you can only appear as one, specific human identity (that changes over time to mirror your true form). Starting at 5th level, you can appear in any human form.

Aversion to Iron. The touch of cold iron makes you uncomfortable. You can wield iron weapons, but they make you uncomfortable. If you wear iron metallic armor, you always have 2 levels of exhaustion (disadvantage on ability checks and your speed is halved); this doesn't apply to mithril or adamantite armor.

Deceptive. You gain proficiency in Deception.

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

Appropriate Backgrounds. Backgrounds that are especially appropriate for Changelings include Bounty Hunter, Charlatan, Cook, Criminal, Spy, Released Prisoner, Entertainer, Faith Healer, Folk Hero, Guild Artisan, Herder, Hermit, Miner, Outlander, Soldier, Guard, Riverwarden, Squire, Swamp Guide, Urchin and Wizard's Apprentice.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I am the most interesting and fascinating thing I know.
I embrace change, both in the world and in myself.
Humans are my natural prey.
I feel most at home in deep forests and solitary hilltops.
I embrace music, dance and the arts.
I always wear only black.

Ideals

Beauty. The only true good in this world is beauty.
Cruelty. Other people exist only to serve my pleasure.
Self-Sufficiency. I need nothing and nobody.
Mastery. Whether martial or magical, I seek to master myself and the world.

Bonds

When I was a teenager, my elven father appeared to me and taught me the ways of my folk. Even though I only knew him briefly, only his teachings made the world sensible to me, and I respect the fey.
I own a beautiful object that fills my soul with delight.
I despise the Church which hunts me and my kind.
When I was young, I fell in love with a human. As time passed, she grew older but I stayed the same so I had to leave her lest my identity be revealed. But I love her still, and on occasion will spy on her.
The fey abandoned me, and they are no friend to me. I live openly among humans and publicly renounce the fey.

Flaws

I find it difficult to care about the things which seem to so concern humans.
I'd rather dally than see things through.
I struggle with my identity.
I am very uncomfortable around signs of death: whether cemeteries, death rituals, or skulls and bones. There is something about it that creeps me out.
In moments of great stress, the beast within me comes out. I lose control and revert to a savage, animalistic behavior. I am ashamed of these episodes but I cannot help it.



DWARF

Dwarves are the most common non-human race within the Mittlands, but still are less than 1 person in 20. Most dwarves are from the Berghausen mountains, a range of high and snowy peaks to the southeast of Mittlands proper, where they battle giants. These dwarves are politically organized into clans, each of which resides in an ancestral "hall"; partly aboveground and partly below. Most dwarves in the Mittlands proper are transient architects, stonemasons or smiths. Dwarves are also known in the Nordlands, but they rarely travel to the Mittlands because of their well-known dislike of open water. Dwarves tend to be distrustful of magic and religion, preferring the real and material. Dwarves can be stubborn, and a common insult is to call them "thickheads." Dwarves have pale or greyish skin, often tinged blue (or even blue-black among the Nordish dwarves). Otherwise, Mittland dwarves are fairly standard fantasy Tolkien-esque dwarves.

Dwarves typically have two names. A dwarvish given name, and a common/Jutheng nickname. Typical dwarvish names include Atvert, Briesmon, Cukagalva, Dargakmens, Degotas, Dumi, Dzelten, Dziesma, Dzirkestir, Ezer, Gadza, Galvastir, Gimens, Gredzens, Kars, Klepgar, Krauklis, Krekls, Kugis, Kurptens, Kvies, Lietden, Magar, Mazza, Partikas, Piens, Pils, Pirksts, Rotalliet, Saimnkan, Sarkan, Skandala, Skeps, Smieties, Sniega, Snorza, Suntti, Telpa, Thedzens, Thiepa, Ugunsgrika, Upemagar, Vagrog, Vetraden, Zala, Zelta, Zivis, Zobens, Zurka. Typical dwarven nicknames include Bierbauch (Beer belly), Festfuss (Hardfoot), Golderuch (Gold-smeller), Grunauge (Greeneyes), Klopfenkopf (Knockhead), Lauren (the Lurker), Maus (the Mouse), Messerschnelle (Fast-knife), Neunfinger (Nine-fingers), Schornspitze (Chimney-top), Schwarzbart (Blackbeard), Stinkend (Smelly), Vogelfreund (Bird-friend), Wurmessen (Worm-eater).



DWARF TRAITS

Ability Score Increase. Either your Constitution or Wisdom score increases by 1, and one other score of your choice increases by 1.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison.



Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.

Tool Proficiency. You gain proficiency with one set of artisan's tools of your choice: brewer's supplies, carpenter's tools, mason's tools or smith's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Dwarves include Bounty Hunter, Folk Hero, Guild Artisan, Guild Merchant, Miner, Noble, Incognito Prince, Soldier, Guard, Siege Engineer, and Wizard's Apprentice.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I collect weapons of all types and sizes.
I take great care of my beautiful silver beard.
I've got a dry and subtle sense of humor.
I left Berghausen because I'm too free and loose to fit into dwarven society.
I never take off my armor.
I have a rich and distinguished family tree, who left me with heirlooms, treasure and wisdom.
I search for ways to combine magic and fighting.
I carve my name into the stones wherever I travel.

Ideals

Dwarvendom. It is my duty to uphold the reputation and honor of dwarves.
Greed. Gold and wealth will make me powerful.
The Warrior's Way. I will always act with loyalty, honor and courage, even to my enemies.
Creation. The purpose of life is to create things of lasting value and utility.

Bonds

The Empire aided my father, and I will always be grateful.
From time immemorial, my ancestors have battled giants, a tradition I will continue.
Throughout the Mittlands, I have built many beautiful churches and palaces. These are my legacy.
My brother is the head of the stonemason's guild in Bodemot. He can always depend on me, and I can always depend on him.
East of Berghausen, a great wyrm roosts in my ancestral halls. I have vowed to retake it.

Flaws

I'm allergic to horses.
I only trust cold iron.
I will never back down from a drinking challenge.
I am secretly attracted to human women at the most inappropriate times.
I was betrayed by a woman, and I will never trust them again.



HALF-ORC

Orc raiders are a constant presence in the eastern marches of the Empire, pillaging, looting and unfortunately raping local women. Half-orcs are the children (and grandchildren) of such encounters.

Unsurprisingly, half-orcs are not welcome in Mittlands society, and they usually live as outcasts, manual laborers or vagrants. In turn, half-orcs tend to be mistrustful and resentful of humans.

Half-orcs physically show their orcish heritage. They are between 6 and 7 feet tall, and usually weigh between 180 and 300 pounds. They have sloping foreheads, jutting jaws, and prominent teeth with grayish skin and black hair.

Half-orcs take names from human communities, but the names tend to be short and simple, almost nicknames. Typical half-orc names include Abi, Alf, Bart, Beren, Claus, Cord, Dirk, Dort, Emmer, Franz, Gregr, Gwell, Hein, Leop, Lud, Manf, Otto, Reit, Sieggy, Tehr, Uller, Wild, Wolf, Yt, Zid.



HALF-ORC TRAITS

Ability Score Increase. Either your Constitution or Strength score increases by 1, and one other score of your choice increases by 1.

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. 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 long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak Common.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Half-Orcs include Acolyte, Bargeman, Bounty Hunter, Criminal, Released Prisoner, Faith Healer, Gravedigger/Mortician, Herder, Hermit, Horse Breeder, Miner, Outlander, Sewerman, Soldier, Swamp Guide, and Urchin.



Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I resent the Empire.
I am covered with scars.
Contrary to stereotypes, I actually have a bright and sunny disposition.
I show my contempt for human society by dressing and acting flamboyantly.
Only children are innocent.
When I make a new friend or ally, I challenge them to some sort of contest.
I don't judge others' views or traditions.

Ideals

Freedom. I don't owe anything to anyone..
Strength. The strong take what they can and the weak bear what they must..
Vengeance. I will have revenge on my enemies.
Honor. I uphold the highest ideals, regardless of what people think about me.
Truth. I shatter the illusions and falsehoods that others build their lives on.
Change. The Empire had its golden age; soon it will be the age of the orc.
Mastery. Live hard, die young, dance on the corpses of as many enemies as possible.

Bonds

I love my mother more than life itself.
I hate orcs. Its really just that simple.
My pet is the only one I care for.
I killed someone in anger, and I will always regret it.
I use the sword my father left when raiding my mother's home.
I will find my father and learn from him to be a true warrior.
I always respect those that are willing to fight.

Flaws

My anger is savage.
I don't have the patience to wait.
I eat like a pig.
Dogs don't like me.
I overestimate my own abilities..
I judge everyone by the drama of my own life.
Anyone can goad me by calling me a coward.
I've been cheated before, and I'm quick to suspect of others cheating me again.



MUL

Muls are the rare offspring of humans and dwarves. Like their namesake, muls are sterile hybrids that combine the best characteristics of their parents. Muls have the build and size of a human, but the endurance and strength of a dwarf. Because of their strength and endurance, muls are often used as manual laborers in the Mittlands, and in former times they were sometimes bred as slaves. Dwarves find the presence of muls to be disrespectful, if not insulting, and any born into dwarven society are cast out. Muls are hairless; their skin tone and eye color are intermediate between humans and dwarves.

MUL TRAITS

Ability Score Increase. Either your Strength or Constitution score increases by 1, and one other ability score of your choice increases by 1.

Age. Muls age at about the same rate as humans, although they tend to die of old age around 50.

Size. Muls are between 5 and 6 feet tall and average about 180 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Mul Endurance. You have advantage on Constitution saving throws that would result in your getting the first level of exhaustion. This ability does not affect second or subsequent levels of exhaustion.

Mul Resilience. You have resistance against poison damage.

Languages. You can speak Common.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Muls include Bargeman, Sailor, Criminal, Released Prisoner, Folk Hero, Gravedigger/Mortician, Herder, Hermit, Horse Breeder, Miner, Sewerman, Soldier, Swamp Guide, and Urchin.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

I care for nobody and nothing.

I am unstoppable.

Life is short, so I intend to enjoy it to the maximum.

I devote myself to the highest ideals, but I really don't like people.

Violence is a sufficient answer for anything.

I try to pass as human.

Ideals

Freedom. Slavery is the ultimate evil.

Might. The only thing that people truly respect is strength.

Self-Sufficiency. Desire is the root of suffering. To eliminate suffering, eliminate desire.

Body Worship. I strive to make my body perfect.

Bonds

I was once a slave, and I will always sympathize with the underling.

Although most dwarves despise my kind, my dwarven mother was kind to me. She is the only one I care for.

I earned my keep as a miner, and I respect those who labor with their hands.

The Church has shown me that life is more than suffering and cruelty. Not only will I support the Church, but I will strive to uphold her ideals.

Flaws

I see nothing wrong with mistreating those who are weaker than me.

I despise dwarves.

Although I am physically strong, I succumb to strong drink and drugs.

I am an escaped slave. I cover my brand and live in fear of the law.

Since I don't value my own life, I care nothing about risk.

Magic is for the weak – it will fail when you need it the most. I may use it occasionally, but I will never rely upon it.



TROLL

Trolls are a lowland, riverine race that is related to, but distinct from, dwarves. Trolls are stout and compact like dwarves, but tend to be faster and more nimble. Typically, trolls have medium brown skin, tinged olive green. Hair color is usually brown, although muddy green, pale red and black are seen. Bright, clear yellow, blue or green eyes are most common and trolls tend to have large, bulbous noses.

Unlike dwarves, trolls feel at home on waterways (although not the open seas), and many earn their living as bargemen or fishermen on the rivers of the Mittlands. Many trolls prefer living aboard boats, under bridges and docks, or in natural caves and grottos. They tend towards agoraphobia, and avoid peaks, open fields and open seas. Trolls have an affinity for bears, and some trolls keep them as pets. Trolls excel in woodcarving, and most trolls own an intricately carved walking stick or staff. Trolls often use a particular type of one-man, flat-bottomed, poled skiff, called a pirogue.

Typical names for trolls include Aiti, Aluksen, Hengessa, Hirvio, Hiukset, Jalka, Jarvi, Joki, Kalaset, Keihaan, Keltainen, Kenka, Kilpi, Kimallus, Korppi, Koru, Koti, Kuu, Laulun, Lehmasen, Leipaa, Lelu, Linna, Lunta, Maski, Miekka, Myrsky, Nauraa, Olut, Paa, Palo, Papin, Pelottaa, Pieni, Pohja, Pollos, Punainen, Puu, Refluk, Rengas, Rollo, Rotta, Ruok, Savu, Sika, Silmen, Sinappi, Sormi, Susi, Suudelman, Sylikoira, Tanssija, Tila, Tilallasen, Uskol, Valas, Vaunun, Vehnan, Vesi, Vihrea, Vuori.



TROLL TRAITS

Ability Score Increase. Either your Dexterity or Wisdom score increases by 1, and one other score of your choice increases by 1.

Age. Trolls mature at the same rate as humans, but they're considered young until they reach the age of 35. On average, they live about 300 years.

Size. Trolls stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Troll Resilience. You have advantage on saving throws against poison.

Tool Proficiency. You gain proficiency with woodworking tools.

Natural Swimmers. Whenever you make a check to stay afloat, to avoid exhaustion when swimming or stay swimming longer, you have advantage on the check. This doesn't apply to speed swimming.

Natural Chameleon. Your skin color and clothing blends naturally into stone. You can attempt to hide by pressing yourself against mud or natural stone surface and remaining there without moving or taking



actions, even if you are not obscured. This doesn't work in bright daylight, or if you are wearing metal armor or colorful clothing. In addition, it generally doesn't work if someone is already aware you are present.

Languages. You can speak Common and speak, read and write Trollish. Trollish is similar to Dwarvish and their speakers can understand each other with some patience and difficulty.

Appropriate Backgrounds. Backgrounds that are especially appropriate for Trolls include Bargeman, Charlatan, Cook, Entertainer, Faith Healer, Folk Hero, Guild Artisan, Hermit, Outlander, Riverwarden, Swamp Guide, Woodsman and Bandit.

Alternate Suggested Characteristics. Instead of the characteristics from your background, you can consider the following characteristics associated with your race.

Personality Traits

Slow and steady wins the race.

There is wisdom in the ages and in nature. Our dwarven cousins have lost this wisdom by focusing overmuch on technology and manufacture.

I always seem to be hungry.

Whittling calms me, and I'm rarely seen without a knife and wood project in hand.

I am most at home on the rivers of the Midlands.

Ideals

Harmony. We will find peace only when we learn to live in harmony with each other and the natural world.

Tradition. The ways of our ancestors have been tested by time. We honor them by following their ways.

Communalism. We should all contribute our efforts and our property to our community.

Old Faith. The ways of Erda, Donar, Wodan and Wurd are best.

Companionship. I will always protect my companions against whatever threatens them.

Bonds

I love animals of all kinds, especially bears.

I believe that troll society is in a long, slow decline, and I am desperate to reverse this.

My boat was a gift from my father, and I will always treasure it.

I serve Baba Yaga, queen of witches.

Darizdun cultists slew my grandmother and I will destroy them.

Flaws

I don't like being in crowds, especially noisy, chattering humans.

I would rather starve than eat cooked, preserved or processed food. I need to spend several hours every day foraging for fresh fish, small animals, and vegetables.

I have agoraphobia; a fear of being in wide, open spaces.

Even when things seem urgent, I move slow.

When I was a child I heard a tale of great power from eating dragon eggs; now I'm obsessed with finding and eating one.



APPENDIX B: BACKGROUNDS

The following backgrounds are described below.

- Acolyte
- Bargeman (or Sailor)
- Bounty Hunter
- Charlatan (or Rhennish Vagabond)
- Cook
- Criminal (or Spy or Released Prisoner)
- Entertainer
- Faith Healer
- Folk Hero
- Guild Artisan (or Guild Merchant)
- Gravedigger/Mortician
- Herder
- Hermit
- Horse Breeder
- Miner
- Noble (or Courtier or Incognito Prince)
- Outlander
- Sewerman
- Soldier (or Guard or River Warden or Siege Engineer)
- Squire
- Swamp Guide
- University-Educated
- Urchin
- Wandering Mendicant
- Wizard's Apprentice
- Woodsman (or Bandit)



ACOLYTE

You have spent your life in a church, cathedral or monastery assisting priests in service to the Church of the Heilige Ein. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Skill Proficiencies: Insight, Religion

Languages: You can speak, read, and write Common and Imperial

Equipment: A silver holy symbol, a prayer book, 5 sticks of incense, vestments, a set of common clothes, a medallion of your patron saint, and a belt pouch containing 15 gp

Other: Every acolyte should select a patron saint.

Work with your DM to determine where you served as an acolyte. Was it a powerful, urban cathedral? A lord's chapel? A local parish church catering to the needs of commoners? A monastic order devoted to study? Or a lonely shrine for travelers.

Feature: Shelter of the Faithful

As an acolyte, you command the respect of Mittlanders, at least those who respect the Church. You and your adventuring companions can expect to receive free healing and care at a shrine, monastery, church or cathedral, though you must provide any material components needed for spells. You can be supported at a modest lifestyle at such establishments.

You might also have ties to a specific religious establishment. This could be the place where you used to serve (if you remain on good terms with it) or where you have found a new home. While near, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with the Church.

Suggested Characteristics

Acolytes are shaped by their experience in their religious communities, whether it be a great urban cathedral, a local church, or an isolated monastery. Their study of the tenets of their faith, whether orthodox or heterodox, and their relationships to Church hierarchies, whether in favor or opposition to current leadership, affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

Personality Traits

- I idolize a particular saint, and constantly refer to that person's deeds and example.
- I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
- I see omens in every event and action. The divine tries to speak to us, we just need to listen.
- Nothing can shake my optimistic attitude.
- I quote (or misquote) sacred texts and proverbs in almost every situation.
- I am tolerant (or intolerant) of folk beliefs and indulge (or condemn) the superstitions of the unlearned.
- I've enjoyed fine food, drink and high society among the religious elite. Rough living grates on me.
- I've spent so long in religious society that I have little practical experience dealing with people in the outside world.
- I have little time for intricate questions of theology or the self-serving political games of the Church elite. The common folk desperately need the help of the clergy.
- I think though decisions thoroughly. It takes wisdom and patience to act correctly. More decisions are difficult than is commonly realized.
- My presence is quiet and reassuring to those around me.
- When I was a teenager, I believe I was almost the victim of a vampire, but my faith in the Heilige Ein drove it away.
- I believe that Saint Arnulf has a special destiny for me.

Ideals

Tradition. The ancient traditions of the Church must be preserved and upheld.



Charity. I always try to help those in need.

Change. The Church must be a living institution, adapting to the challenges of today.

Power. I hope to one day rise to the top of the Church hierarchy.

Faith. I trust that the divine will guide my actions. I have faith that if I work hard and follow the Church's teachings, everything will go well.

Aspiration. I seek to prove myself worthy of divine favor by matching my actions against the teachings of the Church.

Militancy. The Church must be foremost in fighting the enemies of society.

Temperate. A representative of the Church should be moderate in all things. Seek understanding before action.

Evangelical. The greatest good would be to spread the teachings and the authority of the Church to those outside the Mittlands.

Bonds

I would die to recover an ancient relic of the Church that was lost long ago.

I will someday get revenge on the corrupt Church hierarchy that branded me a heretic.

I owe my life to the priest who raised me when my parents died.

Everything I do is for the common people.

I will do anything to protect the church where I served.

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

I will prove that my ancestor was a saint.

Evil demons corrupt men's very souls and I will never shrink from a confrontation with them.

Flaws

I judge others harshly, and myself even more severely.

I put too much trust in those who wield power within the Church hierarchy.

My piety sometimes leads me to blindly trust those that profess faith.

I am inflexible in my thinking.

I am suspicious of strangers and expect the worst of them.

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

As a representative of the Church, I deserve, and demand, respect from others.

I am so focused on my inner religious journey that I neglect the world.

BARGEMAN (OR SAILOR)

You have traversed the many rivers of the Mittlands, including the mighty Riss and Weisbruck. In that time, you faced down mighty storms, river pirates, and water spirits. You transport goods and people throughout the Mittlands and have a wide and practical knowledge of its geography. You don't need a map to navigate the rivers of the Mittlands. Your first love is the freedom of the river, but the time has come to try your hand at something new.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Rope, Navigator's tools, Vehicles (water)

Equipment: A belaying pin (club), 50 feet of hemp rope, a lucky charm such as a rabbit foot or a small stone with a hole in the center, a set of common clothes, and a belt pouch containing 10 gp

Feature: River Passage

When you need to, you can secure free passage on a river barge for yourself and your adventuring companions. Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your DM will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

Suggested Characteristics

Bargemen can be a rough lot, but the responsibilities of life on a boat make them generally reliable as well. Life aboard a barge shapes their outlook and forms their most important attachments.

Personality Traits

My friends know they can rely on me, no matter what.

I work hard so that I can play hard when the work is done.

I enjoy sailing into new ports and making new friends over a flagon of ale.

I stretch the truth for the sake of a good story.

To me, a tavern brawl is a nice way to get to know a new city.

I never pass up a friendly wager.

My language is as foul as an otyugh nest.



I like a job well done, especially if I can convince someone else to do it.
Ever since I was seduced by a Nixie's song, I've been fascinated by fey.
I gave up sailing after being shipwrecked.
I am obsessed by an albino sea serpent that gave me a great wound.

Ideals

Respect. The thing that keeps a boat together is mutual respect between captain and crew.
Fairness. We all do the work, so we all share in the rewards.
Freedom. The rivers mean freedom—the freedom to go anywhere and do anything. There are no priests, or judges upon the river.
Mastery. I'm a predator, and the other boats are my prey.
People. I'm committed to my crewmates, not to ideals.
Aspiration. Someday I'll own my own boat and chart my own destiny.
Duty. It is the duty of every bargeman to know his trade and keep his tools. Failure could endanger the crew and the barge.

Bonds

I'm loyal to my captain first, everything else second.
The boat is most important—crewmates and captains come and go.
I'll always remember my first time on the river.
In a harbor town, I have a paramour whose eyes nearly stole me from the rivers.
I was cheated out of my fair share of the profits, and I want to get my due.
Ruthless pirates murdered my captain and crewmates, plundered our boat, gave me a terrible scar and left me to die.
Vengeance will be mine.

Flaws

I follow orders, even if I think they're wrong.
I'll say anything to avoid having to do extra work.
Once someone questions my courage, I never back down no matter how dangerous the situation.
Once I start drinking, it's hard for me to stop.
I can't help but pocket loose coins and other trinkets I come across.
My pride will probably lead to my destruction.
I don't take care of my health; as a result, I'm often ill.

Variant Bargeman: Sailor

In the Mittlands, bargemen are much more common than sailors, but you might have served on the open seas instead of inland waterways. You've sailed the Nordsee and the Shlankensee, and traveled to far lands that most Mittlanders have only the vaguest sense of: Catalunya, Avignon and Cnutland.

BOUNTY HUNTER

With so many small states and statelets, it's easy for criminals to run away from legal authorities. That's where you step in: You are an experienced bounty hunter or thief-taker, with an Imperial license to capture fugitives (commoners only!) and return them to the jurisdiction of their crime. You know where criminals hide and how to sniff them out.

Skill Proficiencies: Choose two of Investigation, Intimidation and Survival

Tool Proficiencies: Thieves' tools.

Language: You can speak Common and can read (but not write) basic Imperial

Equipment: Two sets of manacles, an Imperial kopfgeldjager license, a flyer for a fugitive, a set of travelers clothes and a belt pouch containing 20 gp

Feature: Contact With The Law

Anywhere where the writ of the Empire is good, you can secure the cooperation of the sheriff or other local law enforcement. Sometimes the cooperation will be grudging, but it will never be entirely absent. Moreover, you know where to find bounties, which you can use to earn extra income.



Suggested Characteristics

Bounty hunters might be righteous upholders of the law, or they might be mercenaries willing to arrest anyone, so long as the money is good. Either way, they tend to be relentless, streetwise and cynical.

Personality Traits

I am relentless in pursuit of my target.
I always carry a small trinket from past bounties as trophies.
The law means nothing to me if it stands between me and my bounty.
I'd rather bring them in dead than alive.
No women, no kids.
Bounty hunting is just another job. Nothing special to see here.
You can never plan for too many contingencies.

Ideals

Law. I uphold the order of civilization against those who bring chaos.
Freedom. My profession means I am beholden to no man. I can choose my jobs and choose my destinations as I see fit.
Efficient. There's a point where legal systems fail, and the rules become weapons in the hands of criminals. I do what must be done, regardless of the rules.
Vengeance. I bring righteous vengeance to the victims of crimes.
Justice. The rules apply equally to all, from the highest to the lowest.
Greed. I will bring any bounty, innocent or not, if the reward is good.
Power. My license gives me power over people. Everyone is guilty of something.
Thrill. I don't really care about money or guilt. It's about the thrill of the chase and the chance to outwit opponents.

Bonds

I have an intense rivalry with another bounty hunter.
There is one particular criminal I have been chasing for years.
Only strict adherence to the law differentiates me from the animals I chase. I will always obey the strict letter of the law.
A particular sheriff supported me for many years. Now, I would do him any favor.
My word is my bond. Once I've accepted a job, I won't give up.
The Empire is the only institution that can bring unity to the Mittlands. I will always support it.
A criminal escaped me once; I have hunted him across the years.
The law, and I, exist to protect the weak from the strong.
I have a bounty on Altgraf Gunter Hochweg, or another noble, that I cannot collect because of his power.

Flaws

My duty's to the law. Nothing else matters.
I can't see the humanity in my bounties.
I hunt because I must. The job is just a cover for my instincts.
It's easier to destroy than create.
I fear that one day, I will be chased.
I always assume the worst from anyone I meet.

CHARLATAN (OR RHENNISH VAGABOND)

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage. You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink-colored liquid will surely cure that unseemly rash, this ointment—nothing more than a bit of fat with a sprinkle of silver dust—can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Disguise kit, Forgery kit

Equipment: A set of fine clothes, a disguise kit, tools of the con of your choice (ten stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary duke), and a belt pouch containing 15 gp



Favorite Schemes

Every charlatan has an angle he or she uses in preference to other schemes. Choose a favorite scam or roll on the table below.

Scheme

- I cheat at games of chance.
- I shave coins or forge documents.
- I insinuate myself into people's lives to prey on their weakness and secure their fortunes.
- I put on new identities like clothes.
- I run sleight-of-hand cons on street corners.
- I convince people that worthless junk is worth their hard-earned money.

Feature: False Identity

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Suggested Characteristics

Charlatans are colorful characters who conceal their true selves behind the masks they construct. They reflect what people want to see, what they want to believe, and how they see the world. But their true selves are sometimes plagued by an uneasy conscience, an old enemy, or deep-seated trust issues.

Personality Traits

- I fall in and out of love easily, and am always pursuing someone.
- I have a joke for every occasion, especially occasions where humor is inappropriate.
- Flattery is my preferred trick for getting what I want.
- I'm a born gambler who can't resist taking a risk for a potential payoff.
- I lie about almost everything, even when there's no good reason to.
- Sarcasm and insults are my weapons of choice.
- I've sworn allegiance to many different lords, then skipped when convenient.

Ideals

- Independence.** I am a free spirit— no one tells me what to do.
- Fairness.** I never target people who can't afford to lose a few coins.
- Charity.** I distribute the money I acquire to the people who really need it.
- Creativity.** I never run the same con twice.
- Friendship.** Material goods come and go. Bonds of friendship last forever.
- Aspiration.** I'm determined to make something of myself.
- Realistic.** The world is a terrible place. Only those that are willing to do terrible things will survive.
- Loyalty.** I am loyal to my family and clan. The rest of you can take a long walk off a short pier.

Bonds

- I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
- I owe everything to my mentor—a horrible person who's probably rotting in jail somewhere.
- Somewhere out there, I have a child who doesn't know me. I'm making the world better for him or her.
- I come from a noble family, and one day I'll reclaim my lands and title from those who stole them from me.
- A powerful person killed someone I love. Someday soon, I'll have my revenge.
- I swindled and ruined a person who didn't deserve it. I seek to atone for my misdeeds but might never be able to forgive myself.
- I first changed my identity to escape a horrible master. One day, I will use my skills to exact my vengeance.
- I am in love with Kyrsten Hochweg. The daughter of the Altgraf of Essing, (or another powerful person) who is so far above my station that she doesn't even know I exist.

Flaws

- I can't resist a pretty face.
- I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.
- I'm convinced that no one could ever fool me the way I fool others.
- I'm too greedy for my own good. I can't resist taking a risk if there's money involved.
- I can't resist swindling people who are more powerful than me.
- I hate to admit it and will hate myself for it, but I'll run and preserve my own hide if the going gets tough.



Variant Charlatan: Rhennish Vagabond

You are ethnically Rhennish. You were raised in an environment to think of lying to and cheating outsiders as acceptable, and even praiseworthy behavior, but you're strictly honest with your own people. Instead of the False Identity feature, you have the Rhenee Clan feature

Feature: Rhenee Clan

As a Rhenee, you can rely on other Rhenee against outsiders. You can find a place to hide from non-Rhenee, even at great risk to themselves. You can seek contacts for information as a fence for stolen goods. They won't actively support you if there would be a great risk to other Rhenee, and they will absolutely refuse aid if you have betrayed or abused any Rhenee. Non-Rhenee are often suspicious of you.

COOK

To you food is more than just sustenance and pleasure. A great meal is great art which brings people together for consumption. You might have worked as a street vendor, in a tavern, an inn, a castle or even a palace. Decide what kind of cook you were.

Something has called you away from full-time cooking and into the world of adventuring, but you still take pleasure in the craft. Preparing and cooking food is a big part of who you are and how you communicate with others.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: Cook's Utensils

Languages: You can speak Common

Equipment: A set of common clothes, cook's utensils, an iron pot, a book of recipes, and a belt pouch containing 10 gp.

Feature: Good Meal Makes Good Cheer

Whenever you make an ability check using your cook's utensils, you add double your proficiency bonus to the check, instead of your normal proficiency bonus. If you get the chance to cook for someone, you can use your cooking talents instead of a normal Persuasion roll.

Suggested Characteristics

Just like a sculptor understands clay, you understand ingredients. You appreciate a great meal and are interested in the science and finesse of your craft. You might be a bit of a snob when it comes to what you eat, or you may be fascinated by any dish, even that which others find vile. Through years of selling your edible creations to others you are a sly salesman, and able to work wonders on any tough customers, especially if they're eating something you cooked.

Personality Traits

- When I eat something I critique the dish aloud.
- I multitask very well.
- I let others know I expect others to work as hard as I do.
- I make non-verbal noises which indicate my mood while I eat.
- If insulted I hurl even greater insults back.
- I like to take my time and savor each bite when I eat.
- I try to keep things as clean as possible.
- I am constantly on the lookout for new and exotic ingredients.
- I obsess over pairing the right wine, beer, or mead with every meal.

Ideals

- Creativity.** I don't follow a recipe, I improvise with what I have on hand.
- Knowledge.** I want to learn everything I can about the food of other cultures.
- Hierarchy.** A kitchen works best when everyone knows their place. I listen to those above me and expect those below me to take direction.
- Generosity.** Everything I cook is for others to enjoy.
- Community.** I feed the people who feed me.
- Fame.** I will be known across these lands at all costs.



Bonds

My grandmother had a secret recipe I'm trying to duplicate perfectly.
There is a world famous chef who's techniques I respect above all others.
I'm putting together a book of recipes I've gathered in my travels.
There is no food like the signature dish of the place of my birth.
I still use the techniques my mentor taught me even when preparing the simplest dish.
I always have some of my favorite herbs and spices on hand.

Flaws

I'd rather eat nothing than something bland.
I am easily pulled into competition with others.
I take charge in situations when someone else is the clear leader.
When I am physically uncomfortable I complain quite a bit.
Frivolity is a waste of time and I do not like unnecessary fun.
I have a hard time trusting others with tasks.
I'm obsessed with caring for my cooking tools.

CRIMINAL (OR SPY OR RELEASED PRISONER)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of the Mittlands, and you have survived up to this point by flouting the rules and regulations of society.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: One type of Gaming Set, Thieves' Tools

Languages: You can speak Thieves' Cant

Equipment: A crowbar, a set of dark common clothes including a hood, and a pouch containing 15 gp

Criminal Specialty

There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life, or roll on the table below

Specialty

Blackmailer
Burglar
Enforcer
Fence
Highway Robber
Hired Killer
Pickpocket
Smuggler

Feature: Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Suggested Characteristics

Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but criminals rarely show any respect for law or authority.



Personality Traits

I always have a plan for what to do when things go wrong.
I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
I would rather make a new friend than a new enemy.
I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
I don't pay attention to the risks in a situation. Never tell me the odds.
The best way to get me to do something is to tell me I can't do it.
I blow up at the slightest insult.
I get extremely uncomfortable when I don't have an obvious exit.
Keep your friends close, and your enemies closer.
I stole a wizard's most protected possession, but it turned out to be a jar with a preserved worm in it. Now, I don't know what to do with it.

Ideals

Honor. I don't steal from others in the trade.
Freedom. Chains are meant to be broken, as are those who would forge them.
Charity. I steal from the wealthy so I can help people in need.
Greed. I will do whatever it takes to become wealthy.
People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.
Redemption. There's a spark of good in everyone
Revenge. My crimes are payback for some wrong that society has committed against me.
Necessity. Necessity has no law. I do what I do because I must.
Self-Affirmation. The greatest good is to be true to oneself. There is nothing more magnificent than betraying the expectations of others.

Bonds

I'm trying to pay off an old debt to a generous benefactor.
My ill-gotten gains go to support my family.
Something important was taken from me, and I am to steal it back.
I will become the greatest thief that ever lived.
I'm guilty of a terrible crime. I hope I can redeem myself for it (or I hope I can destroy all evidence of the crime).
Someone I loved died because of a mistake I made. That will never happen again.
A powerful friend rescued me from a life of crime. I will always protect him, even if it means using methods he would disprove of.
My sister, a model of innocence and purity, doesn't know that I steal to protect her.

Flaws

When I see something valuable, I can't think about anything but how to steal it.
When faced with a choice between money and my friends, I usually choose the money.
If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
I have a "tell" that reveals when I'm lying.
I turn tail and run when things look bad.
An innocent person is in prison for a crime that I committed. I'm okay with that.
As fast as I make coin, I spend it on gambling, drinking and whoring.
I am so obsessed with planning, that I am unreliable if forced to improvise.
I'm so sure of my criminal skills that I can't resist leaving behind an obvious clue or a calling card.

Variant Criminal: Spy

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You might have been a retainer to a princely house, or perhaps you sold the secrets you uncovered to the highest bidder.

Variant Criminal: Released Prisoner

You were a criminal until you were caught. You have been released on condition that you accomplish some task for your jailor. It might be a something underhanded that your jailor doesn't want to dirty his own hands with, or it might be something decent to allow you to redeem yourself. Consider what surety the jailor has for your good behavior: does he hold someone (or something) hostage? Are you the subject of a magical geas? Or is he simply relying on your honor? Work with your DM to establish what task your jailor has set for you.



ENTERTAINER

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: Disguise kit, one type of Musical Instrument.

Equipment: A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a belt pouch containing 15 gp

Entertainer Routines

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

Routine
Actor
Dancer
Fire-eater
Jester/Fool
Juggler
Instrumentalist
Poet
Singer
Storyteller
Tumbler



Feature: By Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Suggested Characteristics

Successful entertainers have to be able to capture and hold an audience's attention, so they tend to have flamboyant or forceful personalities. They're inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.

Personality Traits

I know a story relevant to almost every situation.

Whenever I come to a new place, I collect local rumors and spread gossip.

I'm a hopeless romantic, always searching for that "special someone."

Nobody stays angry at me or around me for long, since I can defuse any amount of tension.

I love a good insult, even one directed at me.

I get bitter if I'm not the center of attention.

I'll settle for nothing less than perfection.

I change my mood or my mind as quickly as I change key in a song.

The problem with most people is that they are too serious. Life would be better if we all had more fun.

Ideals

Beauty. When I perform, I make the world better than it was.

Tradition. The stories, legends, and songs of my people must never be forgotten, for they teach us who we are.

Creativity. The world is in need of new ideas and bold action.

Greed. I'm only in it for the money and fame.

People. I like seeing the smiles on people's faces when I perform. That's all that matters.

Honesty. Art should reflect the soul; it should come from within and reveal who we really are.

Joy. The purpose of art is to bring joy to people's lives.

Bonds

My instrument is my most treasured possession, and it reminds me of someone I love.
Someone stole my precious instrument, and someday I'll get it back.
I want to be famous, whatever it takes.
I idolize a hero of the old tales and measure my deeds against that person's.
I will do anything to prove myself superior to my hated rival.
I would do anything for the other members of my old troupe.
My art is my most precious possession. I couldn't stand for anyone else to steal or copy my art.
I want to be within arm's reach of a real dragon.

Flaws

I'll do anything to win fame and renown.
I'm a sucker for a pretty face.
A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
Despite my best efforts, I am unreliable to my friends.
I find it hard to keep my commitments.
I don't show it, but I seek the approval of my social betters.

FAITH HEALER

In the places forgotten by the Church and the great learned universities, you comforted the common people, gave them small charms and healing salves, using ancient wisdom passed down from before the Empire. You use the leaf and the wort, over mumbled words and a touch of your hand. You don't know why it works, it just does. You might call yourself a hedge wizard, a wise woman, medicine man, one of the cunning folk, or even a witch.

Skill Proficiencies: Medicine and Nature

Tool Proficiencies: Herbalism Kit, Poisoner's Kit.

Languages: You can speak Common and Geatling

Equipment: A stone figurine, a walking stick, a set of common clothes, an herbalism kit, one dose of antitoxin, and 10 gp

Feature: Cantrip

You know Guidance or Soothe Fear and Pain (your choice) as a cantrip from the witch spell list. Wisdom is your spellcasting ability for it.

Feature: Rustic Welcome

Since you aid the common folk, you fit among them with ease. You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Suggested Characteristics

Faith Healers tend towards simple, homespun wisdom. However, they can show their anger if their wards are threatened. Many faith healers are distrustful of the Church, choosing to follow the old faith, or no powers at all.

Personality Traits

Intuition counts for more than logic.
I will constantly offer unsolicited medical advice.
I collect strange and disgusting things.
I go to sleep and wake early.
I never wear clothing with buttons, snaps or other fasteners.
I know how to heal, but also how to harm.
I was driven out of my home village for practicing "witchcraft."



Ideals

Mercy. We should do all we can to ease the suffering of all creatures. Torture, even of evil creatures, is an abomination.

People. Our rulers do not necessarily have our best interests at heart.

Empiricism. The only thing that matters is whether or not it works.

Control. Controlling others is the best way to ensure your own safety.

Tradition. The old ways (the really old ways) are best. People come and go, but the wisdom never dies.

Bonds

I will always protect my village.

I have seen disease take too many to treat it lightly.

The sisterhood of healers transcends normal relationships.

I had a vision that an ordinary stone I own will be critical to saving the world.

I poisoned for what I thought was a good cause, but it wasn't. Now I cannot abide poisoners.

There is a frog that lives near my hut that is my special friend.

I learned much wisdom from the river trolls, and will always stick up for them.

The Church ignores, but I believe Baba Yaga has secretly aided my efforts.

Flaws

I never trust anyone who is clean.

Despite my wisdom, I have an incurable disease. Sometimes, this makes me doubt myself.

If I don't know the answer to something, I'll pretend I do.

A little pain is cleansing. For myself and for others.

I don't hide my bodily functions.

I don't understand money, or really anything with numbers.

FOLK HERO

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: One type of Artisan's Tools, and Vehicles (Land) or Vehicles (Water).

Equipment: A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp

Defining Event

You previously pursued a simple profession among the peasantry, perhaps as a farmer, miner, servant, shepherd, laborer, woodcutter, or fisher. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that marked you as a hero of the people.

Defining Event

I stood up to a tyrant's agents.

I saved people during a natural disaster.

I stood alone against a terrible monster.

I stole from a corrupt merchant or clergyman to help the poor.

I led a militia to fight off invading outlaws.

I broke into a tyrant's castle and stole weapons to arm the people.

I trained the peasantry to use farm implements as weapons against a tyrant's soldiers.

A lord rescinded an unpopular decree after I led a symbolic act of protest against it.

I uncovered a fairy or werewolf that was hiding in our village.

I discovered an ancient tomb, from which I recovered an item that I am positive is magical.

Recruited into a lord's army, I rose to leadership and was commended for my heroism.

My destiny was marked when a statue of Saint Siegfried handed me a sword, or some other miracle attested by my village priest.



Feature: Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Suggested Characteristics

A folk hero is one of the common people, for better or for worse. Most folk heroes look on their humble origins as a virtue, not a shortcoming, and their home communities remain very important to them.

Personality Traits

I judge people by their actions, not their words.
If someone is in trouble, I'm always ready to lend help.
When I set my mind to something, I follow through no matter what gets in my way.
I have a strong sense of fair play and always try to find the most equitable solution to arguments.
I'm confident in my own abilities and do what I can to instill confidence in others.
Thinking is for other people. I prefer action.
I misuse long words in an attempt to sound smarter.
I get bored easily. When am I going to get on with my destiny?
I'm uncomfortable being a symbol of the people. I'd rather just be myself.
I'm not sure I can live up to people's expectations.

Ideals

Respect. People deserve to be treated with dignity and respect.
Fairness. No one should get preferential treatment before the law, and no one is above the law.
Freedom. Tyrants must not be allowed to oppress the people.
Might. If I become strong, I can take what I want—what I deserve.
Sincerity. There's no good in pretending to be something I'm not.
Destiny. Nothing and no one can steer me away from my higher calling.
Success. Hard work and fair play will always succeed in the end.
Diversity. Every culture is entitled to self-determination. Imperial culture has spread too far.
Faith. Whatever success I have achieved, is due to my faith in the divine.
Patriotism. Love of country is more important than devotion to any particular prince.
Salt of the Earth. True virtue is found among the poor and hardworking. Not the rich and idle.
Aspiration. I want to be the king of a new kingdom I found.

Bonds

I have a family, but I have no idea where they are. One day, I hope to see them again.
I worked the land, I love the land, and I will protect the land.
A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.
My tools are symbols of my past life, and I carry them so that I will never forget my roots.
I protect those who cannot protect themselves.
I wish my childhood sweetheart had come with me to pursue my destiny.
My village elders made me swear an oath that I will never break.

Flaws

The tyrant who rules my land will stop at nothing to see me killed.
I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
The people who knew me when I was young know my shameful secret, so I can never go home again.
I have a weakness for the vices of the city, especially hard drink.
Secretly, I believe that things would be better if I were a tyrant lording over the land.
I have trouble trusting my allies, especially those from another social class.
I don't trust book learning.
It's more important that I be seen to be doing the right thing than actually doing the right thing.
I'm afraid of snakes.
I despise the fey for the misery they bring to humble villagers.
I don't like those that are not the same race as me.
I'm frightened of the very thought of the undead.



GUILD ARTISAN (OR GUILD MERCHANT)

You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of Artisan's Tools.

Languages: You can speak, read, and write Common

Equipment: A set of artisan's tools (one of your choice), a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch containing 25 gp.

Sample tools include architect's tools, alchemists' supplies, brewer's supplies, calligrapher's supplies, carpenter's tools, cartographer's tools, cobbler's tools, cook's utensils, engineer's tools, glassblower's tools, jeweler's tools, leatherworker's tools, mason's tools, painter's supplies, potter's tools, smith's tools, tinker's tools, weaver's tools, and woodcarver's tools.



Guild Business

Guilds are generally found in towns large enough to support several artisans practicing the same trade. However, your guild might instead be a loose network of artisans who each work in a different village within a larger realm. In particular, dwarven stonemasons and smiths are organized into loose guilds that wander the Mittlands, gathering for particular projects. Work with your DM to determine the nature of your guild. You can select your guild business from the Guild Business table or roll randomly.

Guild Business

Alchemists and apothecaries	Leatherworkers, skimmers and tanners
Armorsmiths and locksmiths	Masons and stonecutters
Bakers and cheesemakers	Painters, limners and sign-makers
Brewers, distillers and vintners	Potters and tile-makers
Calligraphers, scribes and scriveners	Shipwrights and sailmakers
Carpenters, roofers and plasterers	Smiths and metal-forgers
Cartographers, surveyors, and chart-makers	Tinkers, pewters and casters
Cobblers and shoemakers	Wagon-makers and wheelwrights
Glassblowers and glaziers	Weavers and dyers
Jewelers and gemcutters	Woodcarvers, coopers and bowyers

As a member of your guild, you know the skills needed to create finished items from raw materials (reflected in your proficiency with a certain kind of artisan's tools), as well as the principles of trade and good business practices. The question now is whether you abandon your trade for adventure, or take on the extra effort to weave adventuring and trade together.

Feature: Guild Membership

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.



You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Feature: Master Craftsmanship

Whenever you make an ability check to craft objects in your Guild business, you add double your proficiency bonus to the check, instead of your normal proficiency bonus. In addition, you can craft objects that are suitable to be enchanted as magic items.

Suggested Characteristics

Guild artisans are among the most ordinary people in the world—until they set down their tools and take up an adventuring career. They understand the value of hard work and the importance of community, but they're vulnerable to sins of greed and covetousness.

Personality Traits

I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
I'm a snob who looks down on those who can't appreciate fine art.
I always want to know how things work and what makes people tick.
I'm full of witty aphorisms and have a proverb for every occasion.
I'm rude to people who lack my commitment to hard work and fair play.
I like to talk at length about my profession.
I don't part with my money easily and will haggle tirelessly to get the best deal possible.
I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.
I keep meticulous written records of everything. Double-entry bookkeeping is a joy.
I'm a self-made success and I don't like to take orders from anyone.
I long to see distant lands and far-away places.

Ideals

Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization.
Generosity. My talents were given to me so that I could use them to benefit the world.
Freedom. Everyone should be free to pursue his or her own livelihood.
Greed. I'm only in it for the money.
People. I'm committed to the people I care about, not to ideals.
Aspiration. I work hard to be the best there is at my craft.
Modernity. Feudal society is fading away, and a new modern age is dawning.
My Word Is Sacred. I never make promises lightly, but I always keep my promises.
The Magic Ingredient. I am searching for rare materials to make a great work.

Bonds

The workshop where I learned my trade is the most important place in the world to me.
I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.
I owe my guild a great debt for forging me into the person I am today.
I pursue wealth to secure someone's love.
One day I will return to my guild and prove that I am the greatest artisan of them all.
I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.
My village elders made me swear an oath that I will never break.

Flaws

I'll do anything to get my hands on something rare or priceless.
I'm quick to assume that someone is trying to cheat me.
No one must ever learn that I once stole money from guild coffers.
I'm never satisfied with what I have—I always want more.
I would kill to acquire a noble title.
I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.

Variant Guild Artisan: Guild Merchant

Instead of an artisans' guild, you might belong to a guild of traders, caravan masters, or shopkeepers. You don't craft items yourself but earn a living by buying and selling the works of others (or the raw materials artisans need to practice their craft). Your guild might be a large merchant consortium (or family) with interests across the region. Perhaps you transported goods from one place to another, by barge, ship, or wagon, or bought them from traveling traders and sold them in your own little shop. In some ways, the traveling merchant's life lends itself to adventure far more than the life of an artisan.



Rather than proficiency with artisan's tools, you might be proficient with navigator's tools or an additional language. And instead of artisan's tools, you can start with a mule and a cart or a small barge.

GRAVEDIGGER/MORTICIAN

Before you were an adventurer, you gave the dead for their final resting. This involved both embalming the body and preparing a grave, tomb or catacomb. Although people shun you because of your job, they all need you in the end.

Skill Proficiencies: Religion, Intimidation

Tool Proficiencies: Embalming Tools.

Equipment: A shovel, a bottle of embalming fluid, a skull, a set of common clothes, and a belt pouch containing 15 gp

Feature: Death Holds No Mystery

The undead do not scare you. You have advantage on saving throws against fear effects caused by undead.

Suggested Characteristics

Gravediggers tend to be a morbid lot, both because of their profession and their treatment from the rest of society.

Personality Traits

I like dead things better than living things. My pet skull is a better conversationalist than most people.

Living so close to death has taught me the value of life. Death is certain so live for the day!

I love to make patterns out of bones.

I don't need the approval of other people. We will all be judged in death.

I have a morbid sense of humor.

I don't excite easily.



Ideals

Prudish. The living are often indecent, and not respectful enough of the laws of life and death.

Eccentric. I don't conform to expectations.

Sympathy. I comfort those left behind.

Fate. In the end, we all meet our predestined end.

Despair. Nothing in life is worth celebrating and death is the destination we all deserve.

Hard Work. Life is transient so I must keep working to make my mark.

Bonds

I carry the bones of a saint that I'm convinced have strong powers.

On his deathbed, a stranger entrusted me with a terrible secret.

My wife died, and I'm going to figure out how to bring her back.

I know the location of an ancient tomb.

The undead are a mockery of life. They must be destroyed.

I died in a teenage accident and priest raised me from the dead.

I am building a flesh golem.

Flaws

I've disinterred bodies to sell to a fledgling necromancer.

I am haunted by the faces of those I've buried.

I can't leave a body unburied.

The thought of death prevents me from enjoying life.

Priests know nothing of the true reality of death.

HERDER

You worked as a shepherd, goatherd or swineherd. You led your flock to forage in high hills (sheep), scrubland (goats) or forests (pigs), where you protected them from natural predators.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Rope and Vehicles (Land).

Weapon Proficiencies: Sling.

Languages: You can speak Common

Equipment: A shepherd's crook (quarterstaff), a sling, a bedroll, 50 feet of hemp rope, a goat, pig or sheep, a herd dog, a set of common clothes, and a belt pouch containing 5 gp.

Feature: Rustic Hospitality

Choose one type of herd animal from sheep, goats or pigs. Whenever you make an Animal Handling check relating to that animal (including wild variants), you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Feature: Herd Dog

You start with a trained herd dog (treat as mastiff) that will obey your hand and whistle commands.

Suggested Characteristics

Most herders are simple, country folk, that epitomize natural virtues. For this reason, sheperds and swineherds are often featured in legends.

Personality Traits

I protect the weak and innocent.

I prefer the simple things in life: to sleep under the stars, bread and fruit and good companions.

When I get excited I "baa" like a sheep or snort like a pig.

I like the taste of mutton or pork.

I believe you can tell someone's health by carefully examining his tongue.

I have an irrational hatred of fences.

Not only can I herd sheep, I can also shear, card, spin and weave the wool.

I collect goat horns.

Ideals

Protection. Just like a shepherd protects his flock, heroes should protect the people.

Simplicity. The simple things in life are best.

Freedom. To be free to go where one likes is ultimate luxury.

Necessity. Survival is the ultimate virtue. We must do what we must to live.

Nature. An idyllic pasture is better than rotten cities.

Bonds

I love the countryside where I work.

A wandering knight once saved me and my flock from ravenous wolves. I owe him a great debt.

I was impoverished when my flock was eaten by a dragon. I will take my revenge.

My father was a kind man who loved his children, and I aspire to be like him.

Flaws

I like pigs more than people, and the countryside more than towns.

I've been alone so long I'm shy around others.

I fled my village after being caught in a compromising situation with a sheep.

I'm afraid of wolves.

I secretly despise commoners like myself.

I have trouble trusting my allies, especially those from another social class.



HERMIT

You lived in seclusion—either in a sheltered community such as a monastery, or entirely alone—for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

Skill Proficiencies: Choose two of Medicine, Religion and Survival

Tool Proficiencies: Herbalism kit

Equipment: A scroll case stuffed full of notes from your studies or prayers, a figurine of a saint, a meditation focus, a winter blanket, a set of common clothes, an herbalism kit, and 5 gp

Life of Seclusion

What was the reason for your isolation, and what changed to allow you to end your solitude? You can work with your DM to determine the exact nature of your seclusion, or you can choose or roll on the table below to determine the reason behind your seclusion.

Life of Seclusion

- | |
|---|
| I was searching for spiritual enlightenment. |
| I was partaking of communal living in accordance with the dictates of a monastic order. |
| I was exiled for a crime I didn't commit. |
| I retreated from society after a life-altering event. |
| I needed a quiet place to work on my art, literature, music, or manifesto. |
| I needed to commune with nature, far from civilization. |
| I was the caretaker of an ancient shrine, ruin or relic. |
| I was a pilgrim in search of a person, place, or relic of spiritual significance. |
| I needed to be free of the constraints of civilization. |
| I receive visions, but only in the wilds. |



Feature: Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the Heilige Ein, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society. Work with your DM to determine the details of your discovery and its impact on the campaign.

Suggested Characteristics

Some hermits are well suited to a life of seclusion, whereas others chafe against it and long for company. Whether they embrace solitude or long to escape it, the solitary life shapes their attitudes and ideals. A few are driven slightly mad by their years apart from society.

Personality Traits

- | |
|--|
| I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt. |
| I am utterly serene, even in the face of disaster. |
| The leader of my community had something wise to say on every topic, and I am eager to share that wisdom. |
| I feel tremendous empathy for all who suffer. |
| I'm oblivious to etiquette and social expectations. |
| I connect everything that happens to me to a grand, cosmic plan. |
| I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings. |
| I am working on a grand philosophical theory and love sharing my ideas. |
| I commune with the stars every night. If I cannot, I feel cut off from my sense of peace. |
| My body is a gift of the divine. I won't cut my hair or my nails, nor wear shoes or a hat, although I will cover my body in rough clothes. |
| I am the seventh son of a seventh son, and thus destined to mystical power. |



Ideals

Greater Good. My gifts are meant to be shared with all, not used for my own benefit.

Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking.

Free Thinking. Inquiry and curiosity are the pillars of progress.

Power. Solitude and contemplation are paths toward mystical or magical power.

Live and Let Live. Meddling in the affairs of others only causes trouble.

Self-Knowledge. If you know yourself, there's nothing left to know.

Faith. My time alone has strengthened my faith in the Heilige Ein.

Bonds

Nothing is more important than the other members of my hermitage, monastery, order, or association.

I entered seclusion to hide from the ones who might still be hunting me. I must someday confront them.

I'm still seeking the enlightenment I pursued in my seclusion, and it still eludes me.

I entered seclusion because I loved someone I could not have.

Should my discovery come to light, it could bring ruin to the world.

My isolation gave me great insight into a great evil that only I can destroy.

My discovery has come in visions I don't understand. I am compelled to search for the true meaning.

I believe my visions were a warning against the rise of Darizdun.

I've had a vision of a rotten world consumed by worms which compels me to action.

Flaws

Now that I've returned to the world, I enjoy its delights a little too much.

I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.

I am dogmatic in my thoughts and philosophy.

I let my need to win arguments overshadow friendships and harmony.

I'd risk too much to uncover a lost bit of knowledge.

I like keeping secrets and won't share them with anyone.

My mind is so occupied by great thoughts, I don't particularly value other humans.

I place no value on material possessions and can't even bother to keep track of my own.

Other Hermits

This hermit background assumes a contemplative sort of seclusion that allows room for study and prayer. If you want to play a rugged wilderness recluse who lives off the land while shunning the company of other people, look at the outlander background. On the other hand, if you want to go in a more religious direction, the acolyte or the wandering mendicant might be what you're looking for. Or you could even be a charlatan, posing as a wise and holy person and letting pious fools support you.

HORSE BREEDER

Before adventuring you raised and managed herds of horses in the underpopulated eastern marches. You know everything worth knowing about horses of all kinds, and you lived a semi-nomadic lifestyle, ranging far and wide.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Rope

Languages: You can speak Common

Equipment: A set of traveler's clothes, 50 feet of hemp rope, a bedroll, a riding saddle, a riding horse, and a belt pouch containing 5 gp.

Feature: Horsemanship

Whenever you make an Animal Handling check relating to horses, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Suggested Characteristics

Horse Breeders are a resourceful lot. They lead solitary lives in harsh conditions. They understand self-reliance and hard work, but they can be difficult to get along with.

Personality Traits

Most people talk way too much.

Some people think horses are magic. To me, they're only as valuable as the gold they bring.

I love to tell stories around a campfire and sleep outdoors.



I know how to drive a hard bargain.
 I long to settle down.
 I like to talk at length about horseflesh.

Ideals

Self-Reliance. You can't depend on anyone but yourself.
Aid. In this hard land, we should all lend a hand to each other.
Freedom. Nobody tells me what to do..
Greed. I'm only in it for the money.

Bonds

My horse is my best companion.
 I'm indebted to the march knights who saved my herd from orc raiders.
 I'm secretly in love with the horse-broker who buys my horses.
 I hate orcs with a passion.
 My dead father taught me everything worth knowing in life.

Flaws

I'll never show mercy to any thief.
 I'm quick to assume that someone is trying to cheat me.
 No one must ever learn that I ran from a fight.
 I often feel like I don't understand what is going on.
 I have a fear of enclosed places.
 I distrust magic of all sorts. How can you tell the difference between a god and a demon?

MINER

Before adventuring, you delved into the earth, searching for valuable minerals and gems. You are comfortable in dark and enclosed spaces.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Rope, Miner's Tools

Languages: You can speak Common

Equipment: A miner's pick, a shovel, a hammer, 10 iron spikes, 50 feet of hemp rope, a hooded lantern, a tinderbox, a set of common clothes, and a belt pouch containing 5 gp

Feature: Deep Delver

You have a knack for making your way in natural underground environments (including tunnels carved in living stone, but not dressed stone). Whenever you make an Intelligence (Investigation) check related to deducing information about natural underground passages or the presence of natural mineral ores and gems, you are considered proficient in the Investigation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. In appropriate circumstances, this can be used to retrace the path you took to your present position, find secret doors in living stone, determine direction underground, use air movements to find the direction of the nearest exit or detect sloping passages. Furthermore, you are immune to nonmagical fear of the dark.

Suggested Characteristics

Miners are comfortable being alone in deep, dark spaces. They tend to be extremely resourceful, but somewhat introverted.

Personality Traits

I love the natural beauty of uncut gems.
 Still waters run deep.
 A streak of paranoia is healthy – it keeps you alive.
 I'm absolutely sure of my first instincts and always act on them.
 Anyone who has never spent a month underground has no business traipsing around dangerous dungeons.
 The pleasures of food and wine are lost on me.
 I like to swim in frigid waters.



Ideals

Generosity. The riches of the earth are to be shared by all.

Greed. Gold and gems. I want them for myself.

Patience. Acting without thinking is a sure way to get yourself killed.

Explorer. I go where the tunnels take me.

Focused. Take care of business one thing at a time.

Power. I take from the land as I would take anything from someone too weak to resist.

Bonds

I must behold and preserve the natural beauty of the places below the surface.

The dark calls to me.

Someday, I'll find the motherlode, then spend the rest of my life in luxury.

A mine I was responsible for collapsed, killing many workers. I can never repay that debt.

I plan to marry my sweetheart as soon as I have enough money.

A prize gem I found was stolen by my rival, and I will track him down and recover it.

Flaws

I'm uncomfortable in bright lights and outdoors.

Good tools are more reliable than people. In a crisis, I'd rather have a strong pick than a friend.

I jealously guard my secrets. Otherwise will take advantage of me if they knew what I know.

I'm obsessed with getting rich.

I can't resist the lure of investigating a dark hole, even when I know I shouldn't.

I am cold and short with people I don't know.

I don't admit mistakes, even when I know I'm wrong.

I don't ask for help even when I need it.

NOBLE (OR COURTIER OR INCOGNITO PRINCE)

You understand wealth, power, and privilege. You carry a minor title of nobility, and your family owns land, collects taxes, and wields political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them. (You aren't a sovereign prince, i.e. you have a feudal lord.)

Work with your DM to come up with an appropriate title and determine how much authority that title carries. A noble title doesn't stand on its own—it's connected to an entire family, and whatever title you hold, you will pass it down to your own children. Not only do you need to determine your noble title, but you should also work with the DM to describe your family and their influence on you, as well as your liege lord.

Is your family old and established, or was your title only recently bestowed? How much influence do they wield, and over what area? What kind of reputation does your family have among the other aristocrats of the region? How do the common people regard them? What is your relationship you're your liege lord? What's your position in the family? Are you the heir to the head of the family? Have you already inherited the title? How do you feel about that responsibility? Or are you so far down the line of inheritance that no one cares what you do, as long as you don't embarrass the family? How does the head of your family feel about your adventuring career? Are you in your family's good graces, or shunned by the rest of your family? Does your family have a coat of arms? An insignia you might wear on a signet ring? Particular colors you wear all the time? An animal you regard as a symbol of your line or even a spiritual member of the family? These details help establish your family and your title as features of the world of the campaign.



Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of Gaming Set.

Languages: You can speak, read, and write Common and Imperial

Equipment: A set of fine clothes, a signet ring, and a purse containing 50 gp. If you have skill proficiency in Animal Handling, you can add a riding horse or a trained hunting falcon.

Feature: Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Suggested Characteristics

Nobles are born and raised to a very different lifestyle than most people ever experience, and their personalities reflect that upbringing. A noble title comes with a plethora of bonds—responsibilities to family, to other nobles (including the sovereign), to the people entrusted to the family's care, or even to the title itself. But this responsibility is often a good way to undermine a noble.

Personality Traits

My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
The common folk love me for my kindness and generosity.
No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
I take great pains to always look my best and follow the latest fashions.
I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
Despite my noble birth, I do not place myself above other folk. We all have the same blood.
My favor, once lost, is lost forever.
If you do me an injury, I will crush you, ruin your name, and salt your fields.
Fortune favors the bold.
I love the give-and-take of politics and intrigue.
When you play the game of thrones, you win or you die.

Ideals

Dignity. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.
Responsibility. It is my duty to respect the authority of those above me, just as those below me just respect mine.
Independence. I must prove that I can handle myself without the coddling of my family.
Power. My ambition knows no bounds.
Family. Blood runs thicker than water.
Noble Obligation. It is my duty to protect and care for the people beneath me.
Elitism. It is right and proper for political power to be exercised by those with intrinsic quality.
Honor. I would rather die than suffer my honor to be compromised.

Bonds

I will face any challenge to win the approval of my family.
My house's alliance with another noble family must be sustained at all costs.
Nothing is more important than the other members of my family.
I am in love with the heir of a family that my family despises.
My loyalty to my liege lord is unwavering.
The common folk must see me as a hero of the people.
I will never consent to the loss of my ancestral lands.
Forest goblins burnt a village under my family's protection. They will not escape my vengeance.

Flaws

I secretly believe that everyone is beneath me.
I hide a truly scandalous secret that could ruin my family forever.
I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
I have an insatiable desire for carnal pleasures.
In fact, the world does revolve around me.
By my words and actions, I often bring shame to my family.
I think I can tell when anyone is lying to me.
Even when diplomacy would better serve my goals, I prefer to fight.



Variant Noble: Courtier

Although you yourself are not of noble blood, you are part of your lord's retinue. Perhaps you are a herald, seneschal, castellan, secretary, treasurer or justicar. You know skills associated with your background: noble family relationships and heraldry (herald), administration (seneschal), fortifications and siege warfare (castellan), finance (treasurer) or law (justicar). You might substitute Insight, Deception or Intimidation for one of your skill proficiencies.

Variant Noble: Incognito Prince

You are no mere minor noble, but the oldest son of a sovereign prince of the Empire. Your father decreed that you would inherit the throne only if you proved yourself worthy by doing great deeds. Since coming of age, you have traveled the Mittlands disguised as a commoner. Instead of fine clothes, you wear traveler's clothes, and you hide your signet ring. You might substitute Insight or Deception for one of your skill proficiencies. At any time, you can return to court to claim your inheritance, but if you are judged unworthy, you will be disinherited. Replace the Position of Privilege feature with the following.

Feature: Princely Assistance

In an emergency you can claim the almost unlimited assistance available to an Imperial prince by returning to your father's court before you have proved your greatness. However, you can only do so once, and the price is that you will lose your chance to inherit his throne.



Other Nobles

This noble background represents a fairly generic noble. If you want to play military noble, look at the soldier or squire background. Many nobles, especially minor sons, would have the university-educated background.

OUTLANDER

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were an explorer, a homesteader, a hunter-gatherer, a trapper, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Rope, Vehicles (Water)

Languages: You can speak Common and one other language depending on your origin

Equipment: A staff, a hunting knife, a trophy from an animal you killed, a set of traveler's clothes (appropriate for your origin), and a belt pouch containing 10 gp of agates and ivories

Origin

You've been to strange places and seen things that others cannot begin to fathom. Consider some of the distant lands you have visited, and how they impacted you. You can roll on the following table to determine your wild origins, or choose one that best fits your character.



Origin

The cold and inhospitable Nordlands. The Nords who live here are a hardy and violent people, often raiding and trading on longships.
The northeastern marshes. The fenfolk live in trackless marshes, eating fish and frog, trading with the bullywugs.
The coastal Belgae tribes to the northwest. An ancient people organized in clans and living close to nature.
The islander Cnuds to the far northwest. Distant cousins to the Nords (and Juthengs).
Somewhere else.

Feature: Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Suggested Characteristics

Often considered rude and uncouth among civilized folk, outlanders have little respect for the niceties of life in the Mittlands. The ties of tribe, clan, family, and the natural world of which they are a part are the most important bonds to most outlanders.

Personality Traits

I'm driven by a wanderlust that led me away from home.
I watch over my friends as if they were a litter of newborn pups.
I once ran twenty-five miles without stopping to warn to my clan of an approaching monster. I'd do it again if I had to.
I have a lesson for every situation, drawn from observing nature.
I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry wyrm.
I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
I feel far more comfortable around animals than people.
I was, in fact, raised by wolves.
A man that is not self-sufficient is weak. I will never need to rely on anything or anyone other than my wits and my strength.
My greatest joy is the smell of salt spray and the feel of waves beneath my feet.

Ideals

Change. Life is like the seasons, in constant change, and we must change with it.
Greater Good. It is each person's responsibility to make the most happiness for the whole tribe.
Honor. If I dishonor myself, I dishonor my whole clan.
Might. The strongest are meant to rule.
Nature. The natural world is more important than all the constructs of civilization.
Glory. I must earn glory in battle, for myself and my clan.
Wisdom. Our traditions embody an ancient wisdom that has been forgotten by civilized folk.

Bonds

My family, clan, or tribe is the most important thing in my life, even when they are far from me.
An injury to the unspoiled wilderness of my home is an injury to me.
I will bring terrible wrath down on the evildoers who destroyed my homeland.
I am the last of my tribe, and it is up to me to ensure their names enter legend.
I suffer awful visions of a coming disaster and will do anything to prevent it.
It is my duty to provide children to sustain my tribe.
I carry my clan's totem (or ship's dragon-prow) which is the last remnant of my clan. I will guard with my life this last symbol of my clan's memory.
I honor the old faiths, and will not see them demeaned.
My clan's founder slew a dragon. I've sworn to do the same.



Flaws

I am too enamored of ale, wine, and other intoxicants.
There's no room for caution in a life lived to the fullest.
I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.
I am slow to trust members of other races, tribes, and societies.
Violence is my answer to almost any challenge.
Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.
I am rude, crude and lewd.
While I fear nothing mortal, I am terrified of fey and demons.

SEWERMAN

You worked the sewers of one of the great urban cities of the Mittlands, clearing sewer lines, emptying midden pits, and collecting discarded tosh. You've battled rats and evaded otyughs. People avoid you because of your profession, but you know more about the secrets underneath your city than anyone else.

Skill Proficiencies: Acrobatics, Survival

Tool Proficiencies: Rope

Languages: You can speak Common

Equipment: A shovel, 50 feet of rope, a bucket, 10 torches, a tinderbox, a set of common clothes, and a belt pouch containing 5 gp

Feature: At Home in Sewers

Choose of the great urban cities of the Mittlands, such as Diephof, Eidelburg, Battenburg, Regensburg or Marianburg. You know your way around the sewers of that city, and can almost always find an underground passage from place to another. In addition, you are used to moving around in tight spaces. You don't suffer disadvantage on attack rolls and saving throws when squeezing. Finally, you have advantage on Constitution saving throws against sewer plague and other common sewer diseases.

Suggested Characteristics

Sewermen are outcasts, used to living and working in the underbelly of the cities.

Personality Traits

When not at work, I dress in the finest clothes I can and use perfume to cover my stink.
I'm always curious about what makes things work.
I am obsessed with mapping underground passages.
I am a jolly fellow.

Ideals

Hard Work. Everyone should work for their daily bread.
Tolerance. Everyone should mind their own business.
Humility. Nobody ever did wrong by just being themselves.
Reality. People try to ignore it, but shit is real.
Aspiration. One day, I'll never have to look at a sewer again.

Bonds

I have a hidden bedchamber deep in the sewers, and I'll fight to defend it.
I have a pet rat that I care for.
I owe my survival to another urchin who taught me to live on the streets.
I owe a debt I can never repay to the person who took pity on me.
I escaped my life of poverty by robbing an important person, and I'm wanted for it.
No one else should have to endure the hardships I've been through.
When he could, a priest gave us food and shelter. I will repay the Church for his kindness.
My sister, a model of innocence and purity, doesn't know that I steal to protect her.



Flaws

I'm addicted to the adrenaline rush of danger.
I'll rooting through a pile of offal for a copper piece.
My smell is legendary.
I'd rather disappear into the shadows than risk a fair fight.
I drink to drown my sorrows.

SOLDIER (OR GUARD OR RIVERWARDEN OR SIEGE ENGINEER)

Battle has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing princely army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war. You may have faced men, wild animals, goblins, elves, or even stranger monsters from beyond the borders of the Mittlands.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Rope, Vehicles (Land)

Weapon Proficiencies: Spear

Equipment: An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp



Specialty

During your time as a soldier, you had a specific role to play in your unit or army. Roll or choose from the options in the table below to determine your role:

Specialty

Officer	Healer
Scout	Quartermaster
Infantry	Standard Bearer
Cavalry	Support staff (cook, smith, etc.)

Feature: Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Suggested Characteristics

The horrors of war combined with the rigid discipline of military service leave their mark on all soldiers, shaping their ideals, creating strong bonds, and often leaving them scarred and vulnerable to fear, shame, and hatred.

Personality Traits

I'm always polite and respectful.
I'm haunted by memories of war. I can't get the images of violence out of my mind.
I've lost too many friends, and I'm slow to make new ones.
I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
I can stare down a hell hound without flinching.
I enjoy being strong and like breaking things.
I have a crude sense of humor.
I face problems head-on. A simple, direct solution is the best path to success.
I am tenacious. Once I'm given an objective, I will take it.
If you have served in combat with me, you are my lifelong comrade. If not, you mean nothing to me.
The price of security is eternal vigilance against humanity's enemies.
While individual skill is not unimportant, battles are won by strategy, cohesion, morale and leadership.
A chain is only as strong as its weakest link. It is better to dismiss a member of the team, than rely on someone who cannot live up to his duties.
The first virtue in a soldier is endurance of fatigue; courage is only the second virtue.
A warrior is free to be a hero and pull off daring do and the soldier is irresponsible if he does it.
I am the son of a famous mercenary captain; I was born to a life of fighting.
I was part of an ill-fated reconnaissance-in-force in the Broken Lands. We were ambushed by orcs and I was one of the few survivors.

Ideals

Greater Good. Our lot is to lay down our lives in defense of others.
Responsibility. I do what I must and obey just authority.
Independence. When people follow orders blindly, they embrace a kind of tyranny.
Might. In life, as in war, the strongest force wins.
Live and Let Live. Ideals aren't worth kicking over or going to war for.
Nation. My liege lord and my people are all that matter.
Entitlement. Those who would lay down their lives to protect others are entitled to special treatment.

Bonds

I would still lay down my life for the people I served with.
Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
My honor is my life.
I'll never forget the crushing defeat my company suffered, or the enemies who dealt it.
Those who fight beside me are those worth dying for.
I fight for those who cannot fight for themselves.
My grandfather was part of the army that was betrayed by Altgraf Strad von Zarov. I've vowed revenge on his descendants who still rule at Burg Rabedach.

Flaws

The monstrous enemy we faced in battle still leaves me quivering with fear.
I have little respect for anyone who is not a proven warrior.
I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret.
My hatred of my enemies is blind and unreasoning.
I obey the law, even if the law causes misery.
I'd rather eat my armor than admit when I'm wrong.
I'm more comfortable on the battlefield than in behaving in normal society.
I don't trust magic.
Although I've seen plenty of blood and wounds, disease and corrupted flesh turn my stomach.

Variant Soldier: Guard

You served as a guard on castle walls, town gates or border crossings. You have learned to be alert for enemies. Substitute Perception for the Athletics skill proficiency.

Variant Soldier: River Warden

On behalf of the Emperor, you patrolled Mittland's rivers, keeping them clear of river pirates and monsters. Substitute vehicles (water) for vehicles (land) proficiency.

Variant Soldier: Siege Engineer

You served in an important and prized role: as an assistant siege engineer. Instead of proficiency in Athletics and Intimidation skills, you are proficient in Persuasion and History. In addition, substitute proficiency with stonemason tools and siege weapons instead of vehicles (land). Finally, you know how to build and destroy walls and other fortifications.



Other Soldiers

If you want to play a noble training to be a knight, look at the squire background.

SQUIRE

You have attended a knight, serving as his arms and armor bearer. In preparation for your own knighthood, you have studied horsemanship and weaponry, as well as the chivalric code and a gentleman's manners.

Skill Proficiencies: Animal Handling, Persuasion

Language: You can speak, read and write Common and Imperial

Weapon Proficiencies: Longsword.

Equipment: A signet ring, a longsword, a riding horse, a riding saddle, a tabard (clothes), and a belt pouch containing 10 gp

Feature: Knight Patron

The knight you serve is a powerful patron that can provide you with assistance. Your patron won't risk his life adventuring or neglect his duties to his liege lord, but will render other reasonable assistance. In return, you might be expected to undertake tasks for your patron.

Work with your DM to determine the identity and attributes of the knight you served under. Was he an independent knight, or did he serve a greater lord? Where was his estate, and what was its size? Was he often involved in battles or court intrigues? Was his position hereditary, or personal? What was his coat of arms? What kind of reputation does he have? Did he retire, or is he still active? These details help establish your patron as features in the campaign.



Suggested Characteristics

As a squire, you are likely a member of minor nobility, with all the bonds, duties and privileges that implies, but with an especial duty to serve your lord on the battlefield. The fully armored and mounted knight is a fearsome battlefield opponent. But knights are more than mere soldiers. They are advisers to lords, and rulers of their own estates. Moreover, knights are expected to uphold the chivalric code and to protect their honor. As a squire, you are expected to grow into this role.

Personality Traits

My only desire is to earn my knightly spurs.

My life is too important to risk on unimportant battles.

I am inseparable from my horse.

The best defense is a good offense.

I must earn the admiration of my paramour according the rules of courtly love.

Money wins more battles than swords.

I have a charmed life. I cannot fail to be a hero.

My master taught me the value of true companions, and I will never leave my companions behind on the battlefield.

I'm solemn and thoughtful. Every word and action is guided by history and my code of honor.

Ideals

Chivalry. The role of a knight is to protect the weak and innocent.

Faith. A true knight always upholds the teachings of the Church.

Loyalty. The basis of society is the fealty of the vassal to his liege lord.

Honor. A knight's honor is his life

Strength. The strong do as they will, and the weak suffer what they must.

Ambition. I will be the greatest knight of the Empire.

Glory. My greatest glory will be to die in battle against overwhelming odds.
Respect. Those around me should show me the respect I have earned.
Courtesy. Any brute can swing a sword; it's courtesy and nobility that makes the knight.

Bonds

Even though I no longer owe him fealty, I would lay down my life for my master.
 I will never allow my honor to be questioned by anyone.
 Right or wrong, I will always support the Church.
 This sword is a family heirloom.
 I will destroy the knight who betrayed my master.
 I have sworn to never retreat in battle.
 I have sworn to a life of humility and simplicity until I have slain a dragon.
 I will never refuse a challenge
 The dwarves of Berghausen once did me a great service and I will always come to their aid.
 My master was killed in battle with giants, and I have sworn eternal enmity against them.

Flaws

Protecting my honor takes precedence over any other consideration.
 Only other nobles make worthy opponents.
 It is beneath my dignity to scramble in the mud like a commoner.
 Life has no meaning outside the fight.
 I cannot bear to be mocked.
 Thinking too hard makes my head hurt.
 My privileged upbringing has not taught me the value of money. I spend freely.
 I will boast about deeds, even those I have yet to perform.
 My dedication to law and the chivalric code makes every decision black-or-white. I cannot see moral ambiguity.

SWAMP GUIDE

You are one of the few who can eke out a living from the Ragerfens, the great marshes to the northeast of the Mittlands. You know how to survive the dangers of the swamp that would kill cityfolk. You survive by a combination of trapping, fishing and acting as a guide.

Skill Proficiencies: Perception, Survival

Weapon and Tool Proficiencies: Rope, Shortbow, Vehicles (Water)

Languages: You can speak Common and Bullywug

Equipment: A pirogue (flat-bottom boat), a 10 foot pole, a beaver trap, moss bandages, a set of traveler's clothes, and a belt pouch containing 5 gp.

Feature: Swamp Danger Sense

Whenever you make a Wisdom (Survival) check to identify the signs of nearby danger in a swamp or marsh, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Suggested Characteristics

Swampmen live far away from civilization, on the edge of sustenance.

Personality Traits

I experience the raw, untamed forces of nature.
 I wear animal skins and bird feathers.
 Although I pretend to be dumb and oblivious, I'm constantly on the watch.
 I always grease my skin to deter mosquitos, even when there are none around. It makes me stink.
 I never drink water. Fish piss in that stuff you know.
 I collect orchids.
 I like to sing, despite that I can't carry a tune.
 I've lived alone so long, I'm half-crazy.

Ideals

Fate. You can achieve peace only by accepting your place in the world.
Independence. I love the marshes because there I must answer to no man.
Nature. I take only what is necessary, and never waste or abuse the wilds.
Strength. The weak die, the strong survive.



Bonds

My best friends are bullywugs.
A crocodile killed my brother and I will always hate and fear reptiles.
Deep in the Ragerfens, there is a beautiful clear spring which I love.
I grew up in town and miss town life.
I carve my pirogue myself, and it means more to me than anybody.
I scour the marshes to provide for my family.

Flaws

I'm frightened of crocodiles.
I ran away from settled lands to escape punishment.
Hard work is for suckers.
I can't help but be scared of magic.
I ran away to the forest to escape a terrible secret.
In the absence of obvious solutions to a problem, I'll hit it with my axe.

UNIVERSITY-EDUCATED

You spent your formative years at one of the great universities of the Empire, studying the arts that are the foundation of a gentleman's education. In doing so, you have acquired deep knowledge, as well as an extensive network of influential classmates. Additionally, you may have experienced raucous student life, including drunken binges, dueling and riots. Many university students get distinctive fencing scars ("schmiss") on their temples, which are seen as a mark of both courage and status. If you choose, you can have achieved an advanced degree, entitling you to the honorific "Doctor," an important and respected achievement in the Mittlands.

Skill Proficiencies: Choose two of Arcana, History, Religion, Medicine, Performance, Persuasion

Weapon Proficiencies: You are proficient with rapiers

Tool Proficiencies: One type of Gaming Set; if your curriculum is Mathematics, you are proficient in Navigator's Tools

Languages: You can speak, read and write Common and Imperial

Equipment: A bottle of black ink, a quill, a classic book from your curriculum, a set of nice clothes, and a belt pouch containing 10 gp

University

To determine which University you attended, roll or choose from the options in the table below.

University

Imperial University of Diephof
Neue University of Eidelberg
University of Buchafen
University of Marianburg
University of Pomonia
University of Regensburg



Curriculum

To determine which subject you studied, roll or choose from the options in the table below.

Curriculum

Arcana
Law
Mathematics
Music Theory
Rhetoric/Writing
Theology

Feature: In-Depth Knowledge

Whenever you make an Intelligence check related to the theory or factual information covered by your curriculum, you add double your proficiency bonus to the check, instead of your normal proficiency

bonus. This does not apply to actual execution of a task, unless the task is purely intellectual. For example, if your curriculum is Music Theory, you would double your proficiency bonus to compose music or recognize the form of a piece of music, but not to perform music. If your curriculum is Law, you would double your proficiency bonus to know the elements of a crime, but not to make a stirring courtroom speech. If your curriculum is Arcana, you would double your proficiency bonus to recognize magical effects, but not to cast spells.

Feature: Connected

In the Empire, university education is valued for the ability to form connections with up-and-coming administrators and clergy. In every town of any size, you can find alumni who may be willing to assist you in matters within their competence, such as navigating bureaucracies, making the right contact, or finding investors; although they will expect reciprocal favors from you.

Suggested Characteristics

University students may be motivated by a devotion to learning, or practical advancement in society. Students are often the younger sons of nobles or powerful merchants (traditionally, the first son would inherit the title or business).

Personality Traits

I use polysyllabic words to convey my great erudition.
 I've read every book in Mittland's greatest libraries – or at least I like to boast that I have.
 I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
 There's nothing I like more than a good mystery.
 I'm willing to listen to every side of an argument before I make my own judgment.
 I . . . speak . . . slowly . . . when talking . . . to idiots, . . . which . . . almost . . . everyone . . . is . . . compared . . . to me.
 I am horribly, horribly awkward in social situations.
 I will use any opportunity to show off my learning.
 Nothing gives me more pleasure than meeting another student of my university.
 After spending my youth on futile learning, I crave action and adventure.
 I am comforted by the insights of philosophy.
 I am bitter that my older brother inherited our family's estate.

Ideals

Knowledge. The path to power and self-improvement is through knowledge.
Meritocratic. The population should be ruled by those who have proved their worth through learning.
Logic. Emotions must not cloud our logical thinking
Power. I hope to rise in the service of the Empire or some noble prince, through my education and connections.
Self-Improvement. The goal of life of study is the betterment of oneself.
Well-Rounded. The true gentleman balances learning with action, devotion to society with one's own pleasure.
Law. Nobody, not even the emperor, is above the law.

Bonds

It is my honor and privilege to protect and assist my fellow classmates.
 I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
 I work to preserve my university against a corrupt age.
 My life's work is uncovering ancient lore.
 I was wounded by a cheating classmate in a fencing duel. Now he is my sworn enemy.
 I've been searching my while life for the answer to a certain question.
 I sold my soul for knowledge. I hope to do great deeds and win it back.
 My family went deeply into debt to pay for my tuition. I must redeem them with great deeds.
 I owe a great favor to a close friend who has gained service with some noble. I would do anything he asks, even at the risk of my own honor.
 I am inspired by one of my teachers.

Flaws

I am easily distracted by intellectual questions.
 I can't help but name-drop all my famous classmates.
 Unlocking an ancient mystery is worth the price of a civilization.
 I overlook obvious solutions in favor of complicated ones.
 I speak without really thinking through my words, invariably insulting others.
 I can't keep a secret to save my life, or anyone else's.
 I am secretive and cryptic with my allies, in order to demonstrate my knowledge and worth.



URCHIN

You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.



You begin your adventuring career with enough money to live modestly but securely for at least ten days. How did you come by that money? What allowed you to break free of your desperate circumstances and embark on a better life?

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Thieves' Tools

Languages: You can speak Beggar's Cant, and read and write Beggar's Code

Equipment: A small knife, a map of the city you grew up in, a pet mouse, a token to remember your parents by, a set of common clothes, and a belt pouch containing 10 gp

Feature: City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

Suggested Characteristics

Urchins are shaped by lives of desperate poverty, for good and for ill. They tend to be driven either by a commitment to the people with whom they shared life on the street or by a burning desire to find a better life—and maybe get some payback on all the rich people who treated them badly.

Personality Traits

- I hide scraps of food and trinkets away in my pockets.
- I ask a lot of questions.
- I like to squeeze into small places where no one else can get to me.
- I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.
- I eat like a pig and have bad manners.
- I think anyone who's nice to me is hiding evil intent.
- I don't like to bathe.
- I bluntly say what other people are hinting at or hiding.
- I like to listen to conversations from hiding.
- I love life on the rooftops.

Ideals

Respect. All people, rich or poor, deserve respect.

Community. We have to take care of each other, because no one else is going to do it.

Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things.

Retribution. The rich need to be shown what life and death are like in the gutters.

People. I help the people who help me—that's what keeps us alive.

Aspiration. I'm going to prove that I'm worthy of a better life.

Bonds

My town or city is my home, and I'll fight to defend it.

I sponsor an orphanage to keep others from enduring what I was forced to endure.

I owe my survival to another urchin who taught me to live on the streets.

I owe a debt I can never repay to the person who took pity on me.

I escaped my life of poverty by robbing an important person, and I'm wanted for it.

No one else should have to endure the hardships I've been through.

When he could, a priest gave us food and shelter. I will repay the Church for his kindness.

My sister, a model of innocence and purity, doesn't know that I steal to protect her.

Flaws

If I'm outnumbered, I will run away from a fight.

Gold seems like a lot of money to me, and I'll do just about anything for more of it.

I will never fully trust anyone other than myself.

I'd rather kill someone in their sleep than fight fair.

It's not stealing if I need it more than someone else.

People who can't take care of themselves get what they deserve.

Wild animals scare me.

WANDERING MENDICANT

Before turning to adventure, you wandered the Mittlands, relying solely on alms. You may have been a member of an established order, such as the Order of Saint Konrad, or recognized no authority but your own interpretation of the good life. Your mendicant lifestyle may be the expression of a deeply held spirituality, or it may simply be a desire to live life on your own terms. You probably travelled at times with other mendicants or by yourself, as whim and necessity dictated. Within the Mittlands, wandering mendicants often take the title "friar."

Skill Proficiencies: Choose two of Perception, Persuasion, Religion and Survival

Languages: You can read and write Vagabond signs

Equipment: A pouch, a quarterstaff, a begging bowl, a small bell or string of prayer beads, a knife, a winter blanket, a set of traveller's clothes

Itinerant Life

What was the reason for your wandering lifestyle, and what changed? You can work with your DM to determine the exact nature of your seclusion, or you can choose or roll on the table below to determine the reason behind your itinerancy.

Life of Seclusion

I was searching for a way to serve other men without being tied to material things.

I was poor and a wandering life seemed more interesting than being a farmer.

After a failed harvest or being unfairly accused of a crime, I fled my home village.

I was a wandering pilgrim, searching for truth by travel from place to place.

I was befriended by notorious outlaws and served them as an advisor.



Feature: Vagabond's Signs

You learned Vagabond's signs, a secret set of symbols that are intended to serve as warnings or information for other vagabonds, such as friendly people, good camping, beware authorities, or danger.

Feature: Friar's Welcome

Mittlanders will treat the position (if not every instance) of a wandering mendicant with respect. You can usually find a place to rest or a simple meal with common folk and lower religious institutions, unless you have shown yourself to be a danger to them.

Suggested Characteristics

Wandering mendicants display a range of personalities: some are sincere and good-hearted spiritualists who don't fit into the ordinary Church hierarchy; others are opportunists who use respect for friars to live a carefree life on the fruits of others.

Personality Traits

I live a merry life wherever I go.
I've friends in every roadside inn and tavern in the region of _____.
The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.
I'm not above a little larceny for charity (and to support myself, naturally).
I believe the Church is irredeemably corrupt. True religion is found in everyday life.
Let tomorrow worry about itself. We have only today in front of us.

Ideals

Service. It is more holy to give honest labor to every man in need than to waste one's time in fruitless contemplation.
Spirituality. Attachment to material things is the root of suffering. Renounce worldly luxuries.
Freedom. The road means freedom—the freedom to be who I really am.
Compassion. Everyone deserves to be treated with respect and compassion.
Equality. The rich nobles and merchants have more than they need. Taking from them is no sin.

Bonds

I am dedicated to the ideals of my patron saint – especially when those ideals are contrary to the practice of the Church.
I travelled the roads of the Mittlands with a band of friars and we established a bond I will never forget.
I will do anything short of killing to humiliate the self-righteous lords of the Mittlands.
I have an inherent distrust of money, and will never accumulate more than I can use in a day.
Despite my profession, I am secretly in love with someone.

Flaws

I never take anything seriously.
I'm a bit of an alcoholic.
I have a flippant attitude towards authority figures.
I can't stand to stay too long in one place.
I dislike killing, even when it's necessary.

WIZARD'S APPRENTICE

You spent years studying under a master wizard. That wizard may have been attached to a court or independent. Under his tutelage, you scoured manuscripts, compounded reagents, and practiced basic magics.

Skill Proficiencies: Arcana and choose one of History, Investigation and Nature.

Languages: You can speak, read and write Common and one other language of your choice

Equipment: A bottle of black ink, a quill, a study book, chalk, a candle, mortar and pestle, scroll of a rare spell of second level or lower (i.e. a spell not in the Player's Handbook), a set of common clothes, and a belt pouch containing 10 gp.

Feature: Cantrip

You know *Amanuensis*, *Light*, *Mage Hand* or *Prestidigitation* as a cantrip from the wizard spell list. Intelligence is your spellcasting ability for it.



Feature: Wizard Patron

Your master is a powerful patron that can provide you with help, knowledge and advice. Your patron won't risk his life adventuring or neglect his own duties and projects, but will render other minor assistance. In return, you might be expected to undertake tasks for your patron.

Work with your DM to determine the identity and attributes of your patron. Was he a powerful advisor to a duke who was active in the politics of the Mittlands? An isolated researcher who pursued his own alchemical studies? A sage that offered advice to anyone who could meet his price?

Suggested Characteristics

Wizard's apprentices are characterized by an intense relationship with powerful master, either obedient or rebellious. The master will typically select an apprentice from a chance encounter, seeing a glimmer of power in the apprentice. The years spent studying arcane arts often leave the apprentice socially stunted.

Personality Traits

I am fascinated by dragons.
I've sat by my master's knee and seen fantastic sights through his scrying mirror.
When not casting spells, I visibly twitch.
I prefer to accomplish things through magic, even when not strictly necessary.
Knowledge is power, which is why I must keep my secrets from all my rivals.
I don't explain myself or my goals to anyone who is not my equal.
While magic is useful in the short-run, the subtle action wins in the end.
I rely on strict mental discipline. I have regular rituals to calm and focus my mind.
Magic is nothing more, and nothing less, than the ultimate foundation of reality.
When you gaze long into an abyss, the abyss also gazes into you.
While most cannot plan beyond the next winter, my plans stretch into generations. My role is to guide men's destinies.
Nothing pleases me more than sharing stories around a fire.
If you want something done right, do it yourself.

Ideals

Knowledge. Knowledge is its own reward.
Power. The arcane arts are the ultimate expression of power.
Discovery. I seek to uncover the secrets of the ancient Imperial wizards.
Responsibility. With great power comes great responsibility. Those who wield magic must ensure that it is used for the betterment of society.
Mastery. The most important thing is to be the best at whatever one chooses to do.
Humility. I will never forget that the most important things in life are the humor, wisdom and love shown by the common people.
Humanity. We must resist the cruel fey who prey upon humanity.

Bonds

I can never repay the debt of learning I owe to my master.
My tools are an extension of myself, and I will not let them be disturbed.
I seek the patronage of a prince who is worthy of my power.
I despise those who would use magic for corrupt ends.
My master taught me the value of loyalty. I will never betray my friends or my patron.
My best friend is an animated trinket.
Demons corrupted my master, and I will never rest easy with those that traffic in infernal commerce.

Flaws

My insatiable curiosity often leads me into trouble.
I'm easily seduced by the promise of power.
I get bored when I'm not active.
I do not suffer fools.
I am fastidiously clean.
My self-confidence leads me to underestimate the difficulty of many tasks.
I will not be rushed under any circumstances.



WOODSMAN (OR BANDIT)

You are from the outskirts of one of the great forests that border and penetrate the Mittlands. You have explored the forest further than most humans, and know where it is safe, and where it is not. You have a healthy respect for faeriekind, and know that it is best to steer clear. Most likely, you have a humble background as a woodcutter or herbalist, but you may also have been a trapper or scout.

Skill Proficiencies: Nature, Survival

Weapon and Tool Proficiencies: Rope, Shortbow, Woodcarver's Tools.

Languages: You can speak Common and Fey

Equipment: A wood ax, a set of woodcarver's tools, some edible mushrooms, a set of traveler's clothes, and a belt pouch containing 10 gp



Feature: Woodlands Danger Sense

Whenever you make a Wisdom (Survival) check to identify the signs of nearby danger in a forest, you add double your proficiency bonus to the check, instead of your normal proficiency bonus. You know of a secret cave in a nearby forest where you can hide yourself and your companions.

Suggested Characteristics

Woodsmen live on the border between civilization and hostile forests, and their values are shaped by both.

Personality Traits

I stand on the edges of civilization, protecting it from the dangers of the wild.

If men would respect fey, there wouldn't be so much trouble.

Most people never know by what narrow thread humanity exists.

In order to be a successful scout, one must look and play the part. Thus, I always dress in furs and have a handy stock of frontier proverbs.

It is better to avoid a fight than risk death or injury.

I am really, really interested in different kinds of trees.

It is a waste of time to make plans.

I trust a man's deeds, not his words.

When the going gets tough, the tough get going.

I am a humble man and do not presume to instruct others.

A monster attacked my village while I was in the woods. I am the sole survivor and everyone I knew or loved is dead.

Ideals

Humanity. Humanity must struggle to survive in a hostile world.

Independence. I love the forest because there I must answer to no man.

Nature. I take only what is necessary, and never waste or abuse the wilds.

Strength. The weak die, the strong survive.

People. I'm committed to people, not abstract ideals.

Duty. Every man must know his place in the world and do his job.

Commoners. I was forced into banditry because of the greedy and grasping nobles. Now, nobles are my prey.

Bonds

I will always protect my village.

A pack of wolves killed my family in my absence. I will never again allow those I love to live in danger.

I know a magic tree in the forest that is a thing of wondrous beauty.

I will not allow the Church to persecute the wise men and women who practice the old ways.

I have an elven lover who I would never betray.

I have seen things in the forest that would fry men's souls. I must protect the weak and innocent.

Darizdun cultists once captured me and I escaped only narrowly. To this day, I fear and hate cultists.

I have seen too many common folk disappear because of the lures of the fey. I will always oppose them.

Flaws

It is hard for me to accept help from others.

The concept of property doesn't make sense to me.

Hard work is for suckers.

I can't help but be scared of magic.

I ran away to the forest to escape a terrible secret.

In the absence of obvious solutions to a problem, I'll hit it with my axe.

Variant Woodsman: Bandit

You lurk in the woods in order to prey on other people, either by yourself or with a gang of outlaws
Substitute proficiency in Stealth skill instead of Nature.



APPENDIX C: BARBARIAN CLASS

PATH OF THE TOTEM WARRIOR

The Path of the Totem Warrior is only available to Nord or those that have trained with Nords. As described in the Player's Handbook, each Nord clan is associated with a particular totem animal spirit. It is very rare for a character to have more than one totem animal spirit; if you wish to do so, you must justify to the DM why you have access to multiple totem spirits (usually because you have switched tribes). In addition to the totem animal spirits presented in the Player's Handbook, the following additional totem animal spirits are available.

TOTEM SPIRIT

At 3rd level, you can choose from among these additional totems.

Elk. While you're raging and aren't wearing heavy armor, your walking speed increases by 15 feet. The spirit of the elk makes you extraordinarily swift.

Sabre-Tooth Cat. While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the sabre-tooth cat empowers your leaps.

ASPECT OF THE BEAST

These options are available to you when you choose a totem animal at 6th level.

Elk. Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated (see chapter 8 in the Player's Handbook for more information about travel pace). The elk spirit helps you roam far and fast.

Sabre-Tooth Cat. You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. The cat spirit hones your survival instincts.

TOTEMIC ATTUNEMENT

These options are available to you when you choose a totem animal at 14th level.

Elk. While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to 1d12+ your Strength modifier.

Sabre-Tooth Cat. While you're raging, if you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.



APPENDIX D: BARD CLASS

INSPIRED RECOVERY

Starting at 2nd level, you can regain some of your magical energy by quietly practicing your arts. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your bard level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level bard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

COLLEGE OF LOVE

Bards of the College of Love are romantics and diplomats who champion the cult of chivalric love throughout their travels. Their songs tell of brave knights inspired love to become great heroes. These bards are more likely to be attached to a court, and are more often devoted to a queen or lady of rank than other bards.

BONUS PERSUASION

When you join the College of Love at 3rd level, you gain proficiency with Persuasion. If you are already proficient with Persuasion, you gain expertise in Persuasion. Your proficiency bonus is doubled for any ability check you make that uses Persuasion.

CHARMING SONG

Also at 3rd level, you learn how to weave your spells into your music so that others do not realize they are being affected. When you are singing a song or reciting poetry, you can cast an enchantment spell to charm one or more creatures, and you can alter each target's understanding so that it remains unaware of being charmed.

INSPIRED CHARM

At 6th level, you learn how to use your silver tongue to make creatures especially vulnerable to your charms. When you target a creature that you can see within 60 feet with an enchantment spell to charm the target, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's saving throw against your spell. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the saving throw succeeds or fails. The creature is immune if it can't hear you or if it's immune to being charmed.

INSTINCTIVE FRIENDSHIP

At 14th level, your magical charm becomes instinctive. You can cast the friends cantrip as a bonus action (instead of a regular action) and it doesn't require concentration.



APPENDIX D: CLERIC CLASS

DIVINE RECOVERY

Starting at 2nd level, you can regain some of your magical energy by sitting in contemplation of holy mysteries. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cleric level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level cleric, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

EXORCISM DOMAIN

Clerics in the Exorcism are active in Church inquisition, hunting witches, faeries, demon-worshippers and other heretics.

EXORCISM DOMAIN SPELLS

Cleric Level	Spells
1st	detect evil and good, protection from evil and good
3rd	detect thoughts, zone of truth
5th	dispel magic, magic circle
7th	banishment, warding
9th	dispel evil and good, hallow

Bonus Cantrip

When you choose this domain at 1st level, you gain the word of censure* cantrip. This new spell is presented in Appendix H: New Spells.

Agent of the Faith

When you choose this domain at 1st level, you gain proficiency in Investigation. You also learn one of the following languages: Abyssal, Infernal or Sylvan.

Channel Divinity: Turn the Faithless

Starting at 2nd level, you can use your Channel Divinity to turn fey and fiendish creatures. As an action, you present your holy symbol and speak a prayer censuring fiends and the fey. Each creature of those types that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it 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.

If the creature's true form is concealed by an illusion (including invisibility), shapeshifting, or other effect, that form is revealed while it is turned.

Mind's Citadel

Starting at 6th level, you have advantage on any saving throw to resist an effect that would cause you to be charmed, frightened or possessed by any fey, fiend or undead creature.

Potent Weapon of the Faith

Starting at 8th level, you may add the greater of your Wisdom bonus or Charisma bonus to the damage you deal with cleric cantrips.



Gift of Piercing Illusions

Starting at 17th level, if a magic effect causes anything within 60 feet to be obscured, hidden, invisible, illusory, transformed or not in its true form, you are aware of the effect (although you don't necessarily know what is being hidden).

LIBERATION DOMAIN

Clerics in Catalunya and Avignonya don't recognize the hierarchical authority of the Church headed by the Erstebishop. Instead, worship of the Heilige Ein is decidedly more mystical, emphasizing the ultimate unknowability of divine intentions, revering the teachings of Saint Stephan. Such clerics are considered heretical by the Mittlands church, but it is notable that they still have access to divine spells.

The Liberation domain is available to clerics of Catalunya and Avignonya who do not follow the Mittlands church.

LIBERATION DOMAIN SPELLS

Cleric Level	Spells
1st	protection from evil, sanctuary
3rd	aid, lesser restoration
5th	beacon of hope, nondetection
7th	freedom of movement, mordenkainen's private sanctum
9th	dispel evil and good, greater restoration

Bonus Cantrip

When you choose this domain at 1st level, you gain the guidance cantrip.

A Personal Faith

When you choose this domain at 1st level, you gain resistance to psychic damage and you have advantage on any saving throw to resist an effect that would cause you to be charmed.

Channel Divinity: Freedom of Mind

Starting at 2nd level, you can use your Channel Divinity to clear your allies' minds. As an action, you present your holy symbol and invoke the free will that all creatures possess. Each creature within 30 feet that can see or hear you is immediately granted an additional saving throw against any ongoing effect that causes it to be charmed, frightened, possessed or otherwise under mental control or compulsion. If you choose only a single creature, it makes the saving throw with advantage. A creature can benefit from this ability only once per effect.

Expert Preacher

At 3rd level you gain proficiency in the persuasion skill. If you are already proficient in persuasion, you gain expertise in persuasion, i.e. your proficiency bonus is doubled for ability checks using persuasion, but only for checks related to speeches made to mass crowds on religious themes.

Improved Freedom of Mind

Starting at 8th level, when you use Freedom of Mind channel divinity ability to grant another Wisdom or Charisma saving throw, the creatures you choose can add your Wisdom bonus or Charisma bonus (as applicable) to the saving throw.

Gift of Piercing Illusions

Starting at 17th level, if a magic effect causes anything within 60 feet to be obscured, hidden, invisible, illusory, transformed or not in its true form, you are aware of the effect (although you don't necessarily know what is being hidden).



APPENDIX E: FIGHTER/PALADIN CLASS

FIGHTING STYLE

Fencing

While you are wielding a rapier in one hand and a dagger in the other, you gain a +1 bonus to AC and a +1 bonus to damage rolls with the rapier.

MARTIAL ARCHETYPE: KNIGHT

The Knight, or ritter, is the pride of Mittlands armies: heavy, disciplined cavalry whose charge can drive opponents from the field. However, a Knight is more than a mere soldier; he also must be a military commander, a just lord, and a wise manager of his estate. Many Knights take the Inspiring Leader, Mounted Combatant and Heavy Armor Master feats.

Knight's Companion

At 3rd level, you can train any warhorse you own to be a warhorse companion that accompanies you on your adventures. Add your proficiency bonus to the warhorse's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your fighter level, whichever is higher.



The warhorse obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the warhorse to approach you, or you can use your knees while riding to command it where to move (no action required by you). While riding it, you can use your action to command it (using your knees) to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action. In addition, your warhorse can make a Trampling Charge action after your attack instead of your warhorse's attack (but you must fulfill all the other conditions and it cannot make more than one Trampling Charge per turn regardless). Details on a Trampling Charge are found in the Warhorse statistics block. If the warhorse dies or is lost, you can train another warhorse with a week of time.

Expert Horseman

At 3rd level you gain proficiency in the animal handling skill. If you are already proficient in animal handling, you gain expertise in animal handling, i.e. your proficiency bonus is doubled for ability checks using animal handling, but only for checks related to your warhorse companion.

Combat Superiority

Starting at 3rd level, you gain access to superiority dice and learn maneuvers like a battle master. You start with four superiority dice at 3rd level. You gain another superiority die at 7th level and one



more at 15th level. Your superiority dice are normally d6s, but are d10s if you use them while riding your warhorse companion.

Exceptional Training

Beginning at 7th level, on any of your turns when your warhorse doesn't attack, you can use a bonus action to command the warhorse to take the Dash, Disengage, Dodge, or Help action on its turn.

Improved Combat Superiority

Starting at 10th level, your superiority dice turn into d8s normally and d12s while riding your warhorse companion. At 18th level, they turn into d10s/d14s, respectively.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

The archetypal Eldritch Knight combines the martial mastery common to all fighters with a careful study of magic. Most Eldritch Knights were trained in Catalunya, but even there they are a minority of fighters. Eldritch Knights use magical techniques similar to those practiced by wizards. Unlike the Eldritch Knights described in the Player's Handbook, Eldritch Knights select spells from a special list (which span all schools of magic). Eldritch Knights learn a comparatively small number of spells, committing them to memory instead of keeping them in a spellbook.

Spell List

Eldritch Knights select their spells from the following list.

Eldritch Knight Spells

Spell Level	Spells
cantrip	blade ward, fire bolt, green-flame blade*, gust*, mending, shocking grasp, true strike, weapon flair*
1st	absorb elements*, chromatic orb, compelled duel, detect magic, expeditious retreat, faerie fire, feather fall, heroism, jump, mage armor, magic missile, shield, thunderwave, warded duel*
2nd	blur, dancing weapon*, enhance ability, gust of wind, levitate, magic weapon, mirror image, misty step, scorching ray
3rd	counterspell, dispel magic, elemental weapon, fireball, flame arrows*, fly, haste, lightning bolt, protection from energy
4th	dimension door, fire shield, freedom of movement, stoneskin, wall of fire



APPENDIX F: ROGUE CLASS

ROGUISH ARCHETYPE: SWASHBUCKLER

You focus your training on the art of the blade, relying on speed, elegance, and charisma in equal parts. While other warriors are brutes clad in heavy armor, your method of fighting looks more like performance. Rakes, duelists, and pirates typically follow this archetype.

A swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent. Swashbucklers are especially talented at making difficult maneuvers to escape enemies or attack from an unexpected direction.



Fancy Footwork

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature cannot make opportunity attacks against you for the rest of your turn.

Rakish Audacity

Starting at 3rd level, your unmistakable confidence propels you into battle. You add your Charisma modifier to your initiative rolls.

In addition, you don't need advantage on your attack roll to use your Sneak Attack if no creature other than your target is within 5 feet of you. All the other rules the Sneak Attack class feature still apply to you.

Panache

At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile, it has disadvantage to make attacks against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature is not hostile, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

Elegant Maneuver

Starting at 13th level, you can use a bonus action to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make on your turn.

Master Duelist

At 17th level your mastery of the blade lets you turn failure to success in combat. If you miss with an attack, you can choose to roll the attack again with advantage. Once you use this ability, you cannot use it again until you finish a short or long rest.

Note: Swashbucklers and Two-Weapon Fighting

The swashbuckler relies on a good understanding of the D&D rules to realize its potential, specifically when it comes to fighting with two weapons. Other characters must use a bonus action to Disengage if they want to escape a melee, but a swashbuckler's Fancy Footwork ability bundles a more limited version of Disengage within your attack. This allows you to use your bonus action to fight with two weapons, and then safely evade each foe you attacked. Swashbucklers also benefit from the rule change allowing rapier and dagger for two-weapon fighting. See "New Rules."

[This archetype is reprinted with minor modifications from the Elemental Evil Player's Companion.]



ROGUISH ARCHETYPE: EMMASCARATI

Catalunya has a rich tradition of masks, ranging from citizens performing civil duties (the mask serves the same function as a secret ballot) to elaborately costumed balls and carnivals. The Emmascarati were self-appointed enforcers who used the anonymity afforded by the widespread use of masks in Catalunya to mock and inspire fear in their enemies. Originally, the Emmascarati enforced the unwritten social conventions around balls and carnivals. More recently, they began terrorizing Catalan nobles, reminding them that they exist only by the sufferance of those they rule over. Recently suppressed, the Emmascarati appear to have lost their purpose, and have turned to everything from common thievery to adventuring. There have even been reports of a few Emmascarati in the Mittlands.

Qualifying

In order to become an Emmascarati, you must be inducted by the Emmascarati in Catalunya. In addition, you must be proficient in the intimidation skill and disguise kit.

Mask of Horrors

At 3rd level when you choose this Archetype, you craft or alter a grotesque mask, according to the secret lore of the Emmascarati. Although there are dozens of traditional Catalan masks, Emmascarati choose from among six masks: the anarchist, the beast, the grim reaper, the harlequin, the mute and the plague doctor.

When you wear your mask, you can collect Terror Points and use them to cast spells. You start with 1 Terror Point after any long or short rest. You gain 1 Terror Point if you intimidate or frighten a valid target. A valid target must be an enemy able to see or hear you (including via the dream spell) and must not have been previously frightened by you in the same combat encounter. (You can receive Terror Points outside combat encounters, and you can receive Terror Points from the same target in different combat encounters.) Furthermore, you gain 3 Terror Points whenever you drop an enemy to 0 hit points that has the frightened condition (whether or not you were the source of the frightened condition). However, you can never have more Terror Points than your rogue level. At the DM's discretion, you won't gain Terror Points for targets that are inconsequential.

You can spend Terror Points to cast spells as shown on the table below. You learn more spells as you increase in level as a rogue. You can cast a spell at a higher level slot by using the applicable number of Terror Points. If you learn spells from another source, you can also use your Terror Points to cast spells of the same level without expending a slot. Charisma is the spellcasting ability for your Emmascarati spells, including to set saving throw DCs and when making attack rolls.



Spell Level	Minimum Rogue Level	Terror Points	Spells
1st	3rd	2	disguise self, dissonant whispers, fright*, pass without trace, warded duel*
2nd	5th	3	inflict pain*, misty step, suggestion
3rd	7th	5	fear, nondetection, phantasmal stalker*, phantasmal trap*
4th	9th	6	phantasmal killer**, shadow step*
5th	11th	8	dream, mislead

* New spell, see Appendix H: New Spells. ** Modified spell, see Appendix H: New Spells.

Exploit Fear

Starting at 3rd level, you know how to exploit your enemies' fear in combat. You don't need advantage on your attack roll to use your Sneak Attack for melee attacks against creatures that can see or hear you, and that are frightened of you or that you have intimidated. In addition, against any such creature, you can choose for your extra sneak attack damage to do psychic damage instead of normal damage. All the other rules of the Sneak Attack class feature still apply to you.

Intimidating Presence

Beginning at 5th level, you can use your action to frighten someone with your intimidating presence. When you do so, choose one creature that you can see within 60 feet of you. If the creature can see or



hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature can no longer see or hear you.

Starting at 11th level, once per combat encounter, you can use this ability against all creatures you choose within 60 feet that can see or hear you. Starting at 15th level, you can use this ability against multiple targets twice per combat encounter, and three times starting at 17th level.

Inside Your Mind

Starting at 5th level, if you inflict psychic damage on a creature that reduces it to 0 hit points, instead of beginning to die, you can force the creature to live in fear of you. From the time that it drops to 0 hit points until it can no longer see and hear you, the creature is paralyzed. Furthermore, the target gains a flaw representing its ongoing dread of you (see Madness in the Dungeon Master's Guide) and, so long as the flaw remains, the target has disadvantage on saving throws against your spells and other abilities, and always grants advantage to you on attacks. The flaw can be removed only by remove curse, greater restoration or similar magic.



Vanish Into Crowd

Starting at 9th level, when you are in a crowded area, you can use your bonus action to make a Charisma (Stealth) action to disappear into the crowd.

Overcome Courage

Starting at 11th level, creatures that are immune to being frightened because of a class ability (such as the barbarian's mindless rage or the paladin's aura of courage), spell (such as hero's feast or heroism), magic item or similar source, lose this immunity against you, and instead merely have advantage on saving throws against being frightened by you. Creatures that are inherently immune to being frightened, such as constructs and undead, retain their immunity.

Invade Dreams

Starting at 17th level, when you cast the dream spell, you can cast illusion and enchantment spells on the target as if they were within range. In addition, if the target fails its saving throw against the dream spell, you can force the target to gain a flaw representing its ongoing dread of you (see Madness in the Dungeon Master's Guide) and, so long as the flaw remains, the target has disadvantage on saving throws against your spells and other abilities, and always grants advantage to you on attacks. The flaw can be removed only by remove curse, greater restoration or similar magic.



APPENDIX G: WITCH CLASS

Witches draw their magic from folk wisdom and traditional lore. It is not a theory, nor a gift of any supernatural patron. Witchcraft is simply practice that works, handed down from ancestors, teachers and peers, over many years. While nothing prevents men from becoming witches, many women are drawn to the class because it emphasizes traditional roles as healers, caretakers, temptresses and even poisoners (poison being the weapon of the weak and disenfranchised).

Witchcraft is concerned with practical, even humble, applications of magic: healing, warding, natural magic, curses and charming. Powerful witches will sometimes call upon extraplanar powers, but typically for short-term reasons rather than the full dedication of a warlock. Witches may acknowledge the reality of the Heilige Ein, but view the Church as too distant, and theology as a waste of time.



CREATING A WITCH

Most witches never become adventurers, preferring the humble comforts of home or an isolated hut in the wilderness. When making a witch, consider why your character has decided to adventure: perhaps she is responding to a threat to her home, curious about the larger world, or is seeking more power.



QUICK BUILD

You can make a witch quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the faith healer or hermit background. Third, choose the life or nature tradition.

CLASS FEATURES

As a witch, you gain the following class features.

Hit Points

Hit Dice: 1d6 per witch level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per witch level after 1st

Proficiencies

Armor: Light armor (most witches forego armor in favor of their shawl)

Weapons: Clubs, daggers, darts, quarterstaves, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Choose two from Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, Persuasion, and Survival

Equipment

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

- (a) a quarterstaff or (b) a club
- (a) a sling or (b) four darts
- Leather armor, an explorer's pack, and a herbalism kit

Level	Prof. Bon.	Features	Common Cantrips Known	Common Spells Known	1	2	3	4	5	6	7	8	9
1st	+2	Spellcasting, Implements: Mystic Recovery	2	Wis mod +1	2								
2nd	+2	Familiar, Tradition: Novice	2	Wis mod +1	3								
3rd	+2	Implements: Witch's Armor, Tradition: Initiate	2	Wis mod +1	4	2							
4th	+2	Ability Score Improvement, Familiar Attack	3	Wis mod +2	4	3							
5th	+3	Implements: Brew Potions	3	Wis mod +2	4	3	2						
6th	+3	Tradition Ability	3	Wis mod +3	4	3	3						
7th	+3	Death Curse	3	Wis mod +3	4	3	3	1					
8th	+3	Ability Score Improvement	3	Wis mod +4	4	3	3	2					
9th	+4	Implements: Overland Flight	3	Wis mod +4	4	3	3	3	1				
10th	+4	Tradition Ability	4	Wis mod +5	4	3	3	3	2				
11th	+4	Improved Death Curse	4	Wis mod +5	4	3	3	3	2	1			
12th	+4	Ability Score Improvement, Tradition Ability	4	Wis mod +6	4	3	3	3	2	1			
13th	+5		4	Wis mod +6	4	3	3	3	2	1	1		
14th	+5	Tradition Ability	4	Wis mod +7	4	3	3	3	2	1	1		
15th	+5	Familiar Link	4	Wis mod +7	4	3	3	3	2	1	1	1	
16th	+5	Ability Score Improvement	4	Wis mod +8	4	3	3	3	2	1	1	1	
17th	+6		4	Wis mod +8	4	3	3	3	2	1	1	1	1
18th	+6	Shawl: Witch's Protection	4	Wis mod +9	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	Wis mod +9	4	3	3	3	3	2	1	1	1
20th	+6	Tradition Ability	4	Wis mod +10	4	3	3	3	3	2	2	1	1

SPELLCASTING

You have learned ancestral secrets about how to manipulate the world's energy to cast witch spells. See the player's handbook for general rules of spellcasting.

CANTRIPS

At 1st level, you know two cantrips of your choice from the common witch spell list. You learn additional witch cantrips of your choice from the common witch cantrip list at higher levels, as shown in the Common Cantrips Known column of the Witch table.

In addition to the common cantrips, each tradition has a list of cantrips –its tradition cantrips– that you learn from your tradition. You learn one cantrip upon becoming a novice at 2nd level, and all cantrips upon becoming an initiate at 3rd level. Once you learn a tradition cantrip, you know it as long as you stay within the tradition, and it doesn't count against the number of common cantrips you know.

SPELL SLOTS

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these witch 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 sleep and have a 1st-level and a 2nd-level spell slot available, you can cast sleep using either slot.

SPELL KNOWN

You know a number of spells from the common witch spell list equal to your Wisdom modifier + half your witch level (minimum of one spell), rounded down. Each time you gain a new even-numbered level, you will learn a new spell (of a level for which you have spell slots). For instance, when you reach 4th level in this class, you can learn one new spell of 1st or 2nd level. If your Wisdom modifier increases, you also learn a new spell (of a level for which you have spell slots). Additionally, when you gain a level in this class, or spend one month in study, you can choose one of the common witch spells you know and replace it with another spell from the common witch spell list, which may be of any level for which you have spell slots.

In addition to the common spells, each tradition has a list of spells –its tradition spells– that you learn automatically once you are an appropriate level. Once you learn a tradition spell, you know it as long as you stay within the tradition, and it doesn't count against the number of common witch spells you know.

COMMON WITCH SPELL LIST

You know a number of spells from the Common Witch Spell List equal to your Wisdom modifier + half your witch level (minimum one).

Spell

Level Spells

cantrip	animate rope*, control flames*, deepen shadows*, friends, guidance, healer's charm*, hopelessness*, magic glue, mending, message, minor illusion, oilskin*, prestidigitation, poison spray, produce flame, resistance, thaumaturgy, soothe fear and pain*, vicious mockery
1st	alarm, bane, beast bond*, charm person, command, comprehend languages, cure wounds, detect magic, detect poison and disease, evil eye*, faerie fire, fog cloud, fright*, identify, predict weather*, protection from evil and good, punji trap*, purify food and drink, ray of fatigue*, secure home*, sanctuary, sleep, speak with animals, tasha's hideous laughter, unseen servant
2nd	alter self, augury, animal messenger, animal wildness*, calm emotions, contamination*, blindness/deafness, detect thoughts, excite emotions*, enhance ability, enlarge/reduce, enthrall, flesh mask*, find traps, gentle repose, gust of wind, hold person, inflict pain*, invisibility, lesser restoration, levitate, locate animals or plants, locate object, misty step, object history, phantasmal force, protection from poison, secure ship*, see invisibility, silence, snare trap*, spider climb, suggestion, zone of truth
3rd	bestow curse**, clairvoyance, conjure yeth hound*, dispel magic, fear, feign death, gaseous form, lesser fiendish ally*, magic circle, nature's veil*, nondetection, phantasmal stalker*, phantasmal trap*, phantom steed, protection from energy, remove curse**, sending, speak with dead, spirit guardians, tongues, water breathing
4th	banishment, blight, confusion, contact spirit of the dead*, contagion, control water, divination, freedom of movement, greater invisibility, hallucinatory terrain, locate creature, polymorph, soporific trap*, stone shape, warding*
5th	bestow community curse*, bestow major curse*, cloudkill, contact other plane, control winds*, dispel evil and good, dominate person, dream, geas, greater restoration, hold monster, immolation*, legend lore, oathbinding*, planar binding, raise dead, scrying, seeming, telekinesis



6th	contingency, eyebite, find the path, flesh to stone, forbiddance, harm, heroes' feast, magic jar, planar ally, psychosis*, steal organ*, true seeing, wall of thorns
7th	etherealness, finger of death, mirage arcane, plane shift, sequester, symbol
8th	animal shapes, antipathy/sympathy, control weather, dominate monster, fantastic vision, feeblemind, earthquake, maze, mind blank, , trap the soul, tsunami
9th	astral projection, extend season*, gate, imprisonment, shapechange, true polymorph, weird**

* New spell, see Appendix H: New Spells. ** Changed spell, see Appendix H: New Spells.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your witch spells, since your magic draws upon tradition and understanding the nature of the world. 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 witch 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

RITUAL CASTING

You can cast a witch spell as a ritual if that spell has the ritual tag and you know the spell.

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the player's handbook) as a spellcasting focus for your witch spells. In addition, you can use your stick (see witch's implements below) as an arcane focus for any spell, and you can use your shawl as an arcane focus for any spell with a range of self.

DEATH CURSE

Starting at 7th level, when you die, as your soul separates from your corpse, you can cast Bestow Curse on your killer (as the highest level spell for which you normally have a spell slot). This does not take an action, and you do not need to actually expend a spell slot. The target is magically aware of the curse, so the fact that you are unable to speak it aloud does not foil the curse. However, the other requirements of the spell must be met (including the fact that the target must be in range and able to see your corpse). Casting a death curse permanently consumes your soul, preventing you from being raised, reincarnated or resurrected by any means.

IMPROVED DEATH CURSE

Starting at 11th level, you cast Bestow Major Curse, rather than Bestow Curse, as your death curse.

ABILITY SCORE IMPROVEMENT

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

WITCH'S IMPLEMENTS

Witches use specially prepared magical focuses to help them cast spells and grant other abilities. At 1st level, you start with a stick, which represents the projection of power and movement. A witch's stick is usually a walking stick, but it could be a rod, a distaff, a quarterstaff, a broom, a pitchfork or any other long, thin object. For example, Baba Yaga uses a pestle. When you reach 3rd level, you can create a



magical implement called a witch's shawl, which represents protection. This traditionally takes the form of a shawl, but could be a cloak, scarf or other piece of clothing that covers your body. When you reach 6th level, you can create a magical implement called a witch's cauldron. This is ordinarily a heavily carved iron cauldron, but it might be a stone fountain or a natural pool. For example, Baba Yaga uses a mortar. Whatever its form, your witch's cauldron cannot be moved without losing its powers.

Witches usually choose or decorate their implements to reflect their tradition. For example, a death tradition stick mounted with a bird skull; a fate tradition cauldron made of heavy granite and carved with mystical runes; a life tradition shawl woven in a flowery pattern. As an exception, fiends tradition witches will disguise their implements to look as mundane as possible.

Creating a witch's implement takes 1 month. If you lose an implement or want to change one (for example, to move your cauldron to a new location), you can create a new one, at which time the old implement loses all of its powers. You can also adapt an appropriate magic item, such as a magic quarterstaff or a cloak of resistance, as your implement with 1 month work.

Certain of your tradition powers depend on using one or more of your implements. These are described in the rules for your tradition. In addition, certain powers which are universal to all witches are described below. Because of this, you are substantially weaker if you lose your implements. Finally, all of the powers work only for you, not for anyone else using your implements.

ANY

Mystic Recovery

You have learned to regain some of your magical energy by meditating with one of your implements. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your witch level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level witch, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

STICK

Overland Flight

Starting at 9th level, you can straddle your stick to fly. Your flight speed is 60 feet, but you have very poor maneuverability (you cannot fly in enclosed spaces or make tight turns). Flying in this manner is clumsy, and you cannot cast a spell, make an attack or maintain any spell which requires concentration while flying. If you take any damage while flying, you must immediately use your reaction to make a Strength saving throw with a DC equal to damage taken to avoid falling off (if you don't have a reaction left, you automatically fall off). For these reasons, flying in combat is very dangerous.

SHAWL

Witch's Armor

Starting at 3rd level, while you are wearing your witch's shawl, your armor class can't be less than 14. Calculate your armor class normally, including the use of a shield and dexterity; if it is less than 14, your armor class is 14. Starting at 10th level, your minimum armor class is 15, and starting at 15th level, your minimum armor class is 16.

Witch's Protection

Starting at 18th level, while wearing your shawl, you have advantage on all saving throws against spells and other magical effects.



CAULDRON

Brew Potions

Starting at 5th level, you learn formulas for how to brew potions and poisons using your cauldron, including magical means of brewing mundane poisons. To brew, you must cast one or more spells, spend a certain amount of money on raw materials, and additionally find common, uncommon or rare ingredients that cannot be purchased. You know the formulas for all the spells you can cast (and when your spells known change, you also change the formulas you know). If you know the minor illusion or prestidigitation cantrip, you can change the default appearance, taste and smell of any potion (or poison) when you create it, or incorporate it into food. However, if the victim actively tries to taste the potion (for example, because it is suspicious), the victim can detect its underlying taste with a successful Intelligence (Investigation) check against your spell save DC.



Formulas for brewing potions and poisons are set forth in Appendix I: New Potions and Poisons

FAMILIAR

When you reach 2nd level, you learn the find familiar spell. The spell doesn't count against your number of spells known, but you must use a spell slot to cast this spell. When selecting your familiar, you should consider how other people will react. A black dog or a cat familiar will pass easily; an albatross or fox familiar is likely to cause you to be shunned by right-thinking people; and showing a quasit or shadow familiar may lead to your arrest and/or execution.

Different traditions are associated with specific types of familiars. You are not limited to selecting a familiar with an associated tradition, but you may find it useful to do so.

- Beguiling: Cat, Toad or Viper.
- Death: Bat, Black Mastiff, Raven or Shadow.
- Diabolist: Bat, Black Mastiff, Imp or Quasit.
- Fate: Bat, Owl or Raven.
- Life: Cat, Ferret, Heinzelmännchen or Toad.
- Nature: Albatross, Black Mastiff, Cat, Ferret, Fox, Heinzelmännchen or Toad.
- Sea: Albatross or Sea Snake.
- Veiled: Bat, Cat or Owl.
- Venom: Spider, Toad or Viper.
- Winter: Ferret, Ice Mephit or Owl.

Albatross. Your familiar is a fey spirit that manifests as an albatross. Albatrosses are oceanic large birds, and will usually refuse to serve a witch that isn't near the sea. They are clumsy fliers, and are uneasy in enclosed spaces. You can see and hear through your familiar's senses for up to 1 mile outdoors while flying (instead of 100 feet as normal). If your familiar dies, it can cast a death curse, similar to the witch ability. The death curse is an evil eye spell if you are less than seventh level; a bestow curse spell if you are 7th to 11th level; and a bestow major curse if you are 12th level or above. Most fishermen and sailors are aware of the death curse and will not harm an albatross, especially those that act strangely or seem interested in human affairs.



Bat. Your familiar is a fey or fiendish spirit that manifests as a bat. Bat familiars are nocturnal and often live in enclosed spaces. They are echolocators (60 feet blindsight) but can be unsettled or uncooperative during the day. While your familiar is in darkness, you can see and hear through your familiar's senses for up to 1,000 feet (instead of 100 feet as normal).



Black Mastiff. Your familiar is a fiendish spirit that manifests as a coal-black mastiff related to a yeth hound. Unlike a normal mastiff, your familiar can see invisible and ethereal creatures up to 30 ft. (and you can use these senses when you see and hear through your familiar's senses). Black mastiffs make excellent guards.

Cat. Your familiar is a fey or fiendish spirit that manifests as a cat. Unlike a normal cat, your familiar has darkvision 60 ft. You can also see and hear through your familiar's senses for up to 1,000 feet (instead of 100 feet as normal). Curious and innocuous, cats make excellent urban scouts and spies. Within a week of living in any village (or village-sized district of a town or city), your cat can be assumed to know the habits and activities of its residents. Your cat won't know anything that a resident takes extraordinary efforts to hide, or that would be inaccessible to an ordinary cat, such as the contents of a bank vault or the presence of a disguised assassin. But it would know that a banker regularly meets with a cloaked visitor late at night, or that a courtier has a vial with a strange, alchemical smell.

Ferret. Your familiar is a fey spirit that manifests as a ferret, weasel, polecat or stoat. In addition to making an excellent scout or spy, ferrets are associated with healing. A ferret familiar can use the help action to assist you with Wisdom (Medicine) checks and can detect nonmagical poisons by smell.

Fox. This familiar is only available to nature tradition witches. Your familiar is a fey spirit that manifests as a fox. Fox spirits are more interested in humankind than most fey and often serve as intermediaries. Many fey will be more favorably disposed to you if you have a fox familiar nearby. While your fox familiar is present and visible, you have advantages on ability checks to interact socially with fey creatures. In addition, if your fox familiar is within 30 feet of you, you have advantage on saving throws against being charmed.

Heinzelmannchen aka Brownie. This familiar is only available to life and nature tradition witches. Your familiar is a type of diminutive fey that is helpful in domestic chores, such as cleaning. It also has some minor spellcasting abilities. Statistics for a Heinzelmannchen are found in Appendix J: New Creatures.

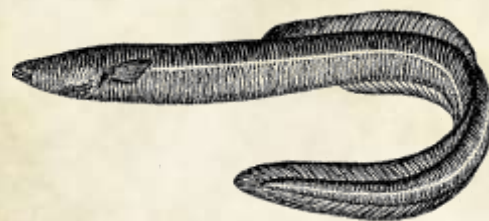
Ice Mephit. This familiar is only available to winter tradition witches. Your familiar is an ice mephit familiar. It obeys all the normal rules for a familiar (including being unable to attack until you have the Familiar Attack ability) and cannot summon other mephits, but is otherwise a normal ice mephit. Statistics for an ice mephit are found in the Monster Manual.

Imp or Quasit. This familiar is only available to diabolist tradition witches. Your familiar is an imp or quasit. It obeys all the normal rules for a familiar (including being unable to attack until you have the Familiar Attack ability), but is otherwise a normal imp or quasit. Statistics for an imp and quasit are found in the Monster Manual.

Owl. Your familiar is a fey spirit that manifests as an owl. Owl familiars are nocturnal, and can be unsettled or uncooperative during the day but have excellent night vision (120 feet darkvision). From dusk until dawn, you can see and hear through your familiar's senses for up to 1 mile outdoors while flying (instead of 100 feet as normal).

Raven. Your familiar is a spirit that manifests as a raven. It tends to be more self-willed than ordinary familiar, and may choose to disobey or ignore your commands. However, your raven familiar has a special insight into the past and future. At least once a month (once a week if you are from the Fate tradition), your familiar will utter some useful, cryptic information about the past or the future that is currently relevant. You don't have any control over the subject of the utterance, and it may be couched in figurative language that you can't decipher. However, the information will always be relevant and accurate.

Sea Snake. Your familiar is a fey or fiendish spirit that manifests as a poisonous sea snake or eel. A sea snake or eel is strictly water-breathing and cannot survive outside salt water. These familiars are often useful to assert your authority over creatures of the sea. While your familiar is present and visible, you have advantages on Intimidate checks against sea creatures. In addition, sea beasts have disadvantage on saving throws against being charmed by you.



Shadow. This familiar is only available to death tradition witches. Your familiar is a shadow. It obeys all the normal rules for a familiar (including being unable to attack until you have the Familiar Attack ability) and cannot spawn new shadows from humanoids it kills, but is otherwise a normal shadow. Statistics for a shadow are found in the Monster Manual.

Spider. Your familiar is a fiendish spirit that manifests as a tiny spider. If your spider assists you in brewing poisons of any kind, those poisons have +1 DC. In addition, your spider familiar can absorb one dose of any poison you prepare, and deliver it in a bite attack.

Toad. Your familiar is a fiendish spirit that manifests as a toad. Toads are traditional familiars for witches that brew potions, employing the secretions of the toad to increase their potency. If your toad assists you in brewing potions of any kind, those potions have +1 DC.

Viper. Your familiar is a fey or fiendish spirit that manifests as a viper. Small and vulnerable, your viper rarely leaves your immediate vicinity. However, if you can trick anyone into looking in your viper's eyes while casting an enchantment spell on them, that person has disadvantage on any saving throw against that enchantment spell.

FAMILIAR ATTACK

Starting at 4th level, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

FAMILIAR SENSE

When you reach 15th level, you can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

TRADITIONS

You choose to follow a particular witchcraft tradition that defines your major interests and methods. While you may dabble in other methods, your tradition gives your practice focus and depth. The following traditions are available: beguiling, death, diabolist, fate, life, nature, sea, veiled, venom, and winter.

TRADITION NOVICE

At 2nd level you learn the rudiments of a witch tradition. Choose a witch's tradition and learn one cantrip and one first level spell from the list of tradition spells for that tradition.

TRADITION INITIATE

At 3rd level you are initiated as a member of your witch's tradition. As a member, you know all listed spells of a level for which you have a slot. If this duplicates a spell you already know from the Witch's Common Spell List, you learn a replacement spell of the same level from the Witch's Common Spell List instead.

Alternatively, you can become a member of a different tradition by spending one month studying its precepts. If you do this, you replace the spells you learned at second level as a novice with different spells of the same level from the new tradition. Once you become a member of a tradition, you cannot switch traditions again.

In addition to learning spells, each tradition grants other special abilities as described below.



BEGUILING TRADITION

The beguiling tradition is the most natural and comfortable of all traditions, drawing upon the deepest instincts of humankind. Rather than direct opposition, you know how to turn strength upon itself. Your words are soft, beguiling and enthralling, and he can never resist. Yours is also the most ancient tradition, emphasizing the essence of female spirit. The temptress and femme fatale Sidonnia von Bork is from your tradition. Your symbols are the red rose, the green viper and the blue veil. Your powers are described below.

Resist Influence

You have advantage on any saving throw against being charmed. This ability is effective only while you are wearing your shawl.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *charm person* or *suggestion*, the duration changes to 24 hours; if cast using a spell slot two higher than the minimum, the duration changes to 10 days. If you cast *dream* and choose the damaging message, the target takes 5d6 psychic damage (instead of 3d6). If you cast *sending*, the message can be up to 50 words (instead of 25).

Alter Memories

At 10th level, you gain the ability to make a creature unaware of your magical influence on it. When you cast an enchantment spell to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed.

Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your witch spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

This ability is effective only while you are wielding your stick.

Sanctuary from Like Kind

At 12th level, humanoid of your own race are reluctant to attack you. In order for such humanoids to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the humanoid must choose a different target, or the attack automatically misses. A humanoid will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies, or you overtly aid others who have taken hostile action against it or its allies. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron subtly affects the minds of nearby humanoids. All humanoids of CR 2 or lower who regularly reside within 6 miles of your cauldron are considered to be charmed by you. If a humanoid approaches within 500 feet of your cauldron with hostile intent, they must make a Wisdom saving throw against your witch spell save DC. On a failed save, the humanoid is confused (with the same effects as the *confusion* spell). An affected target can make another Wisdom saving throw at the end of each of its turns. Once a creature succeeds on a saving throw, it will be immune against this effect for 24 hours.

Free From Influence

Starting at 14th level, you are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your witch spell save DC or be charmed by you for 1 minute or until the creature takes any damage. This ability is effective only while you are wearing your shawl.



Master of Men

At 20th level, your influence over humanoids grows. While humanoids are charmed by you, you can take a bonus action on your turn to verbally command what one humanoid will do on its next turn. This ability is effective only while you are wielding your stick.

BEGUILING TRADITION WITCH SPELL LIST

If you are from the Beguiling Tradition, you know all listed spells of a level for which you have a slot.

Spell	
Level	Spells
cantrip	friends, vicious mockery
1st	charm person, dissonant whispers, evil eye*, invisibility to humanoids*
2nd	detect thoughts, enthrall, excite emotions*, suggestion
3rd	fear, hypnotic pattern, tongues
4th	compulsion, confusion, phantasmal killer**
5th	dominate person, dream, mass suggestion, modify memory
6th	eyebite
7th	(none)
8th	glibness
9th	weird**



DEATH TRADITION

Your methods deal with the most fundamental issue of all: death and what comes after. You learn how to manipulate necromantic energies, allowing you to animate and control the undead, as well as sucking the life from the living. It may not be pretty, but it is powerful. Geisterbeschwörer Volkert hailed from your tradition; Orddu was famous for drawing the dead from her black cauldron; and it is rumored that Herzog Strad von Zarov travelled your path also. Your time is midnight, your colors are black and silver, and you can identify fellow practitioners with the symbols of the full moon or skulls.



Undead Thralls

Whenever you create an undead using a necromancy spell, the creature's hit point maximum is increased by an amount equal to your witch level, and the creature adds your proficiency bonus to its weapon damage rolls. This only affects undead created while you are using your stick.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *animate dead* or *create undead*, the spell creates or allows control over twice as many undead. If you cast *contact spirit of the dead*, you have advantage on the saving throw. If you cast *speak with dead*, the corpse answers ten questions (instead of five).

Sense Undeath

At 10th level, you automatically become aware of the presence of undead within 60 feet of you, as well as the approximate CR (within 4) of the highest CR undead within 60 feet. This awareness is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. This ability is effective only while you are wielding your stick.

Sanctuary from Undead

At 12th level, undead creatures are reluctant to attack you. In order for an undead to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the undead creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies, or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any undead you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron creates a twisted, barren landscape of death and decay. Within 1 mile, creatures cannot heal during a short or long rest, without your permission. Moreover, within 1 mile, all creatures except you have disadvantage on any saving throw to avoid adding levels of exhaustion. At your choice, any creature killed within 1 mile of your cauldron rises as a shadow. Finally, a permanent *wall of bones* (as the spell) grows where you designate within 1,000 feet of your cauldron.

Conjure The Dance Macabre

At 20th level, you gain the ability to conjure the Danse Macabre (also known as the Totentanz). The Danse Macabre is a group of undead spirits that infect all that see or hear them to join in a wild dance that eventually results in their death. You can specify a location for the Danse Macabre to appear within 1 mile of your familiar. The Danse Macabre can be called only at midnight on the night of a full moon, and it lasts until sunrise. To conjure the Danse Macabre, you need to use your cauldron as a focus, spend an hour and expend a 9th level spell slot.



DEATH TRADITION WITCH SPELL LIST

If you are from the Death Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	chill touch, hopelessness*, spare the dying
1st	evil eye*, ray of fatigue*, ray of sickness, sleep
2nd	contamination*, feign death, flesh mask*, ray of enfeeblement
3rd	animate dead, fear, speak with dead, spirit guardians
4th	blight, contact spirit of the dead*, death ward
5th	antilife shell, contagion
6th	create undead, harm, wall of bones*
7th	finger of death
8th	dominate undead*
9th	power word kill



DIABOLIST TRADITION

You have learned how to wrest power from fiends to corrupt and destroy your enemies. It is a risky path, but only those that take risks can achieve the ultimate reward. Your tradition flourishes in the halls of learning and power, where rivals compete for any advantage. Your tradition is mortal enemies with the Church, so you have also learned minor illusions to hide your activities. This tradition is most common among Southrons and Mittlanders. It's also favored by dabblers who need just a little help to steal that ring, seduce that woman, or ruin that rival. Some say that Doctor Johann Faust was a Diabolist posing as a Hexenmeister. You have a blemish hidden on your body, where your familiar suckles blood for sustenance. The hidden symbol of your tradition is a pentagram, but openly showing that symbol is too dangerous, so you most often use a key when the symbol must be shown in public.



Language of Fiends

You learn your choice of the Abyssal or Infernal language.

Hidden Activities

You can use Minor Illusion to create a false aura hiding any magic aura on you, your familiar, or any items that you have possessed for at least 24 hours.

Lesser Fiend's Name

At 6th level, you learn the true name of one shadow demon or bearded devil (or, with your DM's permission, another fiend of similar power), who will usually respond to you when you cast lesser fiendish ally. However, knowledge of its true name does not grant you any intrinsic power over the fiend, and does not ensure its cooperation.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *contact other plane*, you have advantage on the saving throw. If you cast *hallow*, *forbiddance*, *gate*, *magic circle*, *planar binding* or *warding*, the material component costs are halved.

Fiend's Name

At 10th level, you learn the true name of one glabrezu demon or chain devil (or, with your DM's permission, another fiend of similar power), who will usually respond to you when you cast planar ally. However, knowledge of its true name does not grant you any intrinsic power over the fiend, does not ensure its cooperation, and if it doesn't like the terms you offer, it is fully capable of betraying you.

Sanctuary from Fiends

At 12th level, fiendish creatures are reluctant to attack you. In order for a fiend to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the fiend must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any fiendish creature you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron creates one of two effects, which you choose at the time you create or switch your cauldron. It can make a parched, blasted landscape filled with the stench of brimstone. Within 1 mile, the boundary between the material and lower planes thins. Occasionally, the boundary thins so much that fiends come through. Because of these effects, ordinary



creatures avoid the area and only hardy plants survive. Finally, a permanent *wall of fire* (as the spell) burns where you designate within 1,000 feet of your cauldron.

Alternatively, your cauldron can create no obvious effect. Instead, any attempt to detect a Minor Illusion spell you cast (including to create a false aura as described above) within 1 mile of your cauldron is done at disadvantage.

Greater Fiend's Name

At 14th level, you learn the true name of one demon or devil with a CR of 16 or less, who will usually respond to you when you cast planar ally. However, knowledge of its true name does not grant you any intrinsic power over the fiend, does not ensure its cooperation, and if you are unable to come to terms with this fiend, it is exceptionally dangerous.

Master of Fiends

At 20th level, your influence over fiends grows. While fiends are charmed by you, you can take a bonus action on your turn to verbally command what one fiend will do on its next turn. This ability is effective only while you are wielding your stick.

Archfiend's Name

At 20th level, you learn the true name of one demon lord or archdevil. This can assist you in summoning the fiend via planar ally, gate or other means. However, knowledge of its true name does not grant you any intrinsic power over the fiend, and does not ensure its cooperation. Needless to say, this fiend is so dangerous that you can only summon it only at peril to your mortal soul.

DIABOLIST TRADITION WITCH SPELL LIST

If you are from the Diabolist Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	control flames*, guidance, minor illusion, produce flame
1st	detect evil and good, disguise self, illusory writing, protection from evil and good
2nd	crown of madness, invisibility, scorching ray
3rd	lesser fiendish ally*, magic circle, nondetection, spirit guardians
4th	banishment, wall of fire, warding
5th	contact other plane, dispel evil and good, hallow, planar binding
6th	planar ally, forbiddance
7th	plane shift, divine word
8th	incendiary cloud
9th	gate



FATE TRADITION

Only by understanding one's destiny, whether of the present, the past or the future, can you achieve enlightenment and the ability to slip from the fate that controls the lives of other mortals. More than any other tradition, you understand the power of language, both spoken and written, to bind and to curse. Your tradition also deals with boundaries, both in space and time. The three wayward sisters who prophesized the rise and fall of Feldherren Macbet followed your tradition. The fate tradition is especially popular with Nords and trolls, and more with males than other traditions. Your time is dusk, and your symbol is runes carved upon stone.



Twist Fate

You can manipulate fate to your benefit. When you finish a long rest, roll two d20s and record the numbers rolled. Thereafter, if you are holding your stick, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Starting at 10th level, you can roll three d20s to manipulate fate instead of two. At 20th level, you can roll four d20s to manipulate fate, and, if you wish, you can replace one roll with a 1 result, and one roll with a 20 result.

Obscuring Fog

At 6th level, you are constantly surrounded by a 20-foot-radius sphere of fog centered on you. This fog lightly obscures everything within it, but does not affect your vision. You can suppress this effect at will, but if you lose consciousness, the sphere will spring back into being.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *contact other plane*, you have advantage on the saving throw. If you cast *heroes' feast* or *legend lore*, the material component costs are halved. If you cast *scrying*, the scrying target makes its saving throw at disadvantage.

Step Between Worlds

Starting at 10th level, while your obscuring fog is active, you can use your bonus action and a spell slot of at least 1st level to teleport up to 60 feet to an unoccupied space, or a spell slot of at least 3rd level to teleport up to 1,000 feet. In areas where the boundaries between planes are thin, you can do so without spending a spell slot. You can bring along objects as long as their weight doesn't exceed what you can carry. You can bring along your familiar, but no other creatures.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron creates a strange, misty landscape in a 1 mile radius around it. Within this area, the boundary between the planes thins, and strange shapes and noises fill the area. Occasionally, the boundary thins so much that extraplanar creatures come through. Because of these effects, ordinary creatures avoid the area and only hardy plants survive. Finally, a permanent *guards and wards* spell centers on your cauldron.



FATE TRADITION WITCH SPELL LIST

If you are from the Fate Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	guidance, hopelessness*, vicious mockery
1st	bane, bless, evil eye*
2nd	aid, augury, locate object, object history*
3rd	bestow curse**, clairvoyance, glyph of warding, remove curse**
4th	banishment, divination, locate creature
5th	bestow community curse*, bestow major curse**, contact other plane, geas, legend lore, oathbinding*
6th	planar ally, true seeing
7th	symbol
8th	maze
9th	foresight



LIFE TRADITION

Your practice is to succor the needy, to give life and growth, even for the humble. You are often found among commoners, patiently easing pain and sustaining life while the rest of the world rushes by. You excel at medicines, and at poisons. The life tradition is found among all people, but especially Geatlings and trolls. Life tradition witches have, at best, an uneasy relationship with the Church, seeing as how you both compete for hearts and minds. But while the Church tries to impose its ideology from on high, you prefer to let your wisdom blossom from below. Your season is spring and your time is the dawn. Your symbol is the white pond lily, alone or on a lilypad, and sometimes a mortar and pestle.

Tradition of Care

Your healing spells are more effective than others. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level. This only affects healing spells cast using your stick as a focus.

Body of Health

At 6th level, your life force strengthens. You gain proficiency in Constitution saving throws and you are resistant to necromantic and poison damage.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *purify food and drink* or *create food and drink*, it affects or creates twice as much food and drink. If you cast *raise dead*, *resurrection* or *heroes' feast*, the material component costs are halved.

Body of Purity

At 10th level, your life force is so powerful that your body purges unnatural elements. You become immune to diseases, poisons, toxins and necromantic and poison damage.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron subtly accelerates healing and growth. Within 1 mile, plants are more lush and productive, and living creatures are more healthy than normal. Moreover, all creatures have advantage on any saving throw to avoid natural, non-magical toxins such as impure water or decomposing flesh. During a short or long rest, hit points regained by spending hit dice are doubled.

Body of Perfection

At 20th level, your life force is so strong that age and infirmity have no hold on you. Your body slowly reverts to the form you had at the prime of your life. You are immune to effects that age you magically. You will still die of old age, but you age only one year for every ten years that pass.

LIFE TRADITION WITCH SPELL LIST

If you are from the Life Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	healer's charm*, sacred flame, soothe fear and pain*, spare the dying
1st	cure wounds, detect poison and disease, purify food and drink
2nd	gentle repose, lesser restoration, protection from poison
3rd	create food and water, mass healing word, revivify
4th	aura of life, aura of purity, death ward
5th	greater restoration, mass cure wounds, raise dead
6th	heal, heroes' feast
7th	regenerate, resurrection
8th	(none)
9th	true resurrection



NATURE TRADITION

Your methods allow you to integrate with the wild forces of nature: the land, the air, the plants, the beasts and the fairies. Your tradition is the most solitary, making your home deep in the woods, but your woodland friends ensure you are not lonely. You are perhaps closer to understanding fairies than any other humankind. Only your tradition knows the joy of the wind beneath your wings, the stream running through your gills, and the trail beneath your paws. Your tradition is more intuitive than others, and less likely to congregate and share methods. Baba Yaga, grandmother witch herself, hails from your tradition. Your season is summer. You rarely need symbols, but when you do you are likely to choose elements from those most fey of animals: the fox's fur and the swan's feather.



Wild Shape

You can use your action and expend a witch spell slot of 1st level or higher to wild shape into a tiny beast that with CR lower than 1. If you use a witch spell slot of 2nd level or higher, you can wild shape into a small beast of CR 1 or lower, and if you use a witch spell slot of 3rd level or higher, you can wild shape into a swarm of tiny beasts of CR 1 or lower. Unlike the druid ability, there is no limitation on your flying or swimming speed. You can revert back to your normal form by using your action. Otherwise, this feature functions like the druid wild shape feature. You must use your stick to wild shape.

Nature's Stride

You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell. You must be holding your stick to benefit from this ability.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *conjure animals*, *conjure woodland beings* or *conjure fey*, the duration changes to 24 hours; if cast using a spell slot two higher than the minimum, the duration changes to 10 days.

Expanded Wild Shape

At 10th level, you have access to additional wild shape forms. You can transform into a beast of no larger than Large size, and with a CR no greater than one-third your witch level, rounded down. Doing so requires expending a spell slot equal to the CR of the beast plus 1. Otherwise, this feature functions like the druid wild shape feature. You must use your stick to wild shape.

Nature's Sanctuary

At 12th level, creatures of the natural world are reluctant to attack you. In order for a beast or plant creature to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any creature you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron makes the environment wilder and lusher. Within 6 miles of your cauldron, heavy undergrowth makes travel difficult, and is treated as difficult terrain. In addition, all beasts of CR 2 or less who regularly reside within this area are considered to be charmed by you. They can serve as your spies and servants, and will warn of you of the approach of any obviously hostile creatures. Finally, a permanent *wall of thorns* (as the spell) grows where you designate within 1,000 feet of your cauldron.



Master of Natural Creatures

At 20th level, your influence over natural creatures grows. While beast and plant creatures are charmed by you, you can take a bonus action on your turn to verbally command what one will do on its next turn. This ability is effective only while you are wielding your stick.

Call The Wild Hunt

At 20th level, you gain the ability to call the Wild Hunt (also known as the Wilde Jagd or the Herlathing). The Wild Hunt is a fey hunting party led by the Horned Man that can destroy your enemies. You can specify a target (creature or place) for the Wild Hunt, but once summoned, it may also hunt others. The Wild Hunt can be called only at sunset on an equinox or solstice, and will hunt until sunrise. To call the Wild Hunt, you need to use your cauldron as a focus, spend an hour and expend a 9th level spell slot.

NATURE TRADITION WITCH SPELL LIST

If you are from the Nature Tradition, you know all listed spells of a level for which you have a slot.

Spell	
Level	Spells
cantrip	druidcraft, poison spray, thorn whip
1st	animal friendship, beast bond*, entangle, speak with animals
2nd	animal messenger, animal wildness*, locate animals or plants, pass without trace
3rd	conjure animals, meld into stone, speak with plants
4th	conjure woodland beings, control water, dominate beast
5th	commune with nature, insect plague, tree stride
6th	conjure fey, wall of thorns
7th	fire storm
8th	control weather, earthquake, tsunami
9th	extend season*



SEA TRADITION

You are close to the seas and the weather. At the beginning of your career, you are usually be found among fisherfolk and sailors, but with more power, you inevitably retreat to an undersea lair. Like the weather, you can be helpful or predatory, as the mood takes you; you have a definitely lean towards chaos. Your tradition is associated with boundaries: seas versus land, and civilization versus raw nature. Morghana des Meeres is from your tradition. Your season is fall, when storms sweep the seas. Your symbol is a seashell, often inset with a pearl.

Water And Winds

You gain a swimming speed equal to your walking speed. In addition, you have advantage on any saving throws to resist wind-based effects such as gust of wind.

Storm's Child

When using your stick as an arcane focus, you add +1 to the damage roll of any spell you cast that does lightning damage. However, any attack you make that deals fire damage is done at disadvantage, and creatures have advantage to make saving throws against spells you cast that deal fire damage.

Water And Winds

At 6th level, you are amphibious. You can breathe air and water equally well. This ability functions only when you are wearing your shawl.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *conjure sea animals* or *conjure creatures of the deep*, the duration changes to 24 hours; if cast using a spell slot two higher than the minimum, the duration changes to 10 days. If you cast *control weather*, you can change the precipitation and wind weather condition by two stages (instead of just one), but the temperature can still only be changed by one stage.

Freedom Of The Seas

Starting at 10th level, while you are completely submerged in the sea, you benefit from a continuous *freedom of movement* effect (as the spell). You are unaffected by difficult terrain (including currents and whirlpools), and spells and other magical effects can neither reduce your swim speed or cause you to be paralyzed or restrained. You can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Also, being underwater imposes no penalties on your movement or attacks. This ability functions only when you are wearing your shawl.

Freedom Of The Winds

Starting at 10th level, the winds support you while using your stick's flying ability. Instead of straddling your stick, you can simply hold onto your stick to fly at half your walking speed with perfect maneuverability and without any danger of falling off. However, while flying in this manner, strong winds deafen you (and any other creatures in your space).

Sea's Sanctuary

At 12th level, sea creatures are reluctant to attack you. In order for a sea beast to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any creature you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron makes the weather heavier nearby. Permanent storms brood in the skies above your cauldron, with rumbling thunder and occasional



lightning strikes. Within 6 miles of your cauldron, unpredictable winds, marshy terrain, contrary currents and choppy waves makes travel difficult (treat it as difficult terrain). Permanent storms brood in the skies above your cauldron. In addition, all sea beasts of CR 2 or less who regularly reside within this area are considered to be charmed by you. They can serve as your spies and servants, and will warn of you of the approach of any obviously hostile creatures. Finally, up to three *maelstroms* (as the spell from Elemental Evil Player's Companion) appear in bodies of water where you designate within 1,000 feet of your cauldron. Your cauldron has these effects only if it is no more than 1 mile from the sea.

Master of Sea Creatures

At 20th level, your influence over sea creatures grows. While sea beasts are charmed by you, you can take a bonus action on your turn to verbally command what one will do on its next turn. This ability is effective only while you are wielding your stick.

Call Hurricane

At 20th level, you gain the ability to call a hurricane. You specify any coastal location within 100 miles of you, which will be subject to hurricane storms for up to 3 days. Wind, rain and flooding will make the terrain difficult, and damage structures. You can only call a hurricane during the stormy season, and not more than once per year. To call a hurricane, you need to use your cauldron as a focus, spend an hour and expend a 9th level spell slot.

SEA TRADITION WITCH SPELL LIST

If you are from the Sea Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	gust*, shape water*, shocking grasp
1st	call fish*, create or destroy water, fog cloud, predict weather*, thunderwave
2nd	gust of wind, secure ship*, warding wind*
3rd	call lightning, conjure sea animals*, fly, tidal wave*, water breathing, wind wall
4th	control water, retrieve object from the deeps*, storm sphere*
5th	commune with seas*, conjure creatures of the deep*, control winds*, maelstrom*
6th	chain lightning, wind walk
7th	cloudship*, whirlwind*
8th	control weather, tsunami
9th	storm of vengeance



VEILED TRADITION

You are a master of misdirection, using your enemies' preconceived notions against them. You can dazzle and confuse. But ultimately, your power is drawn from the Shadowfell, and fear and madness lace your illusions. Your color is slate gray and your symbol is a black pearl.

Improved Minor Illusion

When you cast minor illusion, you can create both a sound and an image with a single casting of the spell.

Shadow Illusions

Because your illusions draw directly from the Shadowfell, when you cast minor illusion, silent image, major image, seeming, programmed illusion or mirage arcana, the spell save DC is +1 if the illusion is a decayed, shadowy or desaturated version of reality.

Darkvision

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

Subtle Casting

Starting at 6th level, you can choose to forego somatic and verbal spell components by using a bonus action (you still must use whatever action is required to cast the spell). This ability is effective only while you are wearing your shawl.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *phantom steed*, the duration changes to 8 hours. If you cast *conjure yeth hound* or *shadow ally*, twice as many yeth hounds or shadow demons appear. If you cast *dream* and choose the damaging message, the target takes 5d6 psychic damage (instead of 3d6). If you cast *programmed illusion*, the scripted performance can last up to 20 minutes (instead of only 5 minutes).

Vanish into Shadows

Starting at 10th level, when you are in an area of dim light or darkness, you can take the Hide action as a bonus action. This ability is effective only while you are wearing your shawl.

Improved Illusions

Starting at 10th level, when you cast an illusion that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion. This ability is effective only while you use your stick as an arcane focus.

Fearless

Starting at 12th level, you are immune to being frightened. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron subtly dims light and deepens shadows nearby. Any saving throw against frightening or fear effects made within 3 miles of your cauldron are made at disadvantage. Within 1 mile, the boundary between the material plane and the shadowfell thins. Occasionally, the boundary thins so much that shadow demons and other shadow creatures come through. Finally, you can place up to three permanent *darkness* areas (as the spell) within 1,000 feet of your cauldron.



Master of the Shadowfell

At 20th level, your influence over shadowfell creatures grows. While shadowfell creatures are charmed by you, you can take a bonus action on your turn to verbally command what one will do on its next turn. This ability is effective only while you are wielding your stick.

VEILED TRADITION WITCH SPELL LIST

If you are from the Shadow Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	deepen shadows*, hopelessness*, minor illusion
1st	dissonant whispers, fright*, silent image
2nd	darkness, invisibility, phantasmal force, silence
3rd	conjure yeth hound*, fear, major image, phantasmal stalker*, phantom steed, phantasmal trap*
4th	greater invisibility, hallucinatory terrain, phantasmal killer**, shadow ally*, shadow step*
5th	dream, mislead, seeming
6th	programmed illusion, psychosis*
7th	mirage arcana
8th	fantastic vision*, feeblemind
9th	weird**



VENOM TRADITION

By inclination or happenstance, you have sought the secrets of poison. This has led you to the most perfect poisoner: the spider. Your pharmacopeia is the widest, and you know just the right potion to get what you want. The elite may disapprove, but you know that poison is the weapon of the weak against the powerful. Your time is midnight and your color is blood-red.

Poisoner

When using your stick as an arcane focus, you add +1 to the damage roll of any spell you cast that does poison damage.

Poison Expert

You have expertise in using a poisoner's kit, i.e. your proficiency bonus is doubled for ability checks using a poisoner's kit, including to prepare poisons from incapacitated or dead creatures.

Inured to Poison

At 6th level, you become inured to poison. You have resistance to poison damage.

Web Crawler

At 6th level, you can ignore movement restrictions caused by webbing, and you can sense the exact location of any other creature in contact with the same web. This ability only functions while you are wielding your stick.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *giant insect*, the duration changes to 8 hours and concentration is unnecessary. If you cast *etherealness*, the duration changes to 24 hours.

Improved Poisoner

At 10th level, instead of adding +1 to the damage roll of any spell you cast that does poison damage using your stick as a focus, you add your Wisdom modifier.

Poison Immunity

At 10th level, you are so often exposed to poisons that you become immune to poison damage.

Sanctuary From Spiders

At 12th level, spiders are reluctant to attack you. In order for a spider (including a giant spider, giant wolf spider, phase spider or swarm of spiders, as well as an ettercap or an aranea) to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any creature you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, spiders of all kinds occupy the area within 1 mile of your cauldron, including giant spiders, giant wolf spiders and phase spiders. Cobwebs fill many enclosed or protected spells. All spiders of CR 4 or less who regularly reside within this area are considered to be charmed by you. They can serve as your spies and servants, and will warn of you of the approach of any obviously hostile creatures. Finally, a permanent *wall of webs* (as the spell) grows where you designate within 1,000 feet of your cauldron (this is usually formed into a permanent burrow).

Spider Assassin

At 20th level, you can send an ethereal assassin spider to murder a target you designate. The spider will travel ethereally to the target, then wait for it to sleep. Once the target is asleep, the assassin spider will shift to the material plane. It must then wait 1 minute before biting the target. When the target is bit, it must make a DC 24 Constitution saving throw or take 88 (16d10) poison damage and become unconscious and paralyzed, and the target must make another saving throw one minute later. If the first



saving throw succeeds, the target only takes half damage, does not need to make any additional saving throws, and wakes. However, if the first saving throw is failed, the paralyzed condition will continue until the target is subject to an ability that removes paralysis. The assassin spider will be blocked if the victim is protected against ethereal movement, and it cannot affect targets that are immune to poison damage. You can only send an assassin spider once per year, and only on the night of a new moon.

VENOM TRADITION WITCH SPELL LIST

If you are from the Venom Tradition, you know all listed spells of a level for which you have a slot.

Spell	
Level	Spells
cantrip	poison needle*, poison spray, true strike
1st	detect poison and disease, longstrider, ray of sickness
2nd	hold person, inflict pain*, protection from poison, spider climb, web
3rd	blink, stinking cloud
4th	giant insect, wall of webs*
5th	cloudkill, insect plague
6th	steal organ
7th	etherealness
8th	spider carpet*
9th	(none)



WINTER TRADITION

Your tradition is the void before life, before warmth, before matter, before movement itself. Your tradition is the most direct and powerful, slowing and sapping your enemies. You tend to be relentless and intelligent, but completely unemotional. Your tradition is not just about destruction, advanced practitioners can create a perfect, cold simulacrum of matter, and even life itself, drawn from the void. Of course Nords are drawn your tradition, but just as often isolated people in high snowy valleys. Your season is winter, and your color is white.

Winter's Chill

When using your stick as an arcane focus, you add +1 to the damage roll of any spell you cast that does cold damage. However, any attack you make that deals fire damage is done at disadvantage, and creatures have advantage to make saving throws against spells you cast that deal fire damage.

Ice Glide

While holding your stick, you can glide on ice and snow. You can move 10 feet on ice or snow by spending 5 feet of movement, and can ignore movement penalties from difficult terrain caused by ice or snow.

Inured to Cold

At 6th level, you become inured to cold. You have resistance to cold damage.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *conjure ice elemental*, the duration changes to 24 hours; if cast using a spell slot two higher than the minimum, the duration changes to 10 days. If you cast *control weather*, you can change the temperature by two stages (instead of just one), but only colder. If you cast *simulacrum*, your duplicate starts with full hit points of the creature it duplicates (instead of half). If you cast *snow fabrication*, you can fabricate a Huge sized object (instead of Large), i.e. a 15-foot cube of 27 5-foot cubes.

Improved Chill

At 10th level, instead of adding +1 to the damage roll of any spell you cast that does cold damage using your stick as a focus, you add your Wisdom modifier.

Cold Immunity

At 10th level, you are so exposed to cold that you become immune to cold damage.

Sharp Ice

At 10th level, you can modify any cold spell that you cast using your stick as an arcane focus to create sharp ice crystals. Half of any cold damage is converted into piercing damage.

Winter's Sanctuary

At 12th level, ice elementals and arctic beasts are reluctant to attack you. In order for an ice elemental or arctic beast to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any creature you summon. This ability is effective only while you are wearing your shawl.



Vessel of Influence

At 14th level, after being in place for one year, your cauldron cools the natural environment around it. Within 6 miles of your cauldron, the temperature is made up to two stages colder (as described in the *control weather* spell). If the temperature is cold or arctic cold, snow makes difficult terrain, and if the temperature is arctic cold, creatures will be subjected to extreme cold, as described in the *Dungeon Master's Guide*. Finally, a permanent *wall of ice* (as the spell) forms where you designate within 1,000 feet of your cauldron.

Master of Ice Elementals

At 20th level, your influence over ice elementals grows. While ice elementals are charmed by you, you can take a bonus action on your turn to verbally command what one will do on its next turn. This ability is effective only while you are wielding your stick.

Call Polar Blizzard

At 20th level, you gain the ability to call a polar blizzard. You specify any location within 100 miles of you, which will be subject to unnatural cold, driving hail and extreme heavy snow for up to 10 days. Snow and ice will make the terrain difficult, and the hail can be hard enough to kill or injure creatures and damage structures. You can only call a polar blizzard during the winter, and not more than once per winter season. To call a polar blizzard, you need to use your cauldron as a focus, spend an hour and expend a 9th level spell slot.

WINTER TRADITION WITCH SPELL LIST

If you are from the Winter Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level

Spells

cantrip	ray of frost, water to ice*
1st	fog cloud, ice knife*, sleep
2nd	hold person, ice slick*
3rd	slow, sleet storm
4th	ice storm, snow fabrication*
5th	cone of cold, conjure ice elemental, hold monster
6th	otiluke's freezing sphere, wall of ice, flesh to stone
7th	simulacrum
8th	control weather
9th	storm of vengeance



APPENDIX H: NEW SPELLS

New Bard Spells

Spell Level	Spells
cantrip	animate rope*, healer's charm*, mirror*, soothe fear and pain*
1st	secure home*
2nd	excite emotions*, secure ship*, warding wind*
3rd	bestow curse**
4th	(none)
5th	bestow community curse*, bestow major curse*, oathbinding*
6th	(none)
7th	cloudship*
8th	(none)
9th	(none)

New Cleric Spells

Spell Level	Spells
cantrip	amanuensis*, healer's charm*, predict weather*, soothe fear and pain*, word of censure*
1st	secure home*
2nd	inflict pain*, object history*, secure ship*
3rd	bestow curse**, remove curse**
4th	contact patron saint*, warding*
5th	bestow community curse*, bestow major curse*, oathbinding*
6th	mark of apostasy*
7th	(none)
8th	(none)
9th	(none)

New Ranger Spells

Spell Level	Spells
1st	absorb elements*, predict weather*, punji trap*, secure home*
2nd	animal wildness*, beast bond*, snare trap*
3rd	flame arrows*, nature's veil*, bolt trap*
4th	soporific trap*
5th	(none)

New Warlock Spells

Spell Level	Spells
cantrip	(none)
1st	evil eye*
2nd	inflict pain*
3rd	(none)
4th	(none)
5th	immolation*
6th	(none)
7th	(none)
8th	(none)
9th	(none)

New Wizard Spells

Spell Level	Spells
cantrip	absorb elements*, amanuensis*, animate rope*, control flames*, green-flame blade*, gust*, magic glue*, mirror*, oilskin*, shape water*
1st	ice knife*, secure home*
2nd	ice slick*, inflict pain*, excite emotions*, object history*, secure ship*
3rd	bestow curse**, flame arrows*, flesh mask*, phantasmal trap*, remove curse**
4th	warding*
5th	bestow community curse*, bestow major curse*, control winds*, immolation*, oathbinding*
6th	wall of bones*
7th	cloudship*, whirlwind*
8th	fantastic vision*, dominate undead*
9th	(none)

New Paladin Spells

Spell Level	Spells
1st	warded duel*
2nd	(none)
3rd	remove curse**
4th	(none)
5th	(none)

Absorb Elements

1st-level abjuration

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

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

[This spell is reprinted from the Elemental Evil Player's Companion.]

Animal Wildness

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 24 hours

Choose a single beast or bestial monstrosity within range that can see and hear you. It loses any training or domestication, reverting to its ancestral, instinctive nature. Thus, a dog act will act like a wolf, a horse will be unbroken and refuse riders, a hunting falcon will fly away, a griffon will forget its training. This spell will cancel an ongoing animal friendship, animal messenger or speak with animals spells.

Only beasts and monstrosities with beast-like intelligence (i.e. Intelligence 1 or 2) are affected by this spell, and the creature will resume its domestication or training after 24 hours. This spell does not affect familiars (which are actually spirits that manifest as animals), awakened animals or paladin's steeds (too intelligent). The spell will affect a ranger's animal companion and similar strongly-bonded creatures, but the companion can make a Will saving throw, using either its saving throw or its master's score; and if the saving throw succeeds, then the spell has no effect.

Amanuensis

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You cause writing from one source (such as a book, scroll or ledger) into a blank book, paper, or other writing surface. The spell copies 250 words per minute and creates a perfect duplicate of the original. The spell will also copy line drawings, diagrams, simple maps and other simple illustrations, but without any artistry.

Only nonmagical writings are copied. Any magic writings are rendered as gibberish. The spell will trigger any writing-based magical traps in the material being copied.

Animate Rope

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

Components: S, M (a length of rope)

Duration: 1 minute

You animate an ordinary piece of hemp, silk or similar rope up to 50 feet long. You can command the rope to coil, loop, tie itself, etc. The rope can climb surfaces as if it had a climb speed but it cannot support itself in midair. If you need to make a Strength or Dexterity check using the rope (for example, to lift someone out of a pit or to throw the rope to someone), you have advantage on the check.

Also, you can use the rope to make a melee spell attack against a target within half the length of the rope. If the attack succeeds you can lash the target for 1d4 bludgeoning damage or restrain the target. A restrained target can escape by making a DC 10 Athletics or Acrobatics check, or by severing the rope by dealing slashing damage (a typical rope is severed by dealing 5 hit points of damage).

If the rope is severed or broken, the spell ends.

When you reach 5th level, you can cast the spell on a rope of 100 foot length, or you can cast the spell on a 20 foot length of light chain (which does 1d8 bludgeoning damage and has a DC 12 check to escape). At 11th level, you can cast the spell on a 150 foot rope, a 30 foot light chain or a 10 foot heavy chain (which does 1d12 bludgeoning damage and has a DC 14 to escape). At 17th level, you can cast the spell on a 200 foot rope, a 50 foot light chain or a 30 foot heavy chain.



Beast Bond

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of fur wrapped in a cloth)

Duration: Concentration, up to 10 minutes

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

[This spell is reprinted from the Elemental Evil Player's Companion.]

Bestow Community Curse

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Permanent until removed

You speak aloud a curse on a community of no more than 500 susceptible creatures (see below). A community can be geographic (e.g. the village of Gruncomt), familial (e.g. the descendants of Comte Zarren), or by association (e.g. the Eidelburg stonemason's guild). Creatures without natural, pre-existing relationships don't constitute a community (e.g. the patrons of this tavern). If you specify a community with more than 500 members, the spell fails.

The curse must be made in the presence of at least 7 members of the community, including at least one prominent leader that can see you and hear you. The leader with the highest saving throw (not necessarily the one which witnessed the curse) makes a Wisdom saving throw on behalf of the entire community. If it fails, then beginning on the next dawn and continuing until the curse is removed, the targeted community is subject to one of the following effects (chosen by you at the time the spell is cast):

- The community is plagued by rats or other vermin.
- Crops fail, tools break, raw materials become unsuitable and the material basis of the community erodes.

- Visitors dwindle and bypass the community as it fades from the memory of the wider world.
- Members who die rise as zombies or other undead.
- No children are born to community members.
- An effect of similar power that is appropriate for the target and approved by the DM.

At the time the spell is cast, the caster must announce an appropriate condition that will allow the curse to be broken. In addition, a *remove curse* spell ends it as described in the *remove curse* spell, but this spell cannot be dispelled.

In order to be susceptible to a curse, the creatures who constitute the community must be capable of understanding the curse and be mortal, i.e. have a soul. Thus, a creature that is unintelligent, cannot hear, or cannot understand the language in which the curse is pronounced, is not susceptible. Undead, most constructs, and some aberrations, plants, and monstrosities are not mortal. Extraplanar creatures such as celestials, elementals and fiends are considered mortal only on their home plane.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, it can affect larger communities: 1,000 at 6th level; 5,000 at 7th level; 25,000 at 8th level; and 100,000 at 9th level. In addition, the curse will become more difficult to remove, but there is no difference in the effect of the curse.

Bestow Curse

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Permanent until removed

You speak aloud a curse on one susceptible creature (see below) of your choice within 60 feet of you that can see you and hear you. That creature must make on a Wisdom saving throw. If it fails, then beginning on the next dawn and continuing until the curse is removed, the target is subject to one of the following effects (chosen by you at the time the spell is cast):

- Choose one ability score. The target has disadvantage on ability checks and saving throws made with that ability score.
- The target has disadvantage on attack rolls against you.



- The target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- Your attacks and spells deal an extra 1d8 necrotic damage to the target.
- The target cannot regain hit points by any means other than natural healing, and natural healing recovers only half as many hit points as it otherwise would.
- The target falls in love with the next gender-and-species appropriate person it sees.
- An effect of similar power that is appropriate for the target and approved by the DM.

At the time the spell is cast, the caster must announce an appropriate condition that will allow the curse to be broken. In addition, a *remove curse* spell ends it as described in the *remove curse* spell, but this spell cannot be dispelled.

In order to be susceptible to a curse, a creature must understand the curse and be mortal, i.e. have a soul. Thus, a creature that is unintelligent, cannot hear, or cannot understand the language in which the curse is pronounced, is not susceptible. Undead, most constructs, and some aberrations, plants, and monstrosities are not mortal. Extraplanar creatures such as celestials, elementals and fiends are considered mortal only on their home plane.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, there is no difference in the power of the curse, but it will become more difficult to remove.

Bestow Major Curse

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Permanent until removed

You speak aloud a curse on one susceptible creature (see below) of your choice within 60 feet of you that can see you and understand you. That creature must make on a Wisdom saving throw. If it fails, then beginning at the time described below, the target is subject to one of the following effects which must be appropriate to the target (chosen by you at the time the spell is cast):

- One minute after the spell is cast, the target is polymorphed into a beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't

have a challenge rating), and which symbolically represents the target's nature. The target's game statistics are as described in the polymorph spell.

- The next time the target falls asleep, either naturally or by magical means, it cannot be awoken until the curse is ended.
- The target is struck by wanderlust. Beginning the next dawn, it begins to travel to see the wonders of the world. The wanderlust lasts for one decade.
- The target immediately is subject to constant, embarrassing faux pas. This effect lasts until a beautiful person agrees to marry the target.
- Beginning at the next full moon, the target is transformed into a lycanthrope. This lasts until the target sincerely repents for his past murders.
- Starting with the next dawn and lasting until the target solves a riddle posed by the caster, the target has disadvantage on all ability checks, attack rolls and saving throws while in direct sunlight.
- One hundred and one days after the spell is cast, the target must succeed on a new Constitution saving throw. If it fails, then it immediately drops to 0 hit points and begins dying. This curse cannot be broken but it is suspended for as long as the target sincerely forswears earthly power and possessions, and lives a simple life.
- An effect of similar power that is appropriate for the target and approved by the DM.

This spell cannot be dispelled, but a *remove curse* spell ends it as described in the *remove curse* spell.

In order to be susceptible to a curse, a creature must understand the curse and be mortal, i.e. have a soul. Thus, a creature that is unintelligent, cannot hear, or cannot understand the language in which the curse is pronounced, is not susceptible. Undead, most constructs, and some aberrations, plants, and monstrosities are not mortal. Extraplanar creatures such as celestials, elementals and fiends are considered mortal only on their home plane.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, there is no difference in the power of the curse, but it will become more difficult to remove.



Bolt Trap

3rd-level transmutation

Casting Time: 1 action or 1 minute

Range: 30 feet

Components: V, S, M (a light crossbow worth at least 25 gp)

Duration: 1 minute (1 action casting time) or 8 hours (1 minute casting time)

You enchant a crossbow and place it where you wish, either hurling it into the midst of battle or fixing it carefully in place. Choose a 20-foot cube within range. Until the spell ends, the first creature other than you entering or leaving the area is attacked by the crossbow, using your spell attack modifier and causing 3d10 piercing damage.

If you are still within range when the trap is triggered, you can cause it to fire again in later rounds as a bonus action; it lasts until the spell expires. You may pick targets other than the creature who initially triggered the trap, but they must be within the 20-foot cube. These attacks use your spell attack modifier and causing 1d10 piercing damage.

If you are not within range when the trap is triggered, it fires one more time on the following round, at the same target if possible and at a new target within the spell's area if the original target is missing or dead. This attack uses your spell attack modifier and causes 3d10 piercing damage.

Those who do not observe the spell being cast must succeed on a Wisdom (Perception) check or an Intelligence (Investigate) check to detect the crossbow, and a Dexterity (thieves' tools) check to disable the trap as an action. These ability checks use the spell's saving throw DC.

At Higher Levels. When you cast the spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Call Fish

1st-level divination (ritual)

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a worm or fly)

Duration: 1 hour

This spell alerts and attracts ordinary fish and similar marine creatures (crabs, eels, etc.) within 1 mile of you. They will do everything in their power to move to you, rising to the surface if you are above water. Marine creatures of CR ½ or greater are made aware of your presence, but are not compelled by this spell. As a result, this spell will sometimes attract unwanted creatures. This spell is usually used to aid fishermen.

Cloudship

7th-level transmutation

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (an air bladder)

Duration: Concentration, up to 8 hours

This only works outdoors where there are clouds within range. A cloud forms into a flying cloudship and descends rapidly to your location. You and up to 20 passengers can board the cloudship. The cloudship can also hold up to 1 ton of cargo. The cloudship moves under your command, but you may be required to make navigation checks to steer the cloudship because you will be unable to see the ground while aboard the cloudship. To anyone below the cloudship, it appears as a normal cloud, but anyone at the same height or higher can see passengers and cargo being carried. The cloudship moves at 12 miles per hour (half speed against prevailing winds), has an AC of 11 and 200 hit points.

When the spell ends, the cloudship dissipates and passengers and cargo slowly drift down 500 feet over the course of 5 rounds. At the end of 5 rounds, if they are still in the air, they fall any remaining distance.

Commune With Seas

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with the seas and gain knowledge of the surrounding seas. The spell gives you knowledge of the seas within 3 miles of you.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- underwater terrain and characteristics of water (current, temperature, depth, etc.)
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- shipwrecks, flooded buildings and other unnatural features

For example, you could determine the location of sharks in the area, the location of dangerous currents, and the location of any nearby shipwrecks.



Conjure Creatures of the Deep

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a fey spirit that takes the form of a marine creature of challenge rating 5 or lower. The following creatures may be conjured: chuul, giant shark, scrag (troll), or a pair of sea hags. Other creatures may also be available at the discretion of your DM. The creature appears in an unoccupied water-filled space that you can see within range. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the creature doesn't disappear. Instead, you lose control of the creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the creature's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 6th, allowing you to conjure different creatures.

Conjure Ice Elemental

5th-level transmutation

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a large area of ice or snow)

Duration: Concentration, up to 1 hour

This spell is similar to *conjure elemental*, but you can only call forth an ice elemental servant. Choose an area of ice or snow that fills a 10-foot cube within range. An ice elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it, rising from the icy area. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any

verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

Appendix J: New Creatures presents the elemental's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

Conjure Sea Animals

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell is similar to *conjure animals*, but it only conjures sea beasts such as sharks, octopuses, garfish, crabs, sea horses, plesiosaurus, and other marine creatures. You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.



Conjure Yeth Hound

3rd-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, sometimes M

Duration: Up to 24 hours

You summon a yeth hound that will undertake a single task for you. The yeth hound appears in an unoccupied space that you can see within range. It disappears when it drops to 0 hit points or when the spell ends.

You can instruct the yeth hound to do one of the following: guard a single location for up to 24 hours; kill a single creature who is not present when the spell is cast; or fetch a single object. The spell ends when the task is completed or 24 hours passes.

If you instruct the yeth hound to kill a creature, you must present it with a possession or body part of the target (which may lead to mistaken identity). A yeth hound does not automatically know the location of the target, but it will take instructions from you about where it might be, and will track the target if possible.

If you instruct the yeth hound to fetch an object, you must give a reasonable description of the item and its location (and a poor description could lead to a mistake). A yeth hound does not automatically know the location of the object, nor have any special abilities to bypass barriers, locks, magical wards or traps, and cannot transport any item that it cannot carry in its mouth.

A yeth hound always acts alone or with other yeth hounds summoned at the same time. While you are present, a yeth hound will cease executing its task and if you repeatedly interfere, it may choose to end the spell.

Appendix J: New Creatures presents the yeth hound's statistics.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, three yeth hounds are summoned. They may be set to the same or different tasks.

Contamination

2nd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a flea)

Duration: 1 year

You touch a source of water, such as a well or spring, or another liquid container, such as a pitcher, sink, washbasin or barrel. Any creature that

comes into contact with liquid in or from the source or container risks infection with sewer plague. The Dungeon Master's Guide has more detail about sewer plague. This spell is considered a curse, and thus it cannot be dispelled, but remove curse is effective against it.

Contact Spirit of the Dead

4th-level necromancy (ritual)

Casting Time: 1 minute

Range: Self

Components: V, possibly M (see description)

Duration: 1 minute

You mentally contact the spirit of a specific dead person. You must know at least the name of the spirit you are trying to contact. Contacting a spirit can strain, or even break your mind. When you cast this spell, make a DC 20 Wisdom saving throw, modified as below.

Relationship (at most one modifier applies)	Save Modifier
You, or someone present, are a descendant of the spirit	+2
You, or someone present, knew the spirit when it was alive	+4
You have successfully contacted the spirit before	+6

Connection (at most one modifier applies)	Save Modifier
Likeness or picture	+2
Possession or garment	+4
Signature/prized possession or body part, lock of hair, etc.	+6

On a failure, you take 4d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the spirit up to five questions. You must ask your questions before the spell ends. The spirit is under no compulsion to answer the questions, but you may try to persuade it or compel it to do so.

This spell is painful to spirits. A spirit that has successfully found a place in the afterlife can choose not to respond to this spell (and most powerful spirits will choose not to respond). However, a spirit in limbo or a wandering spirit (such as a ghost) must respond.



Contact Patron Saint

4th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (statuette of saint)

Duration: 1 minute

This spell is similar to *commune*, except that you can only contact your patron saint. You can ask your patron saints up to three questions, but they don't necessarily need to be yes or no questions. Your patron saint will do his best to answer, but unless you ask something relating to his life, he is unlikely to have intimate knowledge.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

Control Flames

Transmutation cantrip (ritual)

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes-such as the vague form of a creature, an inanimate object, or a location-to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

[This spell is reprinted from the Elemental Evil Player's Companion.]

Control Winds

5th-level Transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 hour

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted:

- **Gusts:** A wind picks up within the cube, continually blowing in a horizontal direction that you choose. You choose the intensity of the wind - calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.
- **Downdraft:** You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.
- **Updraft:** You cause a sustained updraft within the cube, rising upward from the cube's bottom edge. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

[This spell is reprinted from the Elemental Evil Player's Companion.]

Dancing Weapon

2nd-level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: 1 minute

When you cast the spell, you make a melee spell attack against a creature with your bonded weapon (from the Eldritch Knight special ability).



If the attack succeeds, it deals normal damage for the weapon plus your spellcasting ability modifier. The attack roll and damage modifier, as well as other effects, take into account any special weapon abilities (such as magic weapons) but aren't adjusted for your abilities (such as special abilities and feats). The weapon then flies from your hand.

As a bonus action on your turn, the weapon will fly up to 30 feet and repeat the attack against a creature within range for it.

At the end of the spell, the weapon flies up to 30 feet and tries to return to your hand. If you have no hand free, you are out of range or there is no unobstructed path, it moves as close as possible within 30 feet to you and then falls to the ground.

Deepen Shadows

Illusion cantrip

Casting Time: 1 minute

Range: 60 feet

Components: S

Duration: 1 minute

The shadows in a 10 foot radius sphere within range gradually grow deeper and more concealing. An area that is brightly lit becomes dim light. Because the change is gradual, it won't be noticed except within an active Wisdom (Perception) check equal to the spell's saving throw.

This spell's area increases to a 20 foot radius sphere when you reach 5th level, a 50 foot radius sphere when you reach 11th level, and a 120 foot radius sphere when you reach 17th level.

Dominate Undead

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You attempt to beguile an undead creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration, even if it is normally immune to being charmed. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. In addition, a lich, demilich, dracolich or other undead created using a similar process always has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple

and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

Excite Emotions

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to intensify emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, then any pre-existing emotions, such as anger, friendship, fear or love are intensified for the duration of this spell. Thus, this spell might be used to drive disgruntled laborers to riot, or cause a flirtatious amour to succumb to a seduction. Mechanically, if a target is subject to an emotion-based effect that allows for ongoing saving throws, or any other saving throw that follows a natural inclination (such as the spells charm person, fear and tasha's hideous laughter), the saving throw is made at disadvantage. The calm emotions spell automatically ends this spell on the applicable targets.

Extend Season

9-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a stone carved with symbols of the current season)

Duration: One month

You enact a ceremony over a specially prepared carved stone that extends the current season in a 6-mile radius for another month. This



affects ambient temperature, rate of precipitation, humidity, and similar weather-related aspects. At the edges of the spell's radius, the weather fades into normal.

The carved stone must have line-of-sight visibility to the sky for the duration of the spell, and if the stone is disturbed or the visibility is blocked for more than an hour, the spell ends. The spell can also be ended by a remove curse spell, but cannot be dispelled.

If you cast this spell consecutively on the same stone in succeeding months, the extension continues, i.e. you can extend summer for six months by casting this spells six times consecutively. Casting this spell on the same stone every month for a year makes the season permanent (until ended as described above).

Evil Eye

1st-level necromancy

Casting Time: 1 action

Range: 30 feet (target must actually see you)

Components: V, S

Duration: 1 week

One creature of your choice within 30 feet of you and that actually sees you must make a Wisdom saving throw (creatures warded by a protection from evil and good or magic circle spell can't be targeted). If the creature fails, then at a stressful time chosen by the DM, that creature has disadvantage on all ability checks, attack rolls and saving throws for 1 minute (or the duration of any activity that is represented by a single roll). The effect cannot occur sooner than 24 hours after cast, and must occur no later than one week after cast.

This spell cannot be dispelled, but a *remove curse* spell ends this effect as described in the *remove curse* spell.

Fantastic Vision

8th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an opal carved with a stylized eye)

Duration: Concentration, up to 1 hour

The target must make an Intelligence saving throw. If it fails, then you completely control the target's perceptions. You control the target's sight, hearing, touch, smell, taste, pain, sense of balance, as well as more esoteric senses such as tremorsense, blindsight and even truesight. The target does not benefit from spells which enhance the target's senses, such as detect magic and true

seeing, but spells which directly provide information, such as commune, operate normally.

By manipulating the target's perceptions, you can force the target to take damage from the illusion, up to 6d6 psychic damage per turn. However, each time that you do so, the target makes a new Intelligence saving throw, and if the target succeeds, then the spell ends.

Flame Arrows

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

Flesh Mask

3rd-level necromancy

Casting Time: 1 minute

Range: Self

Components: V, S, M (the face and scalp of a fresh corpse)

Duration: Until dispelled

You peel the face and scalp from a fresh humanoid corpse the same size as you, and attach the resulting mask tightly to your head, assuming both the visual appearance and the voice of the corpse.

The mask actually changes your body (similar to the alter self spell); it is not mere illusion. Nevertheless, the mask will have some minor imperfections that make it possible for a person familiar with the corpse to detect the disguise after a close examination by succeeding on an Intelligence (Investigation) check at disadvantage.

You may end this spell at any time, or it may be dispelled. When the spell ends, the mask is ruined and cannot be re-used.



Fright

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You surface the fears of a creature that you can see within range. The target must succeed on a Wisdom saving throw or be frightened for the duration. At the end of each of its turns, the target can make another Wisdom saving throw (as usual for the frightened condition, the saving throw will be at disadvantage if the target can see you). On a success, the spell ends.

Green-Flame Blade

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

[This spell is reprinted from the Sword Coast Adventurer's Guide.]

Gust

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range.

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor

carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.

- You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

[This spell is reprinted from the Elemental Evil Player's Companion.]

Healer's Charm

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You have advantage on ability checks to diagnose or identify an illness, disease or other medical condition, including pregnancy.

Hopelessness

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Tendrils of doubt and hopelessness invade the mind of a creature within range that can see and hear you (although it need not understand you). The target must make a Charisma saving throw or take 1d6 psychic damage, and has disadvantage on all saving throws until the end of your next turn.

Ice Knife

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of water or piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

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



Ice Slick

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a few drops of water or a small piece of glass)

Duration: Concentration, up to 1 minute

Slick ice covers the ground in a circle with a 10-foot radius centered on a point within range and turns it into difficult terrain for the duration.

When the ice appears, each creature standing in its area takes 1d6 cold damage and must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there also takes 1d6 cold damage and must succeed on a Dexterity saving throw or fall prone.

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

Immolation

5th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 minute

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 7d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the spell's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 3d6 fire damage on a failed save, and the spell ends on a successful one. These magical flames can't be extinguished through nonmagical means.

If damage from this spell reduces a target to 0 hit points, the target is turned to ash.

[This spell is reprinted from the Elemental Evil Player's Companion.]

Inflict Pain

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: S, V

Duration: Concentration, up to 1 minute

You point at one creature and laugh cruelly, wracking it with terrible pain. The target must make a Constitution saving throw. On a failed save, it takes 2d10 psychic damage and until the end of its next action, it has disadvantage on all attack

rolls and ability checks. On a successful save, the target takes half damage and the spell ends. Until the spell ends, you can use your action to force the target to make another saving throw, with the same effects. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it cannot hear you for any reason (including being deafened).

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

Invisibility to Humanoids

1st-level illusion

Casting Time: bonus action

Range: Self

Components: S, V

Duration: Concentration, until the beginning of your next turn

You become invisible to humanoids until the beginning of your next turn. This invisibility does not affect any non-humanoids. Anything you are wearing or carrying is invisible as long as it is on your person. The spell also ends if you attack or cast a spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell will last up to 1 hour.

Lesser Fiendish Ally

3rd-level conjuration

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell is similar to *planar ally*, but is more restricted in its use. A lesser fiend responds to your request for aid, appearing in an unoccupied space within range.

Ordinarily, the lesser fiend is an imp or quasit if this spell is cast as a 3rd level spell; a nightmare or succubus/incubus if cast as a 4th level spell; and a night hag or cambion if cast as a 5th level spell. If you know a specific lesser fiend's name, you can speak that name when you cast this spell to request that fiend, though you might get a different creature anyway (DM's choice). Moreover, if you know a specific lesser fiend's name, it may be sent even if it is not one of the types noted above (but is similar in power).

When the lesser fiend appears, it is under no compulsion to behave in any particular way. You can ask the fiend to perform a service in exchange for payment, but it isn't obliged to do so, and will



typically cooperate only if it serves its own ends, such as spreading mischief, seducing the innocent or capturing souls. Often, a lesser fiend will not be willing to fight for you unless it furthers its own goals.

You must be able to communicate with the fiend to bargain for its services. Payment can take a variety of forms. If you are unable to agree on terms, the fiend can choose to remain and serve its own ends, or immediately return to its home plane.

At Higher Levels. When you cast the spell using a spell slot of 3rd or 4th level, more powerful fiends can respond, as described above.

Magic Glue

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You join the surfaces (up to 6 inches square) of two objects together with a very strong bond. Breaking the bond requires a DC 25 Strength check (although the objects themselves may be more fragile). The spell can be dispelled normally. At the end of the spell's duration, the bond dissolves.

If this spell is cast every 10 minutes for an hour, it becomes permanent.

Mirror

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 5 minutes

You conjure a floating ethereal mirror. By default, the mirror will be a flat, silvery circle 6 inches in diameter, but you can shape and color the mirror as you please (including forming it into convex and concave shapes). You can even make the mirror transparent so that it acts as a lens, rather than mirror.

In addition to more conventional uses, the mirror can be used to look around corners, as an aid for small manipulations, or to magnify close objects.

Maelstrom

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (paper or leaf in the shape of a funnel)

Duration: Concentration, up to 1 minute

You designate a point in water at least 5 feet deep that you can see within range. Water within a 30-foot radius centered on that point appears and swirls in a 30-foot radius. Until the spell ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

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

[This spell is reprinted with modifications from the Elemental Evil Player's Companion.]

Mark of Apostasy

6th-level necromancy

Casting Time: 10 minutes

Range: touch

Components: V, S

Duration: Permanent until removed

This spell affects an actual or purported worshipper of the Heilige Ein who committed a great sin. You ritually expel the target from the Church, placing an invisible mark upon his person.

The mark can be clearly seen by anyone that can cast divine magic, and worshippers of the Heilige Ein are uneasy within 30 feet of the marked target.

This spell cannot be dispelled, but a *remove curse* spell cast by divine magic ends the spell as described in the *remove curse* spell.

If you cast this spell on an invalid target (i.e. the target did not commit a great sin or is not an actual or purported worshipper), you are automatically driven insane. While insane, you can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. A greater restoration spell cast on you ends this effect.



Nature's Veil

3rd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 hour (others) or 24 hours (self)

This spell is often used to hide or ambush. You, or a willing creature you touch, lie prone on a pliable natural surface, such as vegetation, dirt, sand or mud. The natural surface covers the target, leaving only holes for eyes and ears. The spell also slows down the target's metabolism, reducing breathing and heartbeat to undetectable levels.

While the spell is in effect, the target is indistinguishable from the natural surface except upon very close inspection, and even upon close inspection, a creature has disadvantage on Wisdom (Perception) checks to detect the target. This includes detection by sight, smell, hearing, as well as blindsight, darkvision and tremorsense. However, the target can be seen with truesight or detected via magical means such as detect magic or locate creature. The target has resistance to all damage except psychic damage, and any disease or poison effects are suspended until the spell ends.

The target continues to sense the world around it, and can make Wisdom (Perception) checks as normal. If the target takes any other action other than purely mental actions, the spell ends with the target lying prone on the natural surface.

Oathbinding

5th-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V

Duration: One year

The target of this spell must voluntarily swear an oath, repeating binding words that you give to it. Typically, the oath will be to carry out some service or refrain from some action or course of activity, but it may be swear to the truth of some circumstances.

The target must consent to the spell, thus there is no saving throw. The consent may be coerced but it may not be magically compelled. However, a target that is immune from being charmed is not affected by this spell.

While the spell is in effect, it takes 5d10 psychic damage each time it acts in a manner directly counter to its oath (or it has knowledge that the circumstances sworn to are untrue), but no more than once each day.

A *remove curse* or *wish* spell also ends this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the duration is 10 years. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

Object History

2nd-level divination

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a discrete object. You learn significant historical information about the object that occurred in the past year, including its owner(s), its creation, general use or significant uses, damage it has sustained, etc. For example, you might learn that a particular sword was sold by an itinerant peddler to a lieutenant of a powerful baron, which was used in several battles against goblins, but the sword was discarded when the lieutenant died in a griffon attack. The spell won't work on any object larger than a big desk.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you learn the history of the object for a longer period of time: 10 years for a 3rd level slot; 100 years for a 4th level slot; and since the object's creation for a 5th level slot.

Oilskin

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch one willing creature. For the duration of the spell, the creature and his possessions can't get wet, either from precipitation or submersion. This spell does not protect the target from drowning or being damaged from rough water.



Punji Trap

1st-level transmutation

Casting Time: 1 action or 1 minute

Range: 30 feet

Components: V, S, M (a bundle of sticks and twine)

Duration: 1 minute (1 action casting time) or 8 hours (1 minute casting time)

You lay out a bundle of sticks, either hurling them into the midst of a battle or laying them out carefully. Choose a 5 foot square within range. Until the spell ends, the first creature other than you entering or leaving the area must succeed on a Dexterity saving throw or take 4d6 piercing damage (a successful save causes half damage). At your option at the time of casting, beasts may take an additional 2d6 piercing damage.

Those who do not observe the spell being cast must succeed on an Intelligence (Investigate) check to detect that there is magic in the sticks and twine, and a Dexterity (thieves' tools) or Intelligence (Nature) check to disable the magical trap as an action. These ability checks use the spell's saving throw DC.

The spell may be cast with a single-action casting time in the midst of combat, or a one-minute casting time out of combat. This only affects the spell's duration. In both cases the spell ends the first time it deals damage, or when the magical trap is disarmed.

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

Phantasmal Killer

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration and takes 4d10 psychic damage at the beginning of its turns. At the end of its turn, the target makes a Wisdom saving throw. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

[This spell incorporates errata from the Player's Handbook.]

Phantasmal Stalker

3rd-level illusion

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: 7 days from next sunset

You draw on the unconscious paranoia of a creature you can see within range and create the illusion it is being stalked by a half-seen, shadowy representation of its deepest fears, visible only to the target.

If the target fails a Wisdom saving throw, the illusion manifests starting from the next sunset. Until the spell ends, the target has disadvantage on any saving throw against an illusion-based fear effect (including the *dream*, *fear*, *phantasmal trap*, *phantasmal killer* and *weird* spells, but excluding this spell), any frightening effects from incorporeal undead, or any frightening effects from creatures or sources that are not clearly seen. In addition, if the target is subjected to a *dream*, *phantasmal killer*, *phantasmal trap* or *weird* spell, it takes double damage from that spell.

This spell does not affect any creature immune to being frightened, and any saving throw adjustments based on being frightened or fear effects apply to this spell.

Phantasmal Trap

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You draw on the fears of being immobilized of a creature you can see within range and create an illusion of a trap, embracing tentacles, or other similar effect that holds it in place. The illusion is visible only to the target.

The target must make a Wisdom saving throw. On a failed save, the target becomes restrained for the duration and takes 2d10 psychic damage at the beginning of each of its turns. At the end of its turn, the target makes a Wisdom saving throw. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.



Poison Needle

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S, M (a tiny needle which is not consumed and a dose of poison or a potion, which is)

Duration: Instantaneous

You use a tiny needle to deliver a poison or potion to a creature you try to touch. Make a melee spell attack against the target. If the attack hits, you do 1 point of piercing damage. In addition, you can deliver a single dose of any poison or potion in your possession against the target (even if the poison or potion must normally be ingested, inhaled or touched). If the piercing damage is prevented for any reason, the dose is not delivered (and is not consumed by the spell).

The somatic and material components of this spell are very subtle. The DM may grant advantage (or even automatic success) on the melee spell attack if a casual touch would not be seen as hostile.

Predict Weather

1st-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You learn the weather at your location for the next 48 hours, including both ordinary weather and extreme weather events. The prediction takes into account natural forces, but does not address changes in weather arising from spells or other unnatural forces.

At Higher Levels. When you cast the spell using a 2nd level spell, you learn the weather for the next 7 days.

Psychosis

6th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (an iron band)

Duration: See text

You open the mind of a creature within range to the horrors of the Shadowfell, making it vulnerable to madness and insanity.

The target must make a Charisma saving throw. If the saving throw is successful, the target takes 5d6+20 psychic damage, and the spell has no other effect.

If the saving throw is unsuccessful, the target takes 10d6+40 psychic damage. If this damage reduces the target to 0 hit points, it becomes insane. While insane, the target can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. A *greater restoration* spell cast on the target ends this effect.

If this damage does not reduce the target to 0 hit points, the target acts as if under the *confusion* spell. At the end of each of its turns, the target can make another saving throw. If it succeeds the *confusion* effect ceases. Regardless, the *confusion* effect also ends after 1 minute.

Finally, if the initial saving throw is unsuccessful, the target is afflicted with a new character flaw representing an indefinite psychosis. The DM will choose the character flaw based on the target's personality. See "Madness" in the Dungeon Master's Guide.

Ray of Fatigue

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You fire a ray of black energy at a target. Make a ranged spell attack. If you hit, the target gains one level of exhaustion. This spell is not cumulative with itself; once a creature has been exhausted by it, this spell cannot further exhaust it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target gains two levels of exhaustion; at a spell level of 3rd level or higher, the target gains three levels of exhaustion; and at 4th level or higher, the target gains four levels of exhaustion. Higher level spells don't grant additional levels of exhaustion.

Retrieve Object From The Deep

4th-level conjuration

Casting Time: 1 minute

Range: Self

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

Duration: See description

You conjure elemental spirits of the deep seas and describe or name an object that is familiar to you and request that they retrieve it for you.

Contacting these spirits can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. The second and any subsequent times you cast this spell in a month, the saving throw is made at disadvantage. On a failure, you take 6d6 psychic damage and are



insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. A *greater restoration* spell cast on you ends this effect.

Upon a successful saving throw, if the object is anywhere in the seas, the spirits will return the object to you. The length of time depends on how far away the object is: if within 1,000 feet, 10 minutes; if within a mile, an hour; if within 10 miles, 4 hours; if within 100 miles, 24 hours; if within 1,000 miles, a week; if further, a month.

The spell can retrieve a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate a non-specific object if you describe it in sufficient detail. The amount of detail required depends on the power or rarity of the object and the DM will make a final decision.

Remove Curse

3rd-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

At your touch, all curses affecting one creature or object end if the spell level of the curse is third level or lower. If the spell level of the curse is higher than third level, the curse ends only if your level is higher than the level of the person who cast the curse. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a curse on the target if the curse's spell level is equal to or less than the level of the spell slot you used.

Secure Home

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a piece of iron, and a small bag of herbs which the spell consumes)

Duration: 1 season

You ward a small dwelling, up to 30 foot radius, against magical creatures. Celestials, elementals, fey, fiends, lycanthropes and undead with less than 30 hit points cannot willingly enter the dwelling without the permission of a resident. You can only cast this spell on the first day of a

season, and the spell lasts until the end of the season.

Secure Ship

2nd-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a piece of iron, and a small bag of powdered spices which the spell consumes)

Duration: 1 season

You ward a ship, up to 100 tons displacement, against magical creatures. Elementals and fey with less than 45 hit points cannot willingly enter the ship or affect the ship without the permission of the ship's captain (designated upon the spell's casting). This spell is especially useful against mischievous air and water elementals that frolic in storms. You can only cast this spell on the first day of a season, and the spell lasts until the end of the season.

Shadow Ally

4th-level conjuration

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell is similar to *planar ally*, but it only summons a shadow demon. A shadow demon responds to your request for aid, appearing in an unoccupied space within range.

If you know a specific shadow demon's name, you can speak that name when you cast this spell to request that shadow demon, though you might get a different creature anyway (DM's choice).

When the shadow demon appears, it is under no compulsion to behave in any particular way. See the *planar ally* spell for guidelines about payment.

This spell grants you the ability to communicate with the summoned demon, so you don't need any other way to communicate with it.

After the demon completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the service, the demon immediately returns to its home plane.

A shadow demon enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.

At Higher Levels. When you cast the spell using a 6th level spell slot, three shadow demons



appear. When you cast the spell using a 8th level spell slot, nine shadow demons appear.

Shadow Step

4th-level conjuration

Casting Time: 1 action

Range: 1,000 feet

Components: V

Duration: Instantaneous

This spell is similar to *dimension door*, but has a greater range and more restrictive conditions. If you are standing in a dimly lit or dark area, you teleport yourself from your current location to any other dimly lit or dark spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction. You can bring along objects as long as their weight doesn't exceed what you can carry, but no other creatures. If you would arrive in a place already occupied by an object or a creature, you take 4d6 force damage, and the spell fails to teleport you; if you would arrive in a place that is brightly lit, you take 2d6 radiant damage, and the spell fails to teleport you.

Shape Water

Transmutation catnip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous, or 1 hour (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways.

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze up to 1 cubic foot of water (about 7 gallons), provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

[This spell is reprinted with modifications from the Elemental Evil Player's Companion.]

Snare Trap

2nd-level transmutation

Casting Time: 1 action or 1 minute

Range: touch

Components: V, S, M (circle of vine, rope, or thong)

Duration: 1 minute (1 action casting time) or 8 hours (1 minute casting time)

You make a snare that functions as a magic trap. Choose a 10-foot cube within range. Until the spell ends, the first creature other than you entering or leaving the area must succeed on a Dexterity saving throw or take 1d6 blunt damage and is restrained. A creature restrained by the spell (or an ally of the creature) can take one minute to make a Strength check (using the spells' saving throw DC) in order to free itself. However, if three saving throws are failed before a single success, the creature is restrained until the spell ends. A Large or larger creature has advantage on the initial saving throw and later Strength checks.

Those who do not observe the spell being cast must succeed on a Wisdom (Perception) check or an Intelligence (Investigate) check to detect the snare, and a Dexterity (thieves' tools) to disable the trap as an action. These ability checks use the spell's saving throw DC.

The spell may be cast with a single-action casting time in the midst of combat, or a one-minute casting time out of combat. This only affects the spell's duration. In both cases the spell ends the first time it is triggered, or when the magical trap is disarmed.

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

Snow Fabrication

4th-level illusion

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (snow or ice in quantities sufficient to fabricate the desired object)

Duration: Until dispelled

You shape snow or ice into an imitation of nonliving objects that have the properties of any ordinary, vegetable or mineral material, such as wood, cloth, stone, metal, glass, or crystal. However, the object is always slightly cold to the touch, has no taste or smell, and its color is paler



than normal. Furthermore, the object cannot burn, but if exposed to high heat will melt at the rate of ordinary ice (the object won't melt at ordinary ambient temperatures). For example, you can shape snow into an imitation stone bridge, hemp rope, leather tent, or iron door. You can use this spell to form objects made of apparently extraordinary materials, such as adamantite, mithril or silver, but their actual properties will be those of non-extraordinary materials, such as iron, stone or wood. Similarly, food, alchemical items, acids, poisons, and similar materials will lack any nourishing, harmful or similar effects.

You can shape a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material.

You can't use this spell to form items that ordinarily require a high degree of craftsmanship, such as books, jewelry, weapons, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Soporific Trap

4th-level transmutation

Casting Time: 1 action or 1 minute

Range: 30 feet

Components: V, S, M (a handful of fungal puffballs)

Duration: 1 minute (1 action casting time) or 8 hours (1 minute casting time)

You scatter magic fungal puffballs that will burst and release soporific toxins. Choose a 10 foot square within range. Until the spell ends, the first creature other than you to enter or leave the area triggers the release of the toxins, causing all creatures within 30 feet, including itself, to make Constitution saving throws. On a failed saving throw, the creature suffers 6d6 poison damage and is slowed as per the slow spell (speed is halved; -2 penalty to AC and Dexterity saving throws; cannot use reactions; may take only an action or a bonus action on its turn; spells with a casting time of 1 action may be delayed). On a successful saving throw, the creature suffers half damage and is not slowed. A slowed creature makes a new Constitution saving throw at the end of its turn each round; on a success, the slowing effect ends.

Those who do not observe the spell being cast must succeed on a Wisdom (Perception) check or an Intelligence (Investigate) check to detect the puffballs, and a Dexterity (thieves' tools) to disable the trap as an action. These ability checks use the spell's saving throw DC.

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

Soothe Fear and Pain

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. While the spell is active, you soothe fear or pain felt by the target. If the target is subject to an ongoing pain or fear effect, it gains advantage on its single next saving throw against that effect. The target can't benefit from this spell more than once per effect, even if the spell is cast multiple times.

Spider Carpet

8th-level conjuration

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a spider egg-sac)

Duration: Concentration, up to 10 minutes

Swarming, poisonous spiders cover the round in a 100-foot-radius circle centered at a point within range that you designate. The circle remains for the duration and its area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 8d10 poison damage on a failed save, or half as much damage on a successful one. On a failed save, it is also poisoned until the end of its next turn. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

This spell does not affect creatures that are immune or have resistance against piercing damage. It also does not affect any creature that deals damage when touched or attacked in melee such as a fire elemental or a creature protected by the fire shield spell. Finally, because this spell only affects creatures on the ground, it does not affect flying creatures. However, the spiders summoned by this spell exist in both the material and ethereal planes, so this spell is effective against ethereal creatures.



Steal Organ

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent until removed

When you touch a living creature and it fails a Constitution saving throw, one set of its organs of your choice is transformed into a small stone in your possession, and the target suffers the effect described below. No form of healing or other effect, magical or otherwise can reverse the effect until the organ-stone is recovered. Once the organ-stone is placed on the body of the target, a *regenerate* or *wish* spell will reverse the effect of this spell.

Ears. The target is deafened.

Eyes. The target is blinded.

Heart. The target is incapable of feeling emotions and always has at least two levels of exhaustion.

Genitalia. The target is impotent.

Hand. The target loses a single hand. It can no longer hold anything with two hands, and can hold only a single object at a time (unless it had more than two hands).

Liver. The target must carefully control its diet under the care of a competent healer, or else it is considered poisoned.

Stomach. The target constantly feels hungry, no matter how much it eats.

Tongue. The target cannot speak or taste.

This spell only affects living creatures with the appropriate physiognomy. This spell cannot be dispelled and *remove curse* has no effect.

Storm Sphere

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

A 20-foot-radius sphere of whirling air springs into existence centered on a point you choose within range. The sphere remains for the spell's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is in the

sphere. On a hit, the target takes 4d6 lightning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

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

[This spell is reprinted from the Elemental Evil Player's Companion.]

Tidal Wave

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

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

Duration: Instantaneous

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

[This spell is reprinted from the Elemental Evil Player's Companion.]

Wall of Bones

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of tiny animal bones)

Duration: Concentration, up to 10 minutes

You draw long-buried bones through the earth to rise in a wall of interlocking random bones with sharp points. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 damage (half piercing and half necrotic), or half as much damage on a successful save.



A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement.

Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 damage (half piercing and half necrotic) on a failed save, or half as much damage on a successful one.

Undead creatures are affected differently. Nearby undead feel a faint attraction to the wall and undead that can see the wall and with an intelligence of 8 or less must succeed on a Wisdom saving throw or immediately move to touch the wall. Each undead need only make this saving throw once.

All undead creatures can touch the wall without suffering any damage, and incorporeal undead can move through the wall without treating it as difficult terrain. However, corporeal undead that touch the wall (whether as a result of attraction or otherwise), must succeed on a Wisdom saving throw or become partially incorporated into the wall, becoming restrained. An undead creature that is partially incorporated into the wall can make a new saving throw at the end of each of its turns. On a successful save, it frees itself. If a corporeal undead is partially incorporated into the wall when the spell ends or is forcibly separated from the wall while still incorporated, it suffers 10d8 damage, with no saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, damage increases by 1d8 for each slot level above 6th.

Wall of Webs

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a spider's spinneret and egg-sac)

Duration: Concentration, up to 10 minutes

You create a wall of webs inhabited by thousands of tiny spiders on a solid surface within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. The wall must appear on a solid surface, but is supported by an internal frame so it does not need to be anchored like web spell.

Each creature that starts its touching the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the

creature is restrained as long as it remains touching the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

In addition, spiders swarm over each creature that starts its turn touching the webs or that enters them during its turn and such creatures must make a Constitution saving throw. On a failed saving throw, the creature takes 2d8 poison damage, or half as much damage on a successful saving throw. On a failed save, it has the poisoned condition until the end of its next turn. Creatures that are immune or have resistance to piercing damage aren't subject to these effects.

The webs are flammable. Any 10-foot panel of webs exposed to fire burns away in 1 round, dealing 4d4 fire damage to any creature that starts its turn in the fire.

Warded Duel

4th-level abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: 1 minute

You attempt to prevent others from interfering in a duel. When you cast this spell, you must designate one creature that you can see within range as your counterparty. Until the spell ends, any other creature who targets you or the counterparty with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell protects you and the counterparty against being intentionally targeted with area of effect spells, but you and the counterparty may be caught in area effect spells that target others. Furthermore, both you and your counterparty assisted with spells or special abilities. If you make an attack or cast a spell that affects an enemy creature other than the counterparty, this spell ends.



Warding

4th-level abjuration (ritual)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (either 100 gp of powdered silver and platinum which is consumed by the spell or a specially prepared silver and platinum inlay worth at least 2,000 gp and taking 1 month to prepare)

Duration: 24 hours

You ward an area within range against hostile creatures and spirits. Creatures that are hostile to you, as well as celestials, elementals, fey, fiends and undead, must make a Charisma saving throw to enter the warded area. In addition, such creatures must succeed on a Charisma saving throw each time it wishes to attack, cast a spell or take other hostile action while within the warded area. Instead of yourself, you can designate another person, a family or an organization as a focus for hostility. If there is actual ambiguity about whether a creature is hostile, it isn't treated as hostile for purposes of this spell.

Casting this spell on the same spot every day for a year makes this effect permanent.

Warding Wind

2nd-level evocation

Casting Time: 1 action

Range: self

Components: V

Duration: Concentration, up to 10 minutes

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration.

The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

[This spell is reprinted from the Elemental Evil Player's Companion.]

Water to Ice

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

At your touch, up to 1 cubic foot (about 7 gallons) of water freeze into ice. The ice is natural, and will melt based on ambient temperatures. This spell does not shape the ice, but with enough time and application, you could freeze enough water to form a bridge over still water.

You can also use this spell to freeze ambient moisture out of the air, creating a small amount of snow or artistic effects.

The volume of water effected by this spell increases to a 5 foot cube when you reach 5th level, a 10 foot cube at 11th level, and a 20 foot cube at 17th level.

Weapon Flair

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: 1 minute

This spell makes a minor change to your bonded weapon (from the Eldritch Knight special ability). Choose one of the following effects:

- Lengthen or shorten the weapon, adding or removing the reach property to the weapon. The weapon's balance is off, so attack rolls suffer a -1 penalty.
- Alter the weapon's surface, changing the damage type to bludgeoning, piercing or slashing.
- The weapon turns matte black and is utterly silent (including when drawn or struck against other weapons or armor).
- The weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet.
- The weapon thrums with power, emits a shower of sparks, is coated with fire or frost, or other minor effects.

If the weapon is a sentient magic weapon, then it can choose to make a Charisma saving throw to prevent the effect.



Weird

9th-level illusion

Casting Time: 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. Each frightened creature takes 4d10 psychic damage at the beginning of its turns. At the end of its turn, it makes a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

[This spell incorporates errata from the Player's Handbook.]

Whirlwind

7th-level Evocation

Casting Time: 1 action**Range:** 300 feet**Components:** V, M (a piece of straw)**Duration:** Concentration, up to 1 minute

A whirlwind howls down to a point on the ground you specify. The whirlwind is a 10-foot-radius, 30-foot-high cylinder centered on that point. Until the spell ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space,

including when the whirlwind first appears. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the spell ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the spell ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled 3d6 x 10 feet away from it in a random direction.

[This spell is reprinted from the Elemental Evil Player's Companion.]

Word of Censure

Abjuration cantrip

Casting Time: 1 action**Range:** 30 feet**Components:** V**Duration:** 1 round

You deliver a stern word of rebuke, empowered by your consecration into holy mysteries, against a creature within range that can understand a language (not necessarily a language you speak). The target must succeed a Wisdom saving throw or take 1d6 psychic damage. If the target ends its next turn closer to you than it began that turn, it suffers the cantrip's damage again (roll the damage a second time).

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).



APPENDIX I: NEW POTIONS AND POISONS

Brew Potions Formulae	Spells Required	Cost	Ingredients
Draught of Forgetfulness*	modify memory	150 gp	uncommon
Elixir of Health†	heal	2,500 gp	rare
Keoghtom's Ointment†	cure wounds and protection from poison	500 gp	uncommon
Philtre of Love†	charm person	100 gp	uncommon
Philtre of Narcissism*	charm person and hypnotic pattern	2,000 gp	rare
Potent Philtre of Love*	charm person and excite emotions	2,500 gp	rare
Potion of Animal Friendship†	animal friendship	200 gp	uncommon
Potion of Anti-Paralysis*	lesser restoration	125 gp	uncommon
Potion of Babbling*	confusion	1,500 gp	rare
Potion of Beauty*	alter self	250 gp	uncommon
Potion of Blindness*	blindness/deafness and bestow curse**	300 gp	uncommon
Potion of Climbing†	spider climb	150 gp	uncommon
Potion of Crippled Mind*	bestow major curse*	10,000 gp	very rare
Potion of Crippling*	bestow major curse*	10,000 gp	very rare
Potion of Darkvision*	darkvision	1,000 gp	rare
Potion of Diminution†	enlarge/reduce	500 gp	rare
Potion of Disease*	contagion	1,500 gp	rare
Potion of Endless Sleep*	sleep and bestow major curse*	15,000 gp	very rare
Potion of Euphoria*	tasha's hideous laughter	200 gp	uncommon
Potion of Frogginess*	polymorph and bestow major curse*	15,000 gp	very rare
Potion of Giant (Hill) Strength†	enhance ability	150 gp	uncommon
Potion of Giant (Frost/Stone) Strength†	enhance ability and enlarge/reduce	1,500 gp	rare
Potion of Giant (Fire) Strength†	enhance ability and enlarge/reduce	3,000 gp	rare
Potion of Giant (Cloud) Strength†	enhance ability and polymorph	15,000 gp	very rare
Potion of Giant (Storm) Strength†	enhance ability and true polymorph	125,000 gp	legendary
Potion of Greater Healing†	cure wounds and lesser restoration	125 gp	uncommon
Potion of Growth†	enlarge/reduce	400 gp	uncommon
Potion of Healing†	cure wounds	50 gp	common
Potion of Heroism†	bless and heroes' feast	1,500 gp	rare
Potion of Invisibility†	greater invisibility	25,000 gp	very rare
Potion of Invulnerability†	protection from evil and good, and heroes' feast	2,000 gp	rare
Potion of Longevity†	true polymorph	25,000 gp	very rare
Potion of Mind Reading†	detect thoughts and modify memory	2,000 gp	rare
Potion of Pain Relief*	soothe fear and pain	25 gp	common
Potion of Petrification*	flesh to stone and bestow major curse	15,000 gp	very rare
Potion of Poison†	poison spray or ray of sickness	300 gp	uncommon
Potion of Proof Against Acid*	protection from energy	250 gp	uncommon
Potion of Proof Against Cold*	protection from energy	250 gp	uncommon
Potion of Proof Against Fire*	protection from energy	250 gp	uncommon
Potion of Proof Against Lightning*	protection from energy	250 gp	uncommon
Potion of Stealth*	silence	250 gp	common
Potion of Superior Healing†	cure wounds and heal	500 gp	rare
Potion of Supreme Healing†	cure wounds, heal and regenerate	5,000 gp	very rare
Potion of Vitality†	greater restoration	10,000 gp	very rare
Potion of Water Breathing†	water breathing	250 gp	uncommon

† See "Magic Items" in Dungeon Master's Guide.

†† See "Poisons" in Dungeon Master's Guide.

* See Appendix H: New Spells.

§ See "Equipment List" in Player's Handbook.

Brew Poisons Formulae	Spells Required	Cost	Ingredients
Angels' Tears*	discordant whispers and excite emotions	2,800 gp	rare
Antitoxin††	protection from poison	50 gp	common
Assassin's Blood††	poison spray or ray of sickness	150 gp	uncommon
Basic Poison§	poison spray or ray of sickness	100 gp	common
Burnt Othur Fumes††	cloudkill	500 gp	uncommon
Carrion Crawler Mucus††	poison spray and sleep	200 gp	uncommon (carrion crawler tentacles)
Essence of Ether††	poison spray and sleep	300 gp	uncommon
Essence of Hazia*	harm	10,000 gp	very rare
Hemlock Preparation*	hold person	200 gp	uncommon (hemlock)
Iocane Powder*	finger of death	30,000 gp	very rare
Insect/Spider Venom*	poison spray	300 gp	uncommon (giant insect or spider venom sac)
Keoghtom's Ointment†	cure wounds and protection from poison	500 gp	uncommon
Lorenz's Draught*	feign death	150 gp	uncommon
Malice††	poison spray and blindness/deafness	250 gp	uncommon
Mandrake Extract*	poison spray	150 gp	uncommon (mandrake root)
Midnight Tears††	poison spray and cloudkill	1,500 gp	rare
Nausea Poison*	poison spray	300 gp	uncommon (toadstools)
Nightshade Extract	poison spray	200 gp	uncommon (nightshade)
Oil of Taggit††	poison spray and sleep	400 gp	uncommon
Pale Tincture††	poison spray and ray of sickness	250 gp	uncommon
Purple Worm Poison††	ray of sickness and inflict pain	2,000 gp	very rare (purple worm venom sac)
Serpent Venom††	poison spray	200 gp	common (giant snake glands)
Sleeping Draught*	sleep	25 gp	common
Torpor††	ray of sickness and sleep	600 gp	rare
Truth Serum††	zone of truth	150 gp	uncommon
Waking Draught*	lesser restoration	50 gp	common
Wolfsbane Elixir*	remove curse	150 gp	uncommon (wolfsbane)
Wyvern's Poison	poison spray and inflict pain	1,200 gp	rare (wyvern glands)

† See "Magic Items" in Dungeon Master's Guide.

†† See "Poisons" in Dungeon Master's Guide.

* See Appendix H: New Spells.

§ See "Equipment List" in Player's Handbook.



Angels' Tears

Potion, rare

You take 2d6 psychic damage and gain the following flaw: "Because of my deep melancholy, I am lethargic and unmotivated." You will generally shy away from combat and other activities, but if forced, you have disadvantage on attack rolls, death saving throws and on Dexterity checks for initiative. If you succeed on a DC 17 Wisdom saving throw, the effect only lasts one hour, but if you fail, the effect ends only when you are subject to a *remove curse* (and for this purpose, the effect is considered a 3rd level spell) or *greater restoration* spell. Once per day, you can make another saving throw to end the effect by hearing a bardic inspiration by a bard of the same level or higher as the creator of the potion, or (at the DM's choice) by a successful interaction with your personality traits, ideals or bonds.

This black-purple liquid tastes like black currant spirits, masking an underlying bitterness and saltiness.

Hemlock Preparation

Poison (Ingested), uncommon

A preparation of hemlock has a bitter, alkaloid taste that is difficult to disguise. After ingestion, the target will begin to feel numbness, starting in its extremities, and gradually moving to its core.

Ten minutes after ingestion, the target must make a DC 13 Constitution saving throw. The saving throw is repeated every ten minutes thereafter. If the target fails three saving throws, it is incapacitated; if it fails five saving throws, it is paralyzed; and if it fails seven saving throws, its hit points drop to 0 and it begins dying. If the target succeeds on three saving throws, its condition is stabilized and continues for 1 hour with no further saving throws necessary.

Insect/Spider Venom

Poison (injury), rare

This poison must be harvested from a dead or incapacitated giant centipede, giant scorpion, giant spider or other giant insect. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 3d6 poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Iocane Powder

Poison (Ingested), very rare

Iocane powder is one of the deadliest poisons known. It is odorless, tasteless, and dissolves instantly in liquid, and is thus among the most sought-after poisons for an assassin.

One minute after drinking any liquid in which the powder has been dissolved, you must make a DC 17 Constitution saving throw. If you fail, you immediately take 12d10 + 60 poison damage. If you succeed, you take half damage.

By diluting 6 doses of iocane powder and ingesting over a course of a year, you will develop resistance to the damage of this poison. By diluting a further 6 doses and ingesting over another year, you will develop immunity to this poison.

Draught of Forgetfulness

Potion, rare

When you drink this potion, you immediately lose all memories of the past 24 hours. If you drink two doses together, then you lose memories of the past week. One week after drinking, you make a DC 15 Charisma saving throw; if you succeed you recover partial, fragmentary memories of the lost period, but if you fail your memories are irretrievably lost. If you succeed on the first saving throw and receive a *greater restoration* spell within one week thereafter, you make a second saving throw. If you succeed at the second saving throw, you regain full memories, but if you fail you will never recover additional memories of that time.

This potion appears as a clear, extremely viscous liquid, in which a large white poppy flower is suspended.

Essence of Hazia

Potion, rare

After drinking this decoction, you hallucinate vividly and are unable to sleep, regain hit points or recover from exhaustion by any nonmagical means. Magical healing works as normal.

Each morning, you gain another level of exhaustion; and (as normal) you die if you have six levels of exhaustion. Each morning, after you gain the level of exhaustion, make a DC 17 Constitution saving throw. The effects end if you succeed on five saving throws (although you must recover from accumulated exhaustion normally).

This pale yellow potion tastes like basil liqueur spirits. A single piece of hazia root is suspended in the potion.



Lorenz's Draught

Poison (Ingested), uncommon

10 minutes after you drink this, you fall into a cataleptic state that is indistinguishable from death, and has the effects of a feign death spell that lasts for 24 hours. (If you wish, you can resist this effect with a DC 8 Constitution saving throw.) While you are in this state, you are subject to vivid hallucinations, and when you wake you are groggy (with the poisoned condition) for 10 minutes.

This thick, white liquid has a bitter taste which cannot be masked.

Mandrake Extract

Poison (injury or ingested), uncommon

This poison is distilled from mandrake roots. A creature subjected to this poison via an injury must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious (actively hallucinating) while poisoned in this way.

If the target ingests this poison, the saving throw is DC 15, and if the target fails the saving throw by 5 or more, the target is poisoned and unconscious for 2 (1d3) hours.

Nausea Poison

Poison (injury), uncommon

This poison is crafted from toadstools grown in swampy areas. A creature subjected to this poison must succeed on a DC 12 saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nightshade Extract

Poison (ingested), uncommon

This poison is distilled from the roots and berries of nightshade, also called belladonna and tollkirschen. It induces violent convulsions. One minute after consuming this poison, the target must succeed on a DC 13 Constitution saving throw. If the saving throw fails, the target takes 7d6 poison damage and is poisoned for 10 minutes. If the saving throw fails by 5 or more, the target instead takes 9d6 damage and is incapacitated for 1 hour.

Philtre of Narcissism

Potion, rare

You are convinced that you are epitome of humanity, gaining the bond: "I am in love with myself." While you are under this potion's effects, you will shamelessly act as if you are the most

important person in the world, entitled to admiration and devotion from others. If you succeed on a DC 17 Wisdom saving throw, the effect only lasts one hour, but if you fail, the effect lasts until you are freed by a *remove curse* or similar magic (and for this purpose, the effect is considered a 3rd level spell).

This potion is clear and tasteless, and can be easily mixed with other drinks, but it is slightly effervescent and contains one easy-to-miss bubble that is reflective like a mirror.

Potent Philtre of Love

Potion, rare

The next time you see a creature of a species and gender you are normally attracted to within 24 hours after drinking this philtre, you are charmed by it and regard it as your true love, gaining the bond: "I am desperately in love with ____." If you succeed on a DC 17 Wisdom saving throw, the effect only lasts one hour, but if you fail, the effect lasts until you are freed by a *remove curse* or similar magic (and for this purpose, the effect is considered a 3rd level spell).

This potion is clear and tasteless, and can be easily mixed with other drinks, but it is slightly effervescent and contains one easy-to-miss bubble shaped like a heart.

Potion of Anti-Paralysis

Potion, uncommon

If you are paralyzed when you drink this potion or it is applied to you, you lose the paralyzed condition.

This potion is clear and slightly acidic, and is usually found with a copper stopper. When drunk, you get a small electric tingle.

Potion of Babbling

Potion, rare

If you drink this potion, you must succeed on a DC 15 Wisdom saving throw or you are affected as if subject to the confusion spell, except that when you roll to determine your behavior, if you roll anything other than a 9 or 10, you babble incoherently and cannot communicate with anyone (in addition to the effect listed). You can make a new saving throw at the end of each round, and the effect ends after three successful saving throws.

This light green tincture tastes of anise liqueur, and three wormwood berries roll along the bottom.



Potion of Beauty

Potion, uncommon

For 24 hours after you consume this potion, your appearance is altered to your most idealized version of yourself. For most, this will mean youth, erasing wrinkles, thicker hair, brighter eyes and even skin tones. However, depending on your self-image, you could gain the appearance of age and wisdom.

If you drink more than one potion of beauty within a week, you must make a DC 12 Constitution saving throw. If you succeed, the potion acts as normal, but if you fail, your defects and blemishes will be accentuated for 24 hours, or permanently if you fail by 5 or more.

This potion is distilled from birth fluids and fruit blossoms. Colors range from amber to deep purple, and it has a salty and fruity taste.

Potion of Blindness

Potion, rare

After drinking this, you are blinded. If you make a DC 15 Constitution saving throw, the effect only lasts one hour, but if you fail, the effect lasts until you are freed by a *greater restoration*, *remove curse* or similar magic (and for this purpose, the effect is considered a 3rd level spell). Lesser restoration has no effect.

This potion is inky black and has an astringent taste.

Potion of Crippled Mind

Potion, very rare

This potion typically looks and tastes like a clear yellow wine, although the creator can choose to make it appear as a different alcoholic drink.

If you drink it, you must succeed on a DC 12 Constitution saving throw or your Intelligence and Wisdom drop to 5 (if your score is already 5 or less, then it has no effect). This effect can be undone by a *greater restoration* or *remove curse* spell (treating this effect as if it was a 5th level spell).

Potion of Crippling

Potion, very rare

This potion typically looks and tastes like a deep red wine, although the creator can choose to make it appear as a different alcoholic drink.

If you drink it, you must succeed on a DC 12 Constitution saving throw or your Strength and Dexterity drop to 5 (if your score is already 5 or less, then it has no effect). This effect can be undone by a *greater restoration* or *remove curse*

spell (treating this effect as if it was a 5th level spell).

Potion of Darkvision

Potion, uncommon

When you drink this potion, you gain darkvision out to a range of 60 feet for one hour. But during this time, you are also colorblind.

This translucent liquid has an opalescent sheen, like a film of oil, with a distinctly salty taste.

Potion of Disease

Potion, uncommon

This clear amber liquid has a sweet taste, but you might detect the sweetness of rotting meat.

10 minutes after consumed, this potion induces a natural disease in you. The creator of the potion chooses the effect of the disease at the time it is created, drawing from the effects described in the contagion spell. Each morning you can make a DC 15 Constitution saving throw; the disease ends after succeeding on three saving throws. Since this potion induces a natural disease in you, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Potion of Endless Sleep

Potion, very rare

This potion appears to be cloudy apple or pear cider.

If you drink it, you must succeed on a DC 17 Wisdom saving throw or you fall asleep and can't be awoken until the effect is undone by a *remove curse* spell (treating this effect as if it was a 5th level spell). While asleep, you don't need to breathe, eat, or drink, and you don't age.

Potion of Euphoria

Potion, uncommon

If you drink this potion, you must succeed on a DC 13 Wisdom saving throw or you fall prone laughing, becoming incapacitated and unable to stand up. You can make a new saving throw at the end of each round; after three successes, this urgent laughter ends. However, regardless of your saving throw, you find wry humor almost everywhere for an hour.

This pale pink potion effervesces slightly and smells of strawberries.

Potion of Frogginess

Potion, very rare

If you drink this potion, you must succeed on a DC 15 Charisma saving throw or you are



polymorphed into a frog, with the effects as if the polymorph spell, except that you can speak in your frog form. This lasts until the effect is undone by a *remove curse* spell (treating this effect as if it was a 4th level spell).

This potion appears to be a sweet, green melon liqueur, but swimming in its depths is a live tadpole.

Potion of Pain Relief

Potion, common

This potion eases your common pains for one hour. In addition, you have advantage on a single saving throw against a pain effect during this time.

This potion is opaque white with a chalky taste.

Potion of Petrification

Potion, very rare

After you drink this potion, you must start making DC 15 Constitution saving throws each minute. If you fail a saving throw, you are slowed as per the slow spell (speed is halved; -2 penalty to AC and Dexterity saving throws; cannot use reactions; may take only an action or a bonus action on its turn; spells with a casting time of 1 action may be delayed) until you succeed on three saving throws. If you fail three saving throws before you succeed on three saving throws you are petrified. Petrification lasts until undone by a *remove curse* spell (treating this effect as if it was a 4th level spell).

This potion appears to be a chilled vodka or akvavit (dill flavored spirit), with at least three round pebbles at the bottom.

Potion of Proof Against Acid

Potion, uncommon

This bright pink, chalky admixture tastes slightly sweet.

When you drink it, you have resistance to acid damage for one hour. The potion is also remarkably effective at aiding digestion.

Potion of Proof Against Cold

Potion, uncommon

This thick ruddy-brown broth is scalding to touch.

When you drink it, you take 1d4 fire damage, but thereafter you have resistance to cold damage for one hour. During this time, you also tend to be more energetic and passionate.

Potion of Proof Against Fire

Potion, uncommon

This thin, blueish liqueur is cold to touch.

When you drink it, you take 1d4 cold damage, but thereafter you have resistance to fire damage for one hour. During this time, you also tend to be more dispassionate and calculating.

Potion of Proof Against Lightning

Potion, uncommon

This bright yellow potion glows slightly and exhibits a mild tingling when touched.

When you drink it, you take 1d4 lightning damage, but thereafter you have resistance to lightning damage for one hour. During this time, you have a small static charge so your hair stands on end and leaves, small bits of paper and cloth, and suchlike will adhere to you.

Potion of Stealth

Potion, common

For one hour after you consume this potion, you have advantage on Dexterity (Stealth) checks to hide or remain hidden or to move quietly.

This blue-black potion will spoil if left exposed to light for long periods, so it is always found in an opaque bottle.

Sleeping Draught

Poison (Ingested), common

When you drink this draught, you make a DC 13 Constitution saving throw. If you fail, you fall asleep (unconscious) for eight hours. You wake up if you take damage or if someone else takes an action to shake you awake. The sleep induced by this potion is natural, and you gain whatever benefits you would from a night of restful sleep.

The potion is a thin, dark red liquid that tastes of sweet cherries.

Waking Draught

Poison (Ingested), common

When you drink this draught, you can stay awake all night without sleep without suffering any ill effects (although you may still need to rest).

If you drink a waking draught for a second night, you automatically suffer a level of exhaustion and you make a DC 10 Constitution saving throw. If you fail, you suffer an additional level of exhaustion and are poisoned for 24 hours. Each subsequent night, you automatically suffer another level of exhaustion and make another Constitution saving throw, with the DC increasing by 2 each night. If



you fail this saving throw, you suffer an additional level of exhaustion, are poisoned for 24 hours and fall asleep (unconscious) for 24 hours.

The potion is a thin, amber liquid with an astringent, bitter ginseng taste.

Wolfsbane Elixir

Potion, uncommon

For one hour after you consume this potion, you have advantage on saving throws to avoid lycanthropy. If you drink more than one dose within 24 hours, then you will be poisoned for 24 hours, and you must make a DC 11 Constitution saving throw or suffer 2d6 poison damage.

This potion is made from soaking wolfsbane in distilled spirits. It is slightly purple in color, and smells and tastes of burnt tobacco.



APPENDIX J: NEW CREATURES

Heinzelmannchen (aka brownie)

Small fey, neutral

Armor Class 13

Hit Points 8 (2d6 +1)

Speed 25 ft.

Str	Dex	Con	Int	Wis	Cha
7 (-2)	12 (+1)	12 (+1)	10 (0)	11 (0)	14 (+2)

Damage Resistance bludgeoning, piercing, slashing from non-iron or non-magic weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages common, elvish, sylvan

Challenge 1/8

Fey Ancestry. Magic can't put the heinzelmannchen to sleep.

Innate Spellcasting. The heinzelmannchen's spellcasting ability is Charisma (spell save DC 12). The heinzelmannchen can innately cast the following spells, requiring no material components:

At will: detect magic, mage hand, mending, prestidigitation

3/day each: invisibility (self only), unseen servant

Actions

Knife. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Background

The heinzelmannchen, or brownie, is a type of faerie that live in unoccupied parts of human houses, typically a cellar or attic. Late at night, they come out and do domestic chores, such as cleaning dishes, washing clothes, and stacking firewood. In return, they ask for a small bowl of porridge and a pot of beer, or other food. They don't like to be seen, and if householders persist in trying to catch them (or fail to leave them gifts of food), they will abandon the house for a friendlier host.

Ice Elemental

Large elemental, neutral

Armor Class 16 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 30 ft., burrow (ice only) 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	8 (-1)	20 (+5)	5 (-3)	10 (0)	5 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Aquan

Challenge 5

Ice Glide. The elemental can burrow through ice and snow. While doing so, the elemental doesn't disturb the material it moves through. It ignores difficult terrain caused by ice and snow

Contact Frost. If the elemental is grappling or grappled, each creature it grapples with takes 5 (2d4) cold damage at the beginning of its turn.

Fog. If an attack, spell or other effect does 20 points or more of fire damage to the elemental, it results in a flood of steam which instantly condenses into a 20-foot-radius sphere of cloud of freezing fog centered on the elemental. The area of the fog is heavily obscured except for the elemental. It lasts for one minute.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Background

An ice elemental resembles an earth elemental except it is made of crystalline ice. Its body is so cold, that mere contact causes damage.

Ice Hag

Medium fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., burrow (ice only) 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Damage Immunities cold

Skills Deception +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 5

Familiarity with Winter. The hag's vision is not impeded by snow, sleet, hail or freezing fog, nor is snow or ice considered difficult terrain for her.

Illusion of Safety. In any winter storm, the hag can create an illusion of a dwelling, cave or other safe area (typically with light and a warm fire inside). A creature that investigates can tell it is unreal with a successful DC 14 Intelligence (Investigation) check.

Winter Stalker. The hag has advantage on any Dexterity (Stealth) check made during a winter storm.

Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 12 (2d8 + 3) slashing damage plus drain warmth.

Drain Warmth. At the beginning of its turn, the creature takes 2 (1d4) cold damage. An affected creature can make a DC 12 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Background

The ice hag typically lives in high mountain passes or other cold climes, and rarely leaves her home except during winter storms. However, during any winter storm, she will use her illusion of safety ability to lure victims away from roads and trails, into deep snow drifts and ice crevasses. Once victims are immobilized or trapped, she will move in for the kill.

Yeth Hound (aka Mauthe Dog or Schwarzhund)

Medium fey, chaotic evil

Armor Class 13

Hit Points 82 (11d8 + 33)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	16 (+3)	6 (-2)	13 (+1)	10 (+0)

Skills Perception +5, Survival +5, Stealth +5

Damage Resistance bludgeoning, piercing, slashing from non-iron or non-magic weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., see invisible and ethereal, passive Perception 15

Languages understands Common, Giant and Sylvan but can't speak

Challenge 3

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

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

Implacable Tracker. The yeth hound has advantage on Wisdom (Survival) checks to track any creature that has been affected by its dreadful howl or that it has been summoned to hunt.

Harbinger of Doom. If a living creature sees one or more yeth hounds at night but is not attacked by any yeth hound during the encounter, at the end of the encounter it must make a DC 16 Wisdom saving throw (creatures warded by a protection from evil and good or magic circle spell do not need to save). If the creature fails, then at a stressful time chosen by the DM that creature has disadvantage on all ability checks, attack rolls and saving throws, for 10 minutes (or the duration of any activity that is represented by a single roll). The effect does not apply to any attack or saving throw against a yeth hound and must occur no later than 30 days after the encounter. This effect can be removed by a remove curse spell (treating the effect as a third level spell).

Actions

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

Dreadful Howl. Each creature that is within 360 feet of the yeth hound when it howls at night but cannot see it must succeed on a DC 16 Wisdom saving throw or become frightened for 10 minutes. A creature can repeat the saving throw at the end of each of minute, or each of its turn after it has been



attacked, or sees an ally being attacked, by a yeth hound. If a creature's saving throw is successful the effect ends for it and the creature is immune to any yeth hound's dreadful howl for 10 minutes. A dreadful howl also does not affect any hag or any creature under the protection of the Wild Hunt.

Background

The yeth hound (also known as a mauthe dog or a schwarzhund) is a fey creature that haunts lonely moors, appearing alone or in a pack of three. A larger pack appears accompanies the Horned Man in the Wild Hunt, and solitary yeth hounds sometime serve witches or hag covens.

It appears as a powerfully built, coal-black mastiff with glowing white or yellow eyes.

Although they are powerful combatants, yeth hounds are more likely to use their dreadful howl and harbinger of doom abilities to torment travelers or chosen victims. A typical encounter occurs with the yeth hound tracking its target for several miles, howling to keep it frightened but staying out of sight. The yeth hound will then either attack when its target is thoroughly frightened, or merely show itself to the target, invoking its harbinger of doom ability.

Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. To escape daylight, their lairs are always subterranean.



APPENDIX K: NEW TRINKETS

Trinket Table 1

1	A shield emblazoned with a gold griffon crushing a green snake above a mountain. You don't know whose emblem this is.	62	A fake sapphire made of blue glass.
2	An enameled figurine of your patron saint.	63	A haircomb with wolf's ears.
3	A mummified troll head.	64	A tiny magic canvas bag. If a piece of wood or charcoal is placed in the bag for at least 10 minutes, it will begin to smolder for 12 hours, and can be used to warm you. Alternately, you can remove the piece from the bag and use it to light a fire.
4	A silver amulet with the symbol of Titania, queen of Seelie elves.	65	A rivermap of the Weisbruck river, showing toll amounts.
5	A right-handed gauntlet made from wyvern scales.	66	A bottle of "hell-hound" hot sauce.
6	A Catalunya viol with intricate carvings.	67	A magnifying lens that can magically see through non-metal materials of up to one-quarter inch thickness.
7	A dwarven forge-hammer. One head is made of magically hardened silver, and the other is made of granite.	68	A brass calculating device (similar to an astrolabe) but with an unknown function.
8	A Nord's carved walking stick mounted with a lynx's skull. In the dark, you can see a faint outline of the lynx's head over the skull.	69	A bottle of whale oil.
9	A pocket book of fairy tales.	70	A pearl portrait locket which can be opened in two ways. One way shows a smiling young lady with white skin and dark lustrous hair. The other way shows a frowning hag.
10	A whetstone that is made of a solid piece of clear glass.	71	A fake beard the same color as your hair.
11	A locket that will keep fresh a teaspoon of herbs placed inside.	72	A letter of introduction to the burgermeister of Restenburg.
12	A charcoal rubbing taken from a Geatish stonecarving with a lockhole in the center.	73	A tattoo of a dragon turtle in blue ink. You got it one night in a drunken stupor in a large city. Later, you tried to find the tattoo shop, but you couldn't find it.
13	A mask showing a tusked demon's visage.	74	A scroll listing names and birthdates of the Saxnot Herzogs.
14	A lock of hair from an obscure saint.	75	Three "magic beans" that your great-grandfather bought. Nobody knows what they do.
15	A cloak clasp shaped like a bright red rose.	76	A set of gold-plated knight's spurs.
16	A blue silk handkerchief.	77	A wooden flute carved with the name "The North Wind."
17	A walnut cast in gold.	78	A working oil lamp carved from a single piece of quartz.
18	A model wooden barge that actually floats.	79	A stuffed rabbit doll.
19	An adamantine fishhook.	80	A rag that magically buffs leather (like boots or saddles) without the need for wax or polish.
20	A racy love letter to a deceased prince.	81	An everburning candle.
21	A fingertip encased in amber.	82	A wicker fishing trap that folds into a fist-sized ball.
22	A wooden box filled with dark, rich dirt.	83	Hand pliers.
23	A pinecone that always smells fresh. You can rub it on yourself.	84	A lump of ambergris in a tin box.
24	A dirty copper abacus.	85	A set of four copper horseshoes.
25	A small glass flask of expensive whiskey.	86	An antique (old Empire) shield boss in the shape of Satyr's face.
26	A signet ring with the signet scratched off.	87	A dagger whose hilt has the crest of the University of Regensburg.
27	A pair of linen pants that stay perfectly clean.	88	A jar of premium honey.
28	A troll carved in soapstone.	89	A 200 year old letter from one Drachenmark monk to another, describing where he hid the monastery's treasure to protect it from an impending orc horde.
29	A small jar of "wolfbane ointment."	90	An elaborate wooden stiletto that was supposedly blessed by Saint Arnulf for a vampire hunter.
30	An ostrich feather, suitable for a handsome cap, magically pristine.	91	A portable thumbscrew.
31	A vellum map of Isensatz that is several hundred years old.	92	A pair of glass slippers.
32	A crystal prism that refracts light into indigo-blue colors if cold, green-yellow if warm, and orange-red if hot.	93	A soapstone figurine of a pregnant troll, in a rather abstract style.
33	A coin made of an unknown blueish metal.	94	A corroded, bronze warhammer head depicting Donner.
34	A tiny vial of powdered rubies.	95	A palm-sized book, whose pages are filled with writing in an incomprehensible code. The book detects as magic.
35	A necklace of glass beads. Inside each bead is a mustard seed.	96	A ceramic falcon, enameled blue with gold leaf. The base of the falcon reads "Maltenstein." The falcon is heavier than normal, as if it was filled with lead (or gold!).
36	A tankard made from silver and an enormous boar's tusk.	97	A 3 inch tall stone pyramid, with a glass eye set in the middle. It detects as magic.
37	A copper belt buckle with a grinning demon's face.	98	A bright red shirt.
38	A short piece of rope with a knot that can't be untied.	99	A golden needle.
39	A ring with a tiny poison reservoir.	00	A small tin pot that will heat water to a simmer without the need for external heat.
40	An iron lance-head.		
41	A dagger with a whalebone handle.		
42	A hollow metal ball that "sings" a note when tapped.		
43	A brass key set with a moonstone.		
44	An invitation to a landritter's wedding in 3 months.		
45	An Imperial decree commending your father for loyal service.		
46	The deed to a house in Battenburg on a street that does not exist.		
47	A glass vial, sealed with lead, holding a disgusting slimy, white worm suspended in liquid.		
48	A wood token that reads "free get out of dragon."		
49	A clasp carved from oak wood and shaped like an oak leaf.		
50	Two hazelnuts joined by a brass hinge. The nuts can be struck together to make a pleasant clapping sound.		
51	A marionette doll that resembles a saint, a demon, Baba Yaga, or the prior Emperor (your choice).		
52	A caltrop that has been bent into a candlestand.		
53	An otherwise unremarkable piece of granite set in silver ring.		
54	A tortoise-shell pince-nez.		
55	A bottle of cheap wine that has great sentimental value to you.		
56	A set of runestones you can use to play a rune-casting game.		
57	A sword's pommel shaped like a lion's head.		
58	A cloak made of swan feathers that magically keeps you dry in normal rain.		
59	An elf's red hat. Whenever you wear it, time seems to pass quickly.		
60	A whelk shell. When you hold it to your ears, it seems to be whispering something.		
61	The fur of a rare striped fox.		



Trinket Table 2

1	A silver scabbard. Illusory white doves fly away whenever a sword is drawn from the scabbard.	63	infamous tourney of Mindelheim fields.
2	A Southron fencing manual.	64	A bearskin cloak.
3	An elegant silk jacket.	65	A magnetic lodestone carved into a lifesize fist.
4	An ivory rosary carved to look like forest animals.	66	A winged mithril helmet.
5	A mithril bell.	67	A piece of raw copper ore in the shape of an elk.
6	A gourd that magically purifies water left in it for day.	68	A striped horse blanket.
7	A 1-inch tall brass skeleton.	69	A stuffed eagle head.
8	A short sword with a pommel shaped like a fox's head.	70	A piece of rock salt crystal as big as your thumb.
9	A potion of healing.	71	An ordinary brass key that has been passed down from father to son for many generations. Unfortunately, nobody remembers what it unlocks
10	A freshly hatched cockatrice suspended in a bottle of whiskey.	72	A piece of black glass. When you look through it, the world appears as it does at night.
11	A book titled "The Mating Habits of Wyrms."	73	A half-dozen white stoat tails on a string.
12	A carved walrus tusk.	74	An acorn as large as your fist. It detects as magic.
13	A cloak decorated with a fox motif. The name "Reynaldo" is stitched inside.	75	A pair of 1-inch ivory bullywugs.
14	A blue crystal	76	50 feet of rope woven from magical steel strand. It is quite heavy (20 lbs.) but is as strong as steel, and as flexible as hempen rope.
15	A Nordic dragonhead talisman.	77	A bag of magical caltrops. You can use a single action to command the caltrops to clump into a single mass, making them easy to retrieve.
16	A set of false teeth.	78	A spearhead shaped like a blade emerging from a serpent's mouth.
17	A short horn, bound in silver. You believe it is a demon's horn.	79	A scroll of the arcane lock spell.
18	A cloisonné egg. It opens to reveal a padded silk chamber.	80	A jar of sticky tar. Its malleability ranges from rubbery to honey-like, depending on the temperature.
19	An arrow with a jade arrowhead.	81	A miniature pouch of holding. The pouch is only 1 inch square, with a 1 inch mouth, but can hold up to 5 lbs of anything that can fit through the mouth.
20	A stinkbomb.	82	A rose that magically stays fresh.
21	An adamantine finger-drill.	83	A small sea conch shell painted with the words "from the beginning" on the lip.
22	A slip of paper with the Erstebishop's blessing.	84	A glass orb that shows yesterday's weather.
23	A dwarven gray-wool hat.	85	A geode that slowly rotates through the colors of the rainbow.
24	A smooth black stone that is continually warm.	86	A small whistle that, when blown, whispers in an unknown language.
25	A rock carved like the moon that floats 1 foot above any surface.	87	A blackened steel gauntlet decorated with a stylized flame.
26	A copper torc.	88	A rag doll owlbear.
27	A silver and gold medal of Saint Kluber.	89	A small vial of black sand.
28	A carnival mask from Catalunya.	90	A brass kaleidoscope that shows dancing, shadowy silhouettes.
29	A griffon saddle.	91	A locket of golden hair. When you wear it, you have pleasant dreams.
30	Shards of a broken sword.	92	An hourglass that shows the time with falling mists, rather than sand.
31	A plain silver orb.	93	A blank golden coin.
32	A set of miniature, but functional, tools.	94	A set of silver and gold lute strings.
33	A brown felt hat with a pewter horse badge.	95	A 4-inch box made of turtle shell which is magically dry inside.
34	A tiny token in the form of an anchor. It radiates magic.	96	A greensteel dagger and scabbard. The handle and scabbard are covered in barnacles, but the dagger blade is pristine.
35	A promissory note for 50,000 "p. pecas" drawn on a Catalunan merchant broker and dated 60 years ago.	97	A set of inked leather playing cards. One of the face cards bears an uncanny resemblance to you.
36	A vial of holy water blessed by Erstebishop Vernor	98	A tiny wooden duck, painted yellow. It floats in water.
37	A bottle of cherry brandy. Your grandmother insists it's a magic potion, but she doesn't know what kind.	99	A pair of cancelled tickets to a Pomonian opera.
38	A stuffed cat rag doll.	00	A sword belt with a filigree silver belt buckle.
39	A silver talisman shaped like a demon's face		A hollow candle shaped like a dragon. When lit, the wick sparkles and draws air through the candle, sounding like a faint roar.
40	A glass belljar filled with swirling mists.		
41	A tiger's eye gemstone that floats.		
42	A pickled herring wrapped in wax paper.		
43	An anvil that magically collapses down to a 1 inch cube.		
44	A map of a labyrinth.		
45	A book titled "Famous Heroes of the Mittlands."		
46	A plain gold ring that detects very strongly of magic, but you can't figure out its function.		
47	An obsidian figurine shaped like a dragon.		
48	A pouch of hot curry powder from the "far South."		
49	A silver and amber poisoner's kit, with two doses of basic poison, a dose of insect venom, and dose of nightshade extract.		
50	A Nord helmet with enormous horns. The helmet radiates magic, with an unknown function (but the helmet is balanced despite the horns).		
51	An orc's jawbone mounted on a necklace of crude wooden beads.		
52	A pair of elbow-length, soft leather gloves.		
53	A scroll of magic circle.		
54	10 feet of super-light, super-strong mithril chain. Both ends of the chain have been fitted with steel hooks (obviously after the chain was made).		
55	A heavy woolen cloak made in your family colors.		
56	A shepherd's crook, made of blackthorn, intricately carved and decorated with bits of cloth, leather, beads and shells.		
57	A sealskin hat. It keeps dry in wet weather.		
58	A pouch supposedly made of dragonskin.		
59	A toy boat.		
60	A pendant in the form of a tiny, gold trident encased in a glass sphere.		
61	A pair of boots with magic iron soles that never wear out.		
62	The unrepaired lance that Ritter Götz von Berlichingen broke against the shield of Ritter Georg von Frundsberg in the final tilt of the		

Trinket Table 3

1	A fang as big as your index finger.	50	A magic floating carpet (5 feet by 10 feet) that, when unrolled, levitates 3 inches above the ground.
2	A blue robin's egg encased in a clear crystal shell.	51	A beaverskin top hat.
3	A raven pin carved from obsidian.	52	A dessicated and charred human hand, bound in brass.
4	An antique banner flag from your (or your lord's) estate.	53	A mace with a head shaped in a lion's head.
5	A preserved and stuffed fairy.	54	A deck of Rhenee fortune-telling cards.
6	A hemp wristband with a copper coin on it. You feel lucky when you wear it.	55	A charm shaped like a cup. If you cast mage hand while wearing the charm, you can shape the hand into a scoop or bowl that can carry up to a half-gallon of liquid.
7	A rosewood and crystal reliquary containing a saint's iron fork.	56	A golden toothbrush.
8	A shimmering, silk scarf in a color you choose.	57	An ancient ivory holy symbol. One side depicts Saint Siegrid; the other shows Donar, the old faith war god.
9	A silver coin. At unpredictable times (but never when watched), the face of the coin changes to an apparently random image.	58	A ruffled fine linen shirt.
10	A winesack made of a sheep's bladder.	59	A painted wooden dragoneye gouged from a viking longship.
11	A short ebony cane, carved with a dozen bearded dwarven faces.	60	An old dented tin cup. Even though it doesn't detect, you suspect that it is actually magic.
12	A hardened leather cap, of obviously orcish design.	61	A pair of faerie wings encased in glass.
13	An amulet made of a enameled crab shell.	62	A handlebar mustache, and a mustache comb.
14	A line drawing of a map of a Cnut town.	63	A bullywug toy: a rubber fly attached by a string to a stick.
15	A silver nail wrapped in a red ribbon.	64	A pair of fancy cavalry boots.
16	A leather belt with boar's tusks all around.	65	A tiny ivory carved skull. When you crack its mouth, it makes a piecing, tinny scream.
17	A flat wooden box (4 by 6 by 1 inches) that opens into a separate space if opened under a full moon.	66	An everburning torch.
18	A glass orb that displays your dreams if held while sleeping.	67	A golden Nord torc.
19	A shield with magically hardened green glass boss.	68	A red and gold silk jester's hat.
20	An enormous, mounted rhinoceros head. It is far too heavy to carry around.	69	A set of mithril and silver jeweler's tools.
21	A tiny bottle of mandrake juice.	70	Your grandmother's mother-of-pearl and gold brooch.
22	A sheaf of papers with lewd drawings.	71	A brass disk with a raised image of a stylized kraken.
23	A knife with an elkhorn handle.	72	A clockwork toy mouse.
24	A locket enclosing a written "Hope" on a small piece of parchment. Supposedly, this was written by Saint Stephan.	73	A leather choker.
25	A jar of perfumed hair oil.	74	A skeleton key.
26	A longbow inlaid with silver and gold figures.	75	A vial of powdered rubies.
27	A map showing the location of a long-lost old empire city beyond the eastern marches.	76	"Gygax" written on a scrap of paper.
28	A page of random Cnut letters. It might be a secret code.	77	An arrow with a whistling arrowhead.
29	A string of quartz prayer beads. They detect as magic.	78	A sheepskin.
30	A blue silk handkerchief emblazoned with the imperial eagle.	79	A conical wizard's cap decorated with stars and crescent moons.
31	A raspberry pie.	80	A pair of heavy orc boots.
32	A silvered rapier with a foxhead hilt. Concealed in the hilt is a set of thieves' tools.	81	An embossed leather belt.
33	A helmet with a grinning skull face.	82	
34	A pet pig.	83	
35	An adamantine half-mask portraying a fanged demon with red glass eyes.	84	
36	A copper gauntlet engraved with a ram.	85	
37	Three sticks of magical sealing wax. If a sealed letter is opened by anyone other than the intended recipient, the wax bursts into flame that does 1d6 fire damage to the holder and destroys the letter.	86	
38	A black snakeskin jacket.	87	
39	A 3 inch red enamel crab figure.	88	
40	A gold and horn calligraphy set.	89	
41	A map of the visible surface of the moon.	90	
42	A heavy golden signet ring.	91	
43	A portable orcish yurt.	92	
44	An antique silver plate engraved with prayers.	93	
45	An impossibly tiny crocodile entrapped in amber.	94	
46	A magic ball of twine. You can draw up to 100 feet of twine from the ball every day; you can draw an additional 50 feet but this destroys the ball.	95	
47	An enormous glass emerald, apparently worth 10,000 gp but really only worth 25 gp.	96	
48	Two weeks worth of dried fish rations.	97	
49	A very stylish leather overcoat that counts as leather armor.	98	
		99	
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