

## PLAYER OPTIONS

With its constant battles and open warfare, Acheron holds many promising possibilities for those looking to hone their martial prowess. Mercenaries seeking to make a name for themselves sign up with the Nameless Legion or countless other smaller outfits, or perhaps simply moving from battlefield to battlefield trying to sell their skill to whichever army can pay the most.

Warriors of all types are drawn to Acheron, though lawful fighters often feel the most at home. Some legends say that the juggernaut, a fighter possessing fantastic skill with the heaviest armors, was born in Acheron, though dwarves dispute this claim. A skilled swordsman can find much to satiate their thirst for combat across the Infernal Battlefield, but it generally lacks the guidance and purpose necessary to inspire paladins.

A small number of monks have learned to tap into the warrior souls of past generals and tacticians that have died on Acheron. They blend the tenacity of a fighter with the discipline of a monk into a truly capable fighting opponent, but they must be careful. Sometimes, the souls that guide their strikes have ulterior motives and more than one ally has remarked on how similar the tactics seem between a warrior soul monk and a warlock with a dark patron.

Warforged are a relatively new race on Acheron but many are driven to follow the enigmatic whisperings of the Iron Voice. The power of that strange voice carries across the multiverse, however, and warlocks of all kind have learned to tune into its whispers. In exchange they are given power over metal, with defensive and offensive capabilities that make them powerful additions to any battle.

The new class options include the Juggernaut archetype for fighters, the Way of the Warrior Soul for monks, and the Iron Voice patron for warlocks. A new background, Nameless Legionnaire, is available for characters as well.

## FIGHTER: JUGGERNAUT

When the juggernaut takes the field of battle, everyone notices. Masters of the heaviest armor, these iron-clad fighters are behemoths on the battlefield, commanding their enemy's attention. They can withstand an enormous amount of punishment and remain standing, and when they get moving few things can stop their relentless charge. Juggernauts are the ultimate expression of the heavy armor warrior.

Dwarven legionnaires are credited with perfecting the art of the juggernaut first, but the skills have distributed widely since then. Hobgoblin juggernauts on Acheron form elite units in the Army of Maglubiyet, using the power of their heavy armor to great effect, and rumors abound of a warforged juggernaut that grows comparable skills naturally from the steel and stone of its body.

### WEIGHTY STEP

Starting when you take this archetype at 3rd level, you can shift your stance around the battlefield in small ways. You do not provoke opportunity attacks as long as you move no more than 5 feet in a round.

### ABSORB BLOW

At 7th level, when an attacker that you can see hits you with a melee attack, you can use your reaction to halve the attack's damage against you. You must be wearing heavy armor to use this feature.

### STRENGTH OF ARMOR

At 10th level, you learn to harness your armor's weight as a defensive strength. While wearing heavy armor, you have advantage on Strength saving throws and ability checks. It also takes you half as much time to don your armor as normal.

### BULL RUSH

At 15th level, you can use the weight of your armor to bowl over creatures and objects. While wearing heavy armor and taking the Dash action, you can attempt to shove a target adjacent to you using the normal rules for shoving. You can only shove a number of targets in a round using this feature equal to your Constitution modifier.

### UNSTOPPABLE

At 18th level, you become the pinnacle of the juggernaut. While wearing heavy armor, you ignore rough terrain. In addition, if you do not move more than 5 feet on your turn, you cannot be grappled or restrained.

## MONK: WAY OF THE WARRIOR SOUL

The past is filled with mighty warriors, cunning generals, and brilliant tacticians. As a monk following the Way of the Warrior Soul, these fallen combatants transform into spiritual teachers imparting their skill to your combat abilities. You learn to strike at an opponent's weakest location to cause maximum damage, and eventually you learn advanced fighting stances from your warrior soul teachers.

Many of the skills taught by these warrior souls have been lost to the ages, and they rely upon you to keep their traditions and techniques alive. Some become trusted colleagues, offering words of wisdom in times of crisis, while others seek to control you towards some nefarious purpose. You must always be on your guard against letting the power of these warrior souls take over completely.

### STRIKE OF THE CHAMPION

Starting when you choose this tradition at 3rd level, your unarmed attacks score a critical hit on a roll of 19 or 20.

### FIGHTING STANCE

At 6th level, you adopt a particular fighting stance learned from one of your warrior soul teachers. Choose one of the following options. You can't take a Fighting Stance option more than once, even if you later get to choose again.

#### AGGRESSIVE STANCE

You gain a +1 bonus to damage rolls made with your unarmed strikes.

#### ALERT STANCE

You cannot be surprised. Your passive Perception is 14 + your Wisdom (Perception) modifier.

#### COMMANDING STANCE

You can Help in combat as a bonus action.

#### DEFENSIVE STANCE

While you are not wearing armor, you gain a +1 bonus to AC.

#### MANEUVERING STANCE

You can Disengage as a bonus action.

#### PROTECTIVE STANCE

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

### ADVANCED FIGHTING STANCE

At 11th level, you have deepened your well of combat knowledge. You can choose a second option from the Fighting Stance class feature.

### EXTRA ATTACK

At 17th level, you can attack three times, instead of twice, whenever you take the Attack action on your turn.

## WARLOCK: IRON VOICE PATRON

Hidden somewhere on Acheron, amid the floating cubes, is a voice barely more than a whisper. Most cannot hear it, but for those that can the tales it weaves promises power and glory in a world of metal and strength. This whisper is known as the Iron Voice and it can penetrate the fabric of the multiverse to reach nearly anyone if they are sensitive to its words and attuned to its senses.

What is the Iron Voice? Warlocks among the warforged of Acheron say that it promises their people an answer to their most basic questions – what are they? What is their purpose? But to others, its words of steel and metal speak to a great immovable strength, a powerful core that runs through the invisible center of the worlds. It teaches warlocks how to manipulate metal, becoming one with iron, and how to break it down when used against them.

While not truly evil or good, the Iron Voice advocates strength and rigidity above all else. That strength can form the backbone of tyranny or justice depending on how it's used, or simply as a bulwark against the uncaring outside world.

### EXPANDED SPELL LIST

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

#### IRON VOICE EXPANDED SPELL LIST

SPELL LEVEL	SPELLS
1st	<i>absorb elements, shield</i>
2nd	<i>heat metal, magic weapon</i>
3rd	<i>protection from energy, slow</i>
4th	<i>fabricate, freedom of movement</i>
5th	<i>animate object, passwall</i>

### METAL GIFT

Starting at 1st level, your patron grants access to a source of metallic power from another world. This power manifests itself physically on your body in some way – a flexible iron hand, liquid gold eyes, molten silver tattoo, or other minor and easily concealable mark. You can call upon your gift as a reaction to encase your body in magical metal, and until the end of your next turn you have resistance to all damage.

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

#### POWER OF RUST

Starting at 6th level, you can use your metal gift to affect other metallic objects with a rusting effect. As a bonus action, choose a metal object you can see within 60 feet. The object must be able to be held in one hand, such as a weapon or armor, or must be smaller than a 5-foot cube. Nonmagical weapons and armor corrode instantly – weapons deal half damage and armor provides half its normal bonus. Other metal objects become brittle and can break with little effort. The rusting effect lasts for 1 hour.

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

#### LIQUID METAL

Starting at 10th level, the Iron Voice imbues your flesh and blood with liquid metal. Outwardly nothing changes, but you cannot be grappled or restrained against your will and you can squeeze into a space small enough for a creature one size category smaller than yourself without suffering penalties. In addition, you have resistance to force damage.

#### WORD OF METAL

Starting at 14th level, you can summon the power of the Iron Voice to lay low foes. As an action, you speak a word of unbearable power in a metal, grating voice. All creatures in a 60-foot cone must succeed on a Strength saving throw against your warlock spell save DC. On a failed save, they are knocked prone and pushed back up to 20 feet.

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

## NEW BACKGROUNDS

### NAMELESS LEGIONNAIRE

Mercenaries are no stranger across the multiverse, as warfare and conflict are constant on nearly every plane. But the Nameless Legion based in the Infernal Battlefield of Acheron elevates mercenary work to an art. The Paymasters that run the organization take in any soldier from any race under one condition - they undergo a painful psychic process that robs the soldier of all memories. They are then assigned to a unit and given a name, usually a descriptive one based on their physical attributes.

The Paymasters occasionally have to wipe the memories of the legionnaires as well, especially if things turned bad. But their training is top notch and the commanders of each unit expect and receive total loyalty from their troops.

You were once a part of this elite mercenary outfit. You had your memory erased upon joining, and after some skirmishes across the planes you were released. Or did you escape? Are the Paymasters looking to get a prized soldier back in their ranks? What name have you adopted since you have no memory of your original?

**Skill Proficiencies:** Athletics, History

**Languages:** Infernal, any one other

**Equipment:** A leather armband with your original unit's badge, a backpack, a journal of your exploits, a plain black military uniform, and a pouch with 15 gp.

#### FEATURE: LOST NAME

When you joined the Nameless Legion, your memory was wiped by the psychic powers of the Paymasters. You were given a new name by your unit but your old name is still out there, and its meaning is buried deep in your mind. Someday it may come back and then you'll remember why you joined the legion in the first place.

#### SUGGESTED CHARACTERISTICS

Mercenaries ask no questions and obey the commands of their superiors, but that doesn't mean you had to do that everytime. Some Nameless Legionnaires railed against the structure of the legion instinctively and were let go by the Paymasters as a result. Others fit in naturally.

#### d8 PERSONALITY TRAIT

- 1 I study every room looking for ways in and out.
- 2 I have a quote from a great military general for every circumstance.
- 3 Violence may not be the only option, but it's the one I'm best at.
- 4 My forgotten past troubles me greatly.
- 5 The thrill of battle is the only passion I need.
- 6 My hand never strays from the handle of my weapon.
- 7 I'm the best at what I do.
- 8 I laugh in the face of death.

#### d6 IDEAL

- 1 **Strength is Strength.** Weak people talk about strength in abstract, but I know it's all about who's strongest. [Evil]
- 2 **My Life is War.** Fighting is all I've ever been good at. [Any]
- 3 **Death Comes For All.** Rich, poor, skilled, and unskilled, we all die eventually. Don't fight it when it's your time. [Neutral]
- 4 **Loyalty and Money.** My honor is my coin purse, and as long as I'm paid you can count on me until the end. [Lawful]
- 5 **Forget the Past.** Can't change it, so why bother? Right now is the only thing that matters. [Chaotic]
- 6 **Legacy.** When I'm gone, the legacy of what I've done will stand. I have to make it a worthwhile one. [Good]

#### d6 BOND

- 1 I was saved by an order of priests after a battle went bad. I owe them my life.
- 2 My brothers and sisters of the Nameless Legion are the only family I need.
- 3 I struggle to reconnect with my discarded past.
- 4 When it comes down to it, I can only rely on the steel in my hand.
- 5 The Nameless Legion gave me a home when I had none, and I owe the Paymasters greatly.
- 6 I fought against a squad of knights and their honor and dedication impressed me. I seek to emulate their ways even if I don't know any of their details.

#### d6 FLAW

- 1 Every problem can be solved with steel.
- 2 I don't have much to say but that doesn't mean I'm not judging others harshly.
- 3 I can get pretty reckless when not fighting.
- 4 I have a plan for everything, and if that plan collapses I don't react well.
- 5 The other legionnaires in my unit taught me many colorful phrases that I use, especially in polite company.
- 6 Telling me what to do is the best way to make sure I don't do it.

# PLAYER OPTIONS

The element of air is so prevalent that most creatures take it for granted, but to those that can harness its power great skills can be learned. Whether it's controlling winds in the name of an air god, running like the wind as a ranger dedicated to an ancient cause, or manipulating zones of air as personal servants, air can be a surprisingly versatile element with many practical applications for the adventurer.

The new class options include the Air domain for clerics, the Windrunner archetype for rangers, and the arcane tradition School of Aeromancy for wizards.

## CLERIC DOMAIN: AIR

Air is so common across the multiverse that many cultures revere it as a source of strength and goodwill, and it is so important that many gods claim dominion over this bountiful element in one form or another. Whether it's aspects of storms or wind, gods such as Akadi, Phaulkon, Aerdrie Faenya, Zeus, Njord, and Shu command the sky and hold dominion over its powers, and their devout followers strive to do the same. The power of air is the power of freedom, to do and be whatever one wills, so most clerics follow a chaotic alignment in their efforts to emulate their gods. Air priests and storm priests often work side-by-side in their endeavors as their influences intersect.

### AIR DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>feather fall, fog cloud</i>
3rd	<i>gust of wind, warding wind*</i>
5th	<i>fly, wind wall</i>
7th	<i>freedom of movement, greater invisibility</i>
9th	<i>control winds*, conjure elemental (air elemental only)</i>

Spells marked with \* are found in supplementary books (Elemental Evil Player's Guide and Xanathar's Guide to Everything).

### BONUS CANTRIP

When you choose this domain at 1st level, you gain the *gust\** cantrip if you don't already know it.

### BONUS PROFICIENCY

Also at 1st level, you gain proficiency with martial weapons.

### BREEZE SHIFT

At 1st level, you learn to emulate the chaotic powers of the wind around you to confound your enemies. If you move at least 10 feet and are not wearing heavy armor, you can Dodge as a bonus action. You can use this ability a number

of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

### CHANNEL DIVINITY: FORCE OF WIND

Starting at 2nd level, you can use your Channel Divinity when casting a spell with a single target to create a blast of powerful air to accompany the spell's effect. In addition to the spell's effects, if the target is Large size or smaller, it is knocked prone by the force of wind.

### CHANNEL DIVINITY: WINDY STEP

At 6th level, you can use your Channel Divinity when you move to transport yourself wholly as a magical wind for a short period. You can instantaneously teleport to any unoccupied space you can see within 30 feet of your current location. You can use this ability three times in the round, but any other movement you have is reduced to 0 feet. The Windy Step ends at the end of your turn.

### DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### SKYBORN

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.

## RANGER ARCHETYPE: WINDRUNNER

Whether it's out in the open plain or across a dungeon floor, few creatures can match the windrunner ranger for sheer speed and agility. They move with the swiftness of a morning breeze, and many seem to catch and ride a wild wind as they blow past their opponents in a blur.

### WINDRUNNING

When you choose this archetype at 3rd level, you hone the art of windrunning, the secrets of which have been passed down from ranger to ranger for generations. You gain the following benefits when you are wearing light armor or no armor:

- Your base walking speed increases by 10 feet.
- In a round in which you move at least 10 feet, you gain a +2 bonus to your AC until the start of your next turn.
- While traveling at a fast pace, you do not suffer the usual penalty to your passive Wisdom (Perception) score.
- While traveling in a forced march, you only need to make the Constitution saving throw at every other hour (at hour ten, twelve, etc.), and the DC is affected in the same way (DC 11 at hour ten, DC 12 at hour twelve, etc.).

### PATHLORE

At 6th level, you learn the windrunner art of pathlore, which is the sense of direction that allows them to find the shortest route through terrain. When traveling in wilderness, you can take 10 minutes and make a Wisdom (Survival) check against a DC based on the terrain's size. On a success, you are able to find the shortest route through the terrain, cutting travel time in half for you and up to eight other traveling companions.

TERRAIN SIZE	DC
Small (<25-mile radius)	12
Medium (25-50-mile radius)	14
Large (51-100-mile radius)	16
Huge (101-200-mile radius)	18
Enormous (>200-mile radius)	20

Once you use this feature, you must complete a long rest before you can use it again. You can only attempt to use Pathlore on a specific stretch of terrain once in a 24-hour period.

### BURST OF SPEED

At 11th level, you learn to focus the wind around you to move at an incredible pace for a short period. You can cast the *haste* spell without requiring material components, targeting only yourself.

You must complete a short rest before you can use this ability again.

### EVASION

At 15th level, you can dodge and weave out of certain area effects as effortless as a breeze. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## WIZARD TRADITION: SCHOOL OF AEROMANCY

For the wizard, the element of air is a mystery to be unraveled. It is wild and chaotic, but bends to its own set of rules. It can be more malleable than water, more forceful than earth, and more unpredictable than fire, and its natural abundance makes research a breeze. Aeromancers are the wizards who dedicate their arcane pursuits to the full understanding of the air element, and they are quick to point out that it's more than just the ability to fly.

### GUST

Beginning when you select this school at 2nd level, you learn the *gust*\* cantrip if you didn't have it already.

### CREATE ZEPHYR

Starting at 2nd level, you can use your mastery over elemental air to create a 5-foot sphere of swirling wind called a zephyr. Creating a zephyr is an action, and you can create it in any unoccupied space within 30 feet. A zephyr has an effective Strength score equal to your Intelligence and it can be used to push objects as if it were a creature. You can move the zephyr on your turn as a bonus action up to 30 feet, with a maximum range of 100 feet from your position. The zephyr lasts for as long as you are concentrating, up to 1 minute.

You can also use the zephyr to strike Medium or smaller creatures by moving it into an occupied space. The zephyr ceases moving for the round and the target must make a Strength saving throw against your spell save DC. On a failure, you can choose to either knock the target prone or push the target up to 10 feet away.

You must complete a long rest before you can use this feature again.

### IMPROVED FLIGHT

At 6th level, you add the *fly* spell to your spellbook if it is not there already. When you cast *fly* it is considered to be using a spell slot one higher than the actual spell slot you are using, allowing you to target more willing creatures. In addition, targets affected by your *fly* have the following additional benefits:

- Advantage on Dexterity saving throws while flying.
- Gain the benefit of the *feather fall* spell once the *fly* spell ends if they are not on the ground.

### CONTROLLER OF WINDS

At 10th level, you add the *control winds* spell to your spellbook if it is not there already. When you cast *control winds* you can switch between effects as a bonus action rather than an action. You can move the area of effect as an action up to 30 feet in any direction.

You can also cast the *control winds* spell without using a spell slot. You must complete a long rest before you can do so again.

### GREATER ZEPHYR

At 14th level, you learn to create bigger and more effective zephyrs from the air around you. Zephyrs you create using the Create Zephyr feature are now 10-foot diameter spheres, and you can move them up to 40 feet per round as a bonus action. The greater zephyr can affect Large or smaller targets, and when it moves into a creature's space, you can choose one of the following effects to occur:

**Restrain.** The greater zephyr ceases all movement for the round and the target must make a Strength saving throw against your spell save DC. On a failure, the target is restrained. Restrained targets move with the greater zephyr, and there can be a maximum of 1 Large target or 4 Medium or Small targets in the greater zephyr. At the end of the restrained target's turn it can attempt a Strength saving throw against your spell save DC to escape. On a success, they enter an unoccupied adjacent space.

**Knock Down.** The target is knocked prone. The greater zephyr can continue moving, but the only effect it can perform for the rest of the round is Knock Down.

**Defenestrate.** The greater zephyr ceases all movement for the round and the Large or smaller target must make a Strength saving throw against your spell save DC. On a failure, the target is hurled 50 feet into the air and then comes back down, suffering 5d6 bludgeoning damage from the fall. If the target encounters a solid surface before reaching the 50 feet in height, it suffers 1d6 bludgeoning damage per 10 feet difference. For example, a target flung into the air 30 feet that encounters a ceiling suffers 2d6 bludgeoning damage when it hits the ceiling.

**Push Back.** The greater zephyr ceases all movement for the round and the Large or smaller target must make a Strength saving throw against your spell save DC. On a failure, the target is pushed back up to 20 feet and knocked prone.

# NEW BACKGROUND

## SKYFLYER

You learned to fly on air currents and jet streams within the chaotic jumble of the Labyrinth Winds on the Plane of Air. Not really flying, though the effect on the plane is similar, you instead harnessed the natural gusts that cross the boundless blue elemental plane using a special device called a wing harness. Perhaps you served aboard a sky ship sailing out of Calypso, as a ruthless raider or conscripted sailor. Or perhaps you served one of the wizards of the Prismatic Order or a noble djinni as a courier, running errands between aerial locations. You never lost that sense of freedom that came with sailing on the Labyrinth Winds, even if your wing harness is less effective on the Material Plane.

**Skill Proficiencies:** Perception, Survival

**Tool Proficiencies:** Wing harness

**Languages:** Auran

**Equipment:** Wing harness, a pair of goggles, token of your allegiance (sigil of a cloud captain, mark of a djinni, or emblem of a Prismatic Order mage), leather cap, 10 gp

### FEATURE: WING HARNESS

You are proficient with the wing harness, a light-weight device worn over clothing with a set of folded leather wings. The wings can be extended as an action out to 5 feet wide and are used to capture wind gusts. On the Plane of Air they give you a flying speed equal to your walking speed, but elsewhere they simply allow you to glide in a controlled descent.

### SUGGESTED CHARACTERISTICS

The kinds of people drawn to the life of a skyflyer are usually risk takers and daredevils, never able to sit still or stay in one place too long. Some seek flight as a means of escaping their past, while others look only to the promise of tomorrow to solve their worries.

#### d8 PERSONALITY TRAIT

- 1 I need to have multiple projects going or I feel like I'm falling.
- 2 I hate being in enclosed spaces.
- 3 I live a carefree life, never worrying about tomorrow while today's still here.
- 4 Most problems can be solved with a little perspective I've found.
- 5 I need to feel the caress of a breeze in order to be happy.
- 6 People who have never flown just don't understand.
- 7 I keep my eyes on the path ahead and try not to let distractions keep me from my goals.
- 8 I've got a plan for every situation.

#### d6 IDEAL

- 1 **Freedom.** Everyone should be allowed to follow their own path. (Neutral)
- 2 **Escape.** You can't keep me penned up in any kind of cage! (Any)
- 3 **Carefree.** Why worry? Life works itself out every time. (Chaotic)
- 4 **Obedient.** The winds flow and I'm just along for the ride. (Lawful)
- 5 **Hopeful.** If the winds aren't going my way, I wait cause sooner or later they'll shift to a more favorable condition. (Good)
- 6 **Covetous.** I need to cling onto everything cause it could all change in a moment. (Evil)

#### d6 BOND

- 1 My wing harness was a gift from a mentor that I'll never forget.
- 2 An aarakocra saved my life in a storm. I owe him and his people a great debt.
- 3 The only thing I need is my wing harness, it can get me out of any scrap!
- 4 I feel a kinship with the natural world and really feel alive in a storm.
- 5 The journey is more important than the destination.
- 6 I flew the Labyrinth Winds as part of a crew and I would do anything for them.

#### d6 FLAW

- 1 I'm afraid that if I stop moving I'm going to fall.
- 2 Storms and lightning make me nervous.
- 3 I only trust myself and my wing harness. Everything else lets you down eventually.
- 4 I'm only considered arrogant by people who don't know as much as me, which is everyone.
- 5 The Plane of Air is where the action is at, and everywhere else is boring by comparison.
- 6 I get nervous and start panicking when I can't see where I'm going.

# NEW BACKGROUNDS

## CAREFREE REVELER

You have drank deep from the passionate goblet of life itself among the natural beauty of Arborea. Your tongue has sampled some of the finest fruits to grow in the multiverse and you reveled in the wonderful flavors. These experiences shape how you look at the world and its myriad of experiences.

The people that dwell in Arborea are passionate revelers who have enjoyed the wonders of a life spent with little worry. You count yourself among their numbers. Having dwelled either in Arvador's forests and plains or among the racuous sailors on, in, and around Aquallor's freshwater ocean. Living off the land which provided so much so abundantly, you had plenty of time to explore leisurely activities. How did you spend your days? Did you chafe under what little societal structure existed around you? Did you enjoy the wilderness and explore its vastness?

**Skill Proficiencies:** Nature, Persuasion

**Tool Proficiencies:** One type of musical instrument

**Languages:** Sylvan

**Equipment:** A simple tunic or dress, the petals of a planar flower grown only in Arborea, a sack, a pair of comfortable dancing shoes, and a pouch with 16 gp.

### FEATURE: PASSIONATE ACT

Passion runs deep in your bones, whether you embrace it or try to keep it hidden. You are able to perform an act of passion that can enthrall or entice passive onlookers. This can be a speech, a performance, or anything like it, as long as it is done passionately. Neutral onlookers take note of your act and may be swayed to an opinion or action (DM's discretion).

### SUGGESTED CHARACTERISTICS

Many communities in Arborea claim the key to true happiness is doing what gives you the most joy, and most carefree revelers take this to heart. They are often boisterous and passionate, prone to grand romantic or dramatic gestures with little thought of the consequences.

#### d8 PERSONALITY TRAIT

- 1 I want to make sure my voice is always heard.
- 2 I never worry about tomorrow and rarely think about yesterday.
- 3 A good song is the cure for all problems.
- 4 I love being the center of attention.
- 5 Good food is a salve that heals all wounds.
- 6 Others call me fickle, but I prefer "open to new experiences."
- 7 My laughter is infectious.
- 8 Every statement I make is said boldly and with conviction, even if it's a lie.

#### d6 IDEAL

- 1 **Passionate Life.** I live life to the fullest, accepting all risk and never asking for anything in return. [Any]
- 2 **Joy of Self.** My needs take precedence of all others and I couldn't be happier with that position. [Evil]
- 3 **Hopeless Romantic.** I'm always looking for my next heartache but I still hope to be swept off my feet. [Any]
- 4 **Bitter Resentment.** Nothing compares to the life I had on Arborea, so why bother? I still taste that last perfect grape. [Any]
- 5 **Believe in Hope.** Hope is what you get when you believe in the unexpected. [Lawful]
- 6 **Never Worry.** Life has a way of working out, so why should I worry about the details? Let it all happen and sort through it later. [Chaotic]

#### d6 BOND

- 1 A band of elves saved me from a rampaging monster. I owe them my life.
- 2 My siblings are just as crazy as I am, and I wouldn't trade them for anything!
- 3 The forests and glades of the wilderness offer me a serenity I haven't found anywhere else.
- 4 My musical instrument got me through some emotionally dark times in the past.
- 5 I know everyone in my small community and I would lay down my life for them if necessary.
- 6 Stories and songs keep me connected with the lessons of the past.

#### d6 FLAW

- 1 My passion manifests as anger.
- 2 I am too trusting of strangers, especially beautiful ones.
- 3 I do not forgive and I never forget.
- 4 My ego enters the room before I do.
- 5 I can never commit to anything or anyone.
- 6 I enjoy wine. Perhaps a little too much at times.

## PLAYER OPTIONS

Law and order exist in harmony on the Peaceable Kingdoms of Arcadia. This includes the laws of nature, the laws of magic, and the laws of society, for all three must be in synchronization in order for true harmony to be achieved. The Lex, a powerful bureaucratic organization, handles most of the societal laws on Arcadia, and the others are left to govern themselves as naturally as can be.

This does not mean that strife is absent from Arcadia, however. Far from it, the laws of society, even when built for the betterment of people, sometimes clash with one another, and the Lex is a huge, bloated organization that moves ponderously and doesn't react to change well at all.

Arcadian life is good for those who are willing to obey the law, knowing that their intent is good and just, and work within a complex framework of judgements, courts, and other official proceedings. The people of Arcadia have been described as cheerless and dour, but truthfully they each find a way to be happy within the system they live and thrive within. Certainly there's no place for spontaneous dissent on this plane, but organized protests are not uncommon, and everyone has the right to be heard (eventually).

There are still interesting aspects to Arcadia that can draw the attention of characters from all walks of life. The Storm Kings that rule the weather of the plane have inspired bards across the multiverse to join the College of Storms. Direct, loud, and often confrontational, these bards are electrifying performers and standout allies to any adventuring party.

The industrious nature of insects on Arcadia inspires druids that join the Circle of the Hive. Gaining insect-like powers and a powerful hive mind with their fellows, these druids can morph themselves into swarms that can overwhelm enemies at a turn.

The laws of magic have a place on Arcadia. Nomos Prime, a strange but no doubt powerful entity, claims to understand the true nature of magic, and the School of Nomomancy is available for wizards that seek a greater understanding of their arcane power.

Arcadia also offers backgrounds for characters to choose. The beardfellow is a dwarf-friend that originated in the halls beneath Mount Clangeddin, while the einheriar are the elite guards of the Perfect Order charged with defending Arcadia and all lawful people from harm.

The new class options include the College of Storms for bards, the Circle of the Hive for druids, and the School of Nomomancy for wizards. One new background, Beardfellow, is available for characters as well.

### EINHERIAR BACKGROUND

The einheriar are the soldiers of Arcadia that enforce its many laws. You counted yourself among their numbers, serving as guard and steward to an ancient legacy of harmony, balance, and truth. For characters of this background, use the City Watch/Investigator background from the *Sword Coast Adventurer's Guide* for details.

## BARD: COLLEGE OF STORMS

Thunder rumbles, lightning flashes, and rain pounds within the confines of powerful storms. This power has a rhythm and harmony of its own, and bards that follow the College of Storms have learned to draw inspiration from those vibrations. On the plane of Arcadia, the weather follows strict rules laid out and administered by the Storm Kings, and it was a devotee of these immensely powerful beings that first founded the College of Storms. Big, bombastic, and often aggressive, bards of the storm are formidable members of any adventuring party.

### BONUS PROFICIENCIES

When you join the College of Storms at 3rd level, you gain proficiency with medium armor and martial weapons.

### ELECTRIFYING INSPIRATION

Starting at 3rd level, a creature that has a Bardic Inspiration die from you and hits with a melee weapon attack can roll that die and inflict lightning damage equal to the number rolled to its target. Alternately, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and inflict lightning damage equal to the number rolled against the attacker.

### RIDE THE WIND

Starting at 6th level, when you give a creature a Bardic Inspiration die, you briefly become surrounded by strong winds, allowing you to fly up to 20 feet without provoking opportunity attacks.

### HEART OF THE STORM

At 14th level, you can command the fury of the storm in an area around you. As a bonus action, a 20-foot-radius sphere of whirling air springs into existence centered on you. Each creature in the sphere other than you when it appears or that ends its turn there must succeed on a Strength saving throw against your spell save DC or be knocked prone. The sphere's space is difficult terrain.

Ranged attacks against targets inside the sphere suffer disadvantage, and your Charisma modifier is added to any lightning or thunder damage dealt to targets within the sphere. The sphere lasts for 1 minute, but it can be ended early if you move 5 feet or more from the center.

You must complete a long rest before you can use this feature again.

## DRUID: CIRCLE OF THE HIVE

On the plane of Arcadia, insects live devoted, harmonious lives perfectly in concert with the natural flow of the environment. Each insect contributes to a larger hive, that in turns fulfills a specific role that fits in perfectly with the grand plan of the ecosystem that keeps everything connected. This pattern is repeated across the multiverse to a greater or lesser degree, and the druids of the Circle of the Hive see this and strive towards its harmonious ends. Seeing the buzzing movements of a honey bee, the industrious march of the ants, the silken webs of a spider, or even the cleansing destruction of a beetle, these druids see beauty all around them.

### CIRCLE SPELLS

You tap into the linked power of the insect world, granting you access to specific spells. At 2nd level, you learn the infestation cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Hive Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### CIRCLE OF THE HIVE SPELLS

RANGER LEVEL	SPELLS
3rd	<i>aid, spider climb</i>
5th	<i>stinking cloud, water breathing</i>
7th	<i>confusion, giant insect</i>
9th	<i>contagion, insect plague</i>

### SHAPE OF THE SWARM

When you choose this circle at 2nd level, you gain the ability to use Wild Shape to transform into a swarm of insects. When you do so, you start with maximum hit points possible for the swarm. At 2nd level, you can choose a swarm of beetles, a swarm of spiders, or a swarm of spiders. At 4th level, you can choose a swarm of wasps.

### HIVE MIND

Starting at 6th level, you can designate other creatures to be part of your personal hive. After completing a long rest, choose up to 8 creatures that shared the long rest with you. They must have been in close proximity during the long rest (within talking distance). The chosen creatures can communicate with you and each other telepathically up to 60 feet away.

### STRENGTH OF THE HIVE

At 10th level, your link between the members of your chosen hive grows stronger. You can use your reaction to grant advantage on an attack roll or saving throw made by a creature under your Hive Mind feature if they are within 60 feet. In addition, you can deliver spells with a range of touch to creatures under your Hive Mind if they are within 60 feet of you.

### INSECTOID FORM

At 14th level, your affinity for insects gives you a thick carapace and thin membranous wings. You gain a flying speed of 40 feet and your Armor Class equals 14 + your Dexterity modifier. You can use a shield and still gain this benefit.

## WIZARD: SCHOOL OF NOMOMANCY

The laws that govern the use of magic are complex, mysterious, and at times seemingly contradictory, but there is an underworking that binds it all together. Nomomancy is the study of that underworking, and by learning to truly understand the inherent rules of magic, nomomancers are able to make changes to their magic in ways other wizards cannot. In many ways, nomomancers resemble sorcerers, who tap into that underworking of magic without training, but these wizards take a more measured and studious approach to the power.

### METAMAGIC

Starting at 2nd level when you choose this school, your understanding of the laws of magic allows you to infuse spells with special variants. Normally the domain of sorcerers, you are able to tap into the power of metamagic. Choose one of the metamagic powers presented under Nomomancy Metamagic. When you cast a spell, you can use a bonus action to add one metamagic power that you know to the spell's effect.

At 6th and 10th level you learn another metamagic power.

You are able to use this feature a number of times equal to half your wizard level. You regain all expended uses after a long rest.

### MAGIC MANIPULATION

At 6th level, you are able to reach into the raw weave that binds arcane magic together to duplicate spell effects. You can cast a spell you have prepared without expending a spell slot, though you cannot use a metamagic power with it.

You must complete a short rest before you can use this feature again.

### ADVANCED METAMAGIC

At 10th level, your understanding of the laws of magic allows you to increase the potency of a spell you are casting. When you cast a spell, you can increase its effective spell slot by one without expending the higher-level slot. You must have the ability to prepare spells of the higher level.

You must complete a short rest before you can use this feature again.

### SPELL RESISTANCE

Starting at 14th level, you have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

## NOMOMANCY METAMAGIC

### DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can double the range of the spell. When you cast a spell that has a range of touch, you can make the range of the spell 30 feet.

### ELEMENTAL SPELL

When you cast a spell that inflicts acid, cold, fire, or lightning damage, you can change the damage type to acid, cold, fire, or lightning.

### EMPOWERED SPELL

When you roll damage for a spell, you can reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

### EXTEND SPELL

When you cast a spell that has a duration of 1 minute or longer, you can double its duration, to a maximum duration of 24 hours.

### SUBTLE SPELL

When you cast a spell, you can cast it without any somatic or verbal components.

## NEW BACKGROUNDS

### BEARDFELLOW

You have come to the aid of a dwarven settlement of great renown and they have marked you as a friend. The title of beardfellow is not one dwarves hand out without good reason, and it is not one that they dismiss easily as well. The term originated on the plane of Arcadia as Clangeddin Silverbeard, dwarven god of heroes and battle, needed to honor non-dwarves in a sudden struggle against an underground invasion. The term beardfellow has traveled the multiverse since then, but always it is reserved for non-natives that have proven themselves a true friend of dwarves.

A beardfellow can be a dwarf as well, though not one from the same site that bestowed the title. Think about what deed or action you performed to mark you as a beardfellow. Did you come to their aid in battle? Did you deliver needed supplies or medicine in a time of crisis? Perhaps you provided valuable intelligence that was used to thwart or initiate a successful battle plan.

**Skill Proficiencies:** History, Persuasion

**Languages:** Dwarven

**Equipment:** A badge of dwarven make from the stronghold that named you, a hammer or chisel, a handcarved trinket from a dwarven friend, and a pouch with 14 gp.

#### FEATURE: DWARF-FRIEND

Dwarves recognize the term beardfellow and mark you as a friend. You can find simple lodging for you and up to 8 companions in any dwarven community or neighborhood, and you can expect equal treatment when it comes to purchasing equipment and other gear. Dwarven leaders look to you for assistance in times of need.

#### SUGGESTED CHARACTERISTICS

Beardfellows are outsiders that exhibit the characteristics that dwarves find appealing. Dwarven beardfellows are held in highest regard as they have gone out of their way from their own home to aid another, and such acts are always honored.

#### **d8** PERSONALITY TRAIT

- 1 I speak my mind in all situations.
- 2 My trust is hard won but once given, never rescinded.
- 3 When I set my mind to something I complete it, no matter the cost.
- 4 A tankard of ale can cure almost any problem.
- 5 Hard work and toil makes the soul stronger.
- 6 I'm resistant to change.
- 7 I pepper my conversations with dwarven exclamations, such as "By Moradin's beard!"
- 8 I'll never be more comfortable than when I've got a weapon in my hand.

#### **d6** IDEAL

- 1 **Glory.** I live for the glory of life, whether in battle or any other pursuit. (Good)
- 2 **Grumble.** If I don't have something to complain about, what's the point? (Any)
- 3 **Hoarder.** I value treasure and trinkets above people. (Neutral)
- 4 **Paragon.** I stand for what's right for the dwarven people in all things. I am an example to others. (Any)
- 5 **Pragmatism.** I am ruthless in my efficiency and never take foolhardy risks. (Lawful)
- 6 **Art of the Deal.** I am always looking to find the best deal for myself and those I represent. (Neutral)

#### **d6** BOND

- 1 I was given a trinket as a gift from a close friend, and I treasure it above all other items.
- 2 My armor and weapons were forged by dwarves and represent my closest link to them.
- 3 The underground halls of dwarven cities and complexes is where my heart truly lies.
- 4 An enemy force attacked my dwarven allies and I strive to bring them to justice.
- 5 I traveled extensively with a dwarven merchant and learned the joys of the road and haggling.
- 6 I am obsessed with the legends of the dwarven people.

#### **d6** FLAW

- 1 Cleanliness isn't my strong suit.
- 2 I'm suspicious of all strangers.
- 3 I do not forgive and I never forget.
- 4 My boasting gets me into trouble some times.
- 5 People say the word "stubborn" like it's a bad thing.
- 6 I can be too pragmatic at times, and sometimes I forget the emotional needs of others.

# NEW BACKGROUND

## DEEP MINER

You are a miner, working in tunnels below ground, but you have gone deeper than most of the others you work with. You've gone into the deep recesses of the mines and have seen the dangers and wonders contained therein, and perhaps you've even slipped into the Plane of Earth without knowing it. Or perhaps you did know it, and you've been searching for a way back to that wondrous realm of eternal stone and endless veins of valuable ore.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** Miner's tools

**Languages:** Undercommon

**Equipment:** A shovel or miner's pick, a block and tackle, a climber's kit, a set of common clothes, and a belt pouch containing 5 gp

### FEATURE: UNDERGROUND SENSE

You are used to navigating the deep places of the earth. You never got lost in caves or mines if you have either seen an accurate map of them or have been through them before. You are also able to scrounge fresh water and food for yourself and as many as five other people each day if you are in a mine or natural cave.

### SUGGESTED CHARACTERISTICS

The kinds of people that spend most of their working lives underground are generally stubborn, but with a streak of hope. Hope of finding that next rich vein and getting a better life, hope of making it out alive to bite away at the stone another day.

#### d8 PERSONALITY TRAIT

- 1 Nothing bothers me for long.
- 2 I hate the evil things that live in the earth for what they've stolen from me.
- 3 Patience is a virtue, and anything worth doing is worth doing right.
- 4 I'd rather be underground.
- 5 I'll find that motherlode vein one of these days, I just need to keep digging.
- 6 People who don't work with their hands for a living are weak.
- 7 It bothers me that I don't have the learnin' that smarter folks got.
- 8 Everything yields if you hit it enough times with a shovel or pick.

#### d6 IDEAL

- 1 **Generosity.** What one finds should be shared among the group for the benefit of all. (Good)
- 2 **Greed.** I keep what I find, and if I find what's not mine it becomes mine. (Evil)
- 3 **Carefree.** If I need a thing, I get it, but if I don't need it it's fair game. (Chaotic)
- 4 **Boundaries.** Life is like a mine - stick to your side and respect the person next to you to do their job. (Lawful)
- 5 **Clean Nose.** I keep my nose out of other peoples' business, and others better do the same to mine. (Neutral)
- 6 **Safekeeping.** I want to save my gold and treasure so I can improve my life. (Any)

#### d6 BOND

- 1 My mining friends are the only family I need.
- 2 A deep gnome saved my life when I was injured and alone. I owe his people a great debt.
- 3 The natural beauty underground must be preserved whenever possible.
- 4 Gems hold a special fascination for me above all other treasures.
- 5 The journey is more important than the destination.
- 6 When I strike it rich I'm going to live like a king!

#### d6 FLAW

- 1 The open sky bothers me.
- 2 My time underground has made me quiet and I don't like making a scene.
- 3 Tools are more reliable than people.
- 4 I've got opinions about things, and people need to hear about them!
- 5 I jealously guard my secrets. Everyone has an angle and I need to watch out for me and mine.
- 6 Darkness makes me uncomfortable.

## PLAYER OPTIONS

The Plane of Faerie holds an almost irresistible lure for adventurers of all types. It is a land of wonder and mystery without bearing any inherent dangers to mind or body, and because it's an echo plane it's relatively easy to access from the Material Plane. The archfey and other powerful denizens of the Feywild have always held a fascination for the mortals of the Material Plane, and it's only natural that the boldest among them would seek to emulate or even pledge fealty to them in exchange for power.

Unfortunately, such transactions are rarely even, and people should always be wary when striking bargains with the fey. Their motivations are rarely plainly stated or even understandable, as their long lifespans allows them to plan for a much longer stretch of time. Nonetheless, some characters may find the temptations of the Plane of Faerie too good to pass up, and for those types subclass options exist to enhance their array of abilities.

The new class options include the Circle of Renewal for druids, the Greenblade archetype for fighters, the Arcane Warden archetype for rangers, and the Fey Ancestry origin for sorcerers, along with the Fey Agent background.

### DRUID: CIRCLE OF RENEWAL

Druids belonging to the Circle of Renewal see all life as a cycle. A creature is born, a creature lives, and the creature dies, and at the same time the world around the creature is affected in profound ways. Life and death are each integral parts of this cycle, and the Circle of Renewal sees majesty and a profound sense of power in the reinvigoration of resources at each stage of the cycle. As a member of this circle, you draw fresh purpose and a renewed sense of hope from the beginnings of all things, and you are an excellent support member of an adventuring party.

#### RENEW RESOURCES

Starting at 2nd level, you can call upon the natural energy of the world around you to refresh the resources of an ally. As an action, choose a creature other than yourself within 30 feet that you can see. The creature immediately gains the benefit of a short rest. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses after a long rest.

#### CIRCLE SPELLS

Your connection to the cycle of life and the renewal of energy grants you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

#### CIRCLE OF RENEWAL SPELLS

DRUID LEVEL	SPELLS
3rd	<i>lesser restoration, prayer of healing</i>
5th	<i>create food and water, mass healing word</i>
7th	<i>aura of life, death ward</i>
9th	<i>greater restoration, mass cure wounds</i>

#### REFRESH LIFE

Starting at 6th level, the potency of your healing spells is increased. 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.

#### ABUNDANT LIFE

At 10th level, life flows through you continually. As long as you are above 0 hit points, at the start of your turn you regain 5 hit points, up to your maximum hit points.

#### GREATER RESOURCE RENEWAL

When you reach 14th level, your ability to renew resources of allies around you increases. When you use your Renew Resources feature, the target receives the benefit of a long rest.

### FIGHTER: GREENBLADE

Not all mortal servants of the archfey are warlocks. Many choose to honor warriors of great skill, granting them boons in exchange for fealty and an oath of service. These warriors are known as greenblades, though they can be found wielding any weapon, and they are the martial agents of the archfey across the multiverse. Powerful archfey that might take on the services of a greenblade include Titania, the Queen of Summer; the Prince of Frost of the Winter Court; King Oberon of the Autumn City; and powerful hags such as the Blighted Mothers.

#### BOON SPELLS

When you reach 3rd level, your patron grants you access to a small number of spells that you can cast without requiring material or somatic components. When you cast each spell you cannot cast it again until you complete a short rest. Your spellcasting modifier is Charisma, and your spell save DC is equal to 8 + your proficiency bonus + your Charisma modifier.

#### GREENBLADE BOON SPELLS

FIGHTER LEVEL	BOON SPELLS
3rd	<i>faerie fire, moonbeam</i>
7th	<i>blink, greater invisibility</i>
10th	<i>hold monster</i>
15th	<i>true seeing</i>
18th	<i>teleport</i>

### FEY RESISTANCE

Also at 3rd level, you gain advantage on saving throws against being charmed or frightened.

### CHARMING PRESENCE

At 7th level, you can add half your proficiency bonus (rounded up) to any Charisma or Wisdom check you make that doesn't already use your proficiency bonus.

### DISPELLING STRIKE

At 10th level, you can imbue your attack with a powerful dispelling force to remove magical effects. When you hit a creature or object with a melee weapon attack, you can choose to affect the target with the *dispel magic* spell. Your spellcasting ability is Charisma. You must complete a short or long rest before you can use this feature again.

### SURGE OF PROTECTION

At 15th level, you are able to harness some of the natural energy generated by your Action Surge to protect yourself. When you use your Action Surge, you gain resistance to all damage until the start of your next turn.

### FEY TRANSFORMATION

At 18th level, you take on several aspects of your archfey patron. You gain the following abilities:

- You are immune to the charmed condition and cannot be put to sleep against your will.
- You have advantage on Wisdom and Charisma saving throws.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

## RANGER: ARCANE WARDEN

The Plane of Faerie was populated by a race of ancient elves, known as eladrin, that built great cities across the Feywild. They helped construct Mithrendane and Cendriane, among others, but their numbers have steadily dwindled over the centuries. The defense of these ancient elven sites and practices was placed in the hands of an order of rangers known as arcane wardens. Blending arcane magic with ranger practices, they were capable, determined, and gifted in the arts of sorcery and tracking. Few arcane wardens still patrol the Plane of Faerie, as they were hunted down by the foes of the eladrin, but some still wander the multiverse, using the tools of their trade to further the cause of their ancient elven benefactors.

### ARCANE WARDEN MAGIC

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

#### ARCANE WARDEN SPELLS

RANGER LEVEL	SPELL
3rd	<i>magic missile</i>
5th	<i>invisibility</i>
9th	<i>lightning bolt</i>
13th	<i>polymorph</i>
17th	<i>cone of cold</i>

### SPELLSTRIKE

Also at 3rd level, you learn to enhance your weapon attacks with the power of the elven archmages of old. As long as you have at least one spell slot available, when you hit a creature with a weapon attack, the creature takes an extra 2 damage per level of your highest available spell slot. You can deal this extra damage only once per turn.

### ARCANE SHIELD

Beginning at 7th level, you can raise an arcane shield to deflect incoming spell attacks. You can use your reaction to impose disadvantage on all spell attack rolls against you until the start of your next turn. Once you use this feature you cannot use it again until you complete a short or long rest.

### ARCANE EYES

Starting at 11th level, you can use your action to increase your powers of perception, similar to a divination wizard. Choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a short or long rest.

**Darkvision.** You gain darkvision out to a range of 60 feet.

**Ethereal Sight.** You can see into the Ethereal Plane within 60 feet of you.

**Greater Comprehension.** You can read any language.

**See Invisibility.** You can see invisible creatures and objects within 10 feet of you that are within line of sight.

### MAGIC RESISTANCE

Beginning at 15th level, you have advantage on saving throws against spells and other magical effects.

## SORCERER: FEY ANCESTRY

The magic of primordial elves and the archfey courses through your veins, a product of some union in your family's past with a visitor from the Plane of Faerie. Such unions are not uncommon, but it takes a strong and compelling soul to awaken the latent power passed down from generation to generation. You have such a soul, and the powers you wield are a direct result of fey interference with your family at some point. Perhaps it was as recently as a grandparent, or perhaps it can only be traced back through careful study of family lineage. Regardless, you can command magic akin to that of the fey, and what you do with it is your own story.

### ANCIENT TONGUE

The first manifestation of your ancestry manifests with the ability to read, write, and speak Sylvan.

### FEY MAGIC

Your ancestry allows you to learn spells from the bard class, which have a stronger affinity for the nature of the fey. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the bard spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

### FEY PRESENCE

Starting at 1st level, you can use an action to invoke the presence of your fey ancestry, becoming more grand, impressive, imposing, and noticeable. You gain advantage on Charisma (Persuasion) and Charisma (Intimidation) checks for 1 minute, but suffer disadvantage on Dexterity (Stealth) checks for the same duration. Once you use this feature, you can't use it again until you finish a short or long rest.

### CLOAK OF THE WILD

Starting at 6th level, you can use a bonus action on your turn to become invisible after you cast a spell of 1st level or higher. The invisibility lasts until the start of your next turn and does not require concentration but otherwise functions the same as the *invisibility* spell. Once you use this feature, you can't use it again until you finish a short or long rest.

### FAR STEP

Starting at 14th level, you learn to tap into the Plane of Faerie for short periods of time to move quickly around. As a bonus action you can spend 1 sorcery point to teleport up to 60 feet to an unoccupied space you can see.

### FEY EMBODIMENT

At 18th level, your fey ancestry manifests in profound ways, changing your nature to match that of your fey-blooded kin. You gain the following features.

- You are immune to the charmed condition and cannot be put to sleep against your will.
- You have advantage on Wisdom and Charisma saving throws.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

## NEW BACKGROUNDS

### FEY AGENT

The archfey and other powerful creatures of the Plane of Faerie work in mysterious and often obtuse ways. They are rarely straightforward in their dealings, and they always seem to be engaged in a massive game against not only one another but the other powerful entities of the multiverse. In this game, their eyes and ears are the mortals that choose to operate as their agents out in the worlds. These fey agents come from all over, but they all report back to their archfey lord on the comings and goings of the world around them. Some of them are given specific tasks or assignments to complete from time to time.

**Skill Proficiencies:** Arcana, Stealth

**Tool Proficiencies:** One type of musical instrument

**Languages:** Sylvan

**Equipment:** A set of fine traveling clothes, a journal, a token from your archfey patron, and a pouch containing 15 gp.

#### FEATURE: FEY PATRON

You have an archfey or other powerful denizen of the Plane of Faerie that acts as your patron. You report to them on a regular basis, usually of the comings and goings of powerful beings, but information can flow both ways. You can contact your patron for information no more than once a day. The DM determines the nature of the response and if the patron is able to provide any useful details.

#### SUGGESTED CHARACTERISTICS

Fey agents come from all walks of life, but they all have had some run-in with the fey in the past. Perhaps it was a chance encounter with a friendly pixie or satyr that put you on a path to meeting your patron, or perhaps you had something they wanted and made a bargain.

#### D8 PERSONALITY TRAIT

- 1 I eavesdrop on every conversation I can.
- 2 The wonders of the natural world or Feywild do not surprise me.
- 3 I see meaning in every natural event.
- 4 I enjoy my wine and find it loosens other people up more than it does me.
- 5 I make sure nobody follows me when I don't want them to.
- 6 I use my bravado as a front for my fear of disappointing my patron.
- 7 I am uncomfortable when I'm alone.
- 8 I'm slow to trust anyone. You know never who is hiding their real intentions.

#### D6 IDEAL

- 1 **Safety.** The fey are fundamentally good and I'm doing their work for the safety of all people. (Good)
- 2 **Greed.** My patron promised me great riches, and I am willing to do anything to get them. (Evil)
- 3 **Family.** I made a bargain to protect my family, and in return I reluctantly do my patron's bidding. (Any)
- 4 **Excitement.** I live for the thrill of adventure and I don't care where it takes me. (Chaotic)
- 5 **Freedom.** Everyone deserves the opportunity to make their own decisions, including myself. (Any)
- 6 **Universal Structure.** There's an order to the universe, and my patron fits into that structure same as I do. (Lawful)

#### D6 BOND

- 1 I was saved by a band of friendly pixies from a monstrous creature. I owe them my life.
- 2 All that I have left of my imprisoned family is the small heirloom I keep close at all times.
- 3 My archfey patron came to me at a low point and I am forever grateful for their assistance.
- 4 I've run into another agent of my patron and we've shared stories and bonded over our shared experiences.
- 5 Agents of my patron's sworn enemy have dogged my footsteps and made my life miserable, so I work against them at all opportunities.
- 6 The spot where I met my patron is sacred to me and I would do anything to defend it.

#### D6 FLAW

- 1 I feel uncomfortable around cold iron objects.
- 2 I try to never let anyone know what I'm really feeling.
- 3 I make snap judgements about people, which can sometimes get me in trouble.
- 4 I mutter to myself occasionally.
- 5 I have a bleak outlook that assumes the worst in every situation.
- 6 I have been described as overly cheerful, but that's not a bad thing right?

# NEW BACKGROUND

## BRASS SLAVE

You were once a slave serving a master in the City of Brass on the Plane of Fire. You wore a magical brass collar inscribed with the symbol of your owner, a normally permanent mark branding you as property in the city of the efreet. Freedom was yours to only dream about, until something happened. Slaves can change hands easily in the City of Brass, and in the midst of some chaos you managed to gain your freedom and flee the Plane of Fire through one of the many portals leading out. Finally free, your brass collar broken, you keep it as a reminder of your past and the hardship you had to endure to make it where you are today - and where you're going in the future.

**Skill Proficiencies:** Perception, Stealth

**Languages:** Ignan

**Equipment:** A broken brass collar inscribed with the personal sigil of an efreeti lord, a set of common clothes, and a belt pouch containing 20 gp

### FREEDOM

You are no longer a slave, and you achieved this freedom by some means. Think about the ways you may have earned, purchased, or stolen your freedom from your former master, and whether your master might still be out looking for you. You can roll on the following table to determine the means of your freedom, or choose one that best fits your character.

d8	Freedom	d8	Freedom
1	Owner killed	5	Released
2	Escaped	6	Presumed dead
3	Won in a contest	7	Slave revolt
4	Purchased	8	Captured

### FEATURE: PLANAR KNOWLEDGE

You spent a great deal of time in the City of Brass, one of the major hubs of planar portals and travel in the multiverse. You have a basic understanding of the planes of existence, including traits and common dangers associated with traveling in them. As part of your escape from the Plane of Fire, you know at least one working portal back into that inner plane.

### SUGGESTED CHARACTERISTICS

Living your life under the yoke of another can break lesser people, but for the brass slaves that servitude only serves as inspiration for future deeds. Some vow to never again feel the heel of another's boot on their throat, while others see only the potential for power and the price for not having enough.

### d8 PERSONALITY TRAIT

- 1 I have seen the wonders of the multiverse and I will never settle down.
- 2 I have an escape plan for every situation.
- 3 I hate to see others being treated poorly.
- 4 I refuse to take orders from anyone in a position of authority.
- 5 I shy away from conflicts.
- 6 I agree with the loudest voice in a room.
- 7 I'm nervous around new people and I'm always looking over my shoulder for a bounty hunter.
- 8 I don't like fire. At all.

### d6 IDEAL

- 1 **Freedom.** Every person has a right to be free and make their own choices. (Chaotic)
- 2 **Structure.** I believe that a pattern in life is important to finding your true self. (Lawful)
- 3 **Family.** The people you work with are the only family members that matter. (Any)
- 4 **Wonder.** The multiverse has a multitude of strange sights that are worth seeing. (Any)
- 5 **Wealth.** I didn't have anything to my name before, so now I need to get as much as I can to make up for it. (Neutral)
- 6 **Power.** I've seen what true power can be used for - and I want it for myself now. (Evil)

### d6 BOND

- 1 I gained my freedom with an accomplice.
- 2 I did terrible things in the City of Brass. I hope I can do right to try and balance the scales.
- 3 My family is out there somewhere, and I'm going to find them if it's the last thing I do.
- 4 I am planning my revenge on my former efreeti master.
- 5 I escaped but the other slaves were not so lucky. I will find them and free them someday.
- 6 I stole something from my former master that has become very precious to me.

### d6 FLAW

- 1 I am haunted by the slaves I left behind.
- 2 I cut every corner and try to do the least amount of work possible.
- 3 I cower at loud voices.
- 4 I constantly exaggerate about my past.
- 5 I am angry all the time.
- 6 I keep my secrets to myself. You don't know who you can trust.

## PLAYER OPTIONS

Chaos and characters often walk hand-in-hand. Even the most lawfully minded hero tends to find themselves amidst scenes of chaos and disarray as a result of fate, bad luck, or the unfortunate actions of other party members. Limbo is simply the purest expression of this whirling havoc, and some characters choose to fully embrace the whimsical side of the multiverse rather than fight against it.

Still, for those that do seek to go against the flow of chaos, the githzerai stand as shining examples of rigidity in the face of absolute chaos. They are disciplined, well-trained, and dedicated, and use every tool at their disposal to control the uncontrollable around them. Since arriving in Limbo, they have trained in hidden monasteries within the primordial soup of the multiverse, honing their minds and bodies to absolute perfection.

This dedication can inspire others, and the monks that follow the Way of the Honed Mind are trained in the githzerai psychic art of dedicated perfection. It takes a truly gifted or relentless student to study under a githzerai master.

Paladins are usually viewed as rigid defenders of law and justice, but a rare breed draws power and inspiration from Limbo itself. These free-willed warriors believe in the power of the individual and the overwhelming force of change that runs through the entire multiverse. They take the Oath of Anarchy and follow a path of discord and defiance that puts them at odds with most spellcasters.

Luck is a fickle thing, and the common phrase says that luck is the result of patience and skill. The rogues that take up the mantle of luckspinner have learned a shortcut and actually manage to reach out and capture the fickle energy of luck around them. They have an uncanny knack for being in the right place at the right time with the right tools. Capturing good and bad luck and storing it for use later can be a helpful asset for any adventuring party, though luckspinners tend to have a cloud of unusual circumstances following them around.

Limbo offers some unique options for character backgrounds as well. The cenobite is a student from a githzerai monastery, taught and trained under the watchful eyes of that rigid race. Xaos-speakers are members of the Speakers of Xaos dedicated to the unexpected in all of its forms.

The character options in this volume include the Way of the Honed Mind for monks, the Oath of Anarchy for paladins, and the Luckspinner archetype for rogues. Two backgrounds are available as well, the Cenobite and the Xaos-Speaker.

## MONK: WAY OF THE HONED MIND

The githzerai are practiced monks who force order out of primordial chaos. They achieve this through intense personal reflection and belief, focusing their thoughts to line up perfectly with their bodies in all actions. Many githzerai monasteries across Limbo teach a specialized form of this studious practice, but to outsiders it is all known as the Way of the Honed Mind.

Few githzerai masters are willing to teach their ways to non-githzerai, but over the generations some students have risen to this lofted level. Those that study the Way of the Honed Mind blur the line between monk-like focus and psychic powers.

### MENTAL FOCUS

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast blur, calm emotions, detect thoughts, or see invisibility, without providing material components. Additionally, you gain the mage hand cantrip if you don't already know it, and when you cast mage hand the effect is invisible.

### PSYCHIC FLIGHT

Starting at 6th level, you can use your mental focus to fly for a short period of time. As a bonus action you gain a flying speed equal to your walking speed for 1 minute.

You must complete a short or long rest before you can use this ability again.

### PRECOGNITION SENSE

At 11th level, your mental focus grows to begin seeing possible future events that affect your life. When you fail a saving throw, you can immediately roll the saving throw again with advantage.

You must complete a short or long rest before you can use this feature again.

### THIRD EYE

At 17th level, you have revealed your inner third eye that looks out upon the multiverse with clear vision. You gain truesight out to 60 feet.

## PALADIN: OATH OF ANARCHY

Change is the only constant in the multiverse, and for paladins who take the Oath of Anarchy that change is the banner behind which they rally. They move towards revolution, chaos, and turmoil, believing that the only way forward for people is through the ashes of the old and existing. Tear down the walls to build a road, break up the road to build a home, demolish the home to learn what truly matters, and then start it all over again.

To this end, paladins of the Oath of Anarchy believe strongly in protecting those who cannot protect themselves from rigid laws and unjust rulings. They fight against sorcerers, wizards, warlocks, and anyone else who would seek to use magical power to usurp the natural chaos of the multiverse.

### TENETS OF ANARCHY

The tenets of the Oath of Anarchy are less direct edicts and more general principles that help guide the paladin through their duties.

**Chaos is Natural.** Everything breaks down eventually, so be ready for the unexpected. Prepare and anticipate for events to devolve and people to change so that you will not be surprised when they happen.

**Change is Constant.** The only constant in the multiverse is change, and nothing lasts forever. Dynasties crumble, empires fall, and oceans drink the land only to be boiled by the sun. Be the agent of change or suffer at the hands of fate.

**Own Your Choices.** There is no fate but what you make. People and creatures choose their path, or choose not to leave it, and consequences are the result of that choice. Fate is just a pretty word people use to get out of responsibility. Own your choices.

### OATH OF ANARCHY SPELLS

PALADIN LEVEL	SPELLS
3rd	<i>chaos bolt, sleep</i>
5th	<i>mirror image, misty step</i>
9th	<i>enemies abound, haste</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>mislead, seeming</i>

### CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Cloak of Chaos.** You can use your Channel Divinity as an action to cloak yourself in a brilliant, scintillating mantle that protects you from spells. For 1 minute, you have advantage on saving throws against spells and other magical effects.

**Harness Momentum.** When you miss with a melee weapon attack, you can use your Channel Divinity to store the momentum. Your weapon crackles with chaotic energy for 1 minute, and the next time you hit on an attack with that weapon before the duration ends you inflict bonus psychic damage equal to your paladin level as the momentum is released. When you use this Channel Divinity, any unused momentum is immediately lost.

### AURA OF DISCORD

At 7th level, your affinity with chaos and anarchy interferes with magic around you. Any spell attack against you and friendly creatures within 10 feet are made with disadvantage.

At 18th level, the range of this aura increases to 30 feet.

### DEFIANT SOUL

At 15th level, you gain resistance to spell damage.

### AGENT OF ANARCHY

At 20th level, you gain the ability to pull energy from the chaos of the multiverse into yourself. As an action, you can magically become an agent of anarchy, gaining the following benefits for 1 minute:

- Attacks made against you have disadvantage.
- Your movement speed is doubled.
- You can use a bonus action to teleport up to 60 feet to an unoccupied space you can see.

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

## ROGUE: LUCKSPINNER

All rogues know that success is a blend of luck and skill, though the ratio between the two is a subject of great philosophical debate (among those that care, at least). For rogues who take up the mantle of luckspinner, however, luck and skill become one and the same, and they wield each as the opportunity arises. Luckspinners tend to live carefree lives, relying on their innate ability to manipulate the strands of chance to adjust situations in their favor.

The commonly held gambling phrase says the house always wins, but the luckspinner is there to make sure they are never on the losing side.

### **GAMBLING EXPERT**

Starting at 3rd level, you gain proficiency with two gaming sets and the Perception skill. Your proficiency bonus is doubled for any ability check you make that uses your gaming set proficiency.

### **LUCK SPINNING**

When you choose this archetype at 3rd level, you gain the ability to spin and redirect the fickle whims of luck. When you roll a 20 on an ability check, attack roll, or saving throw, you can capture that energy for later use. You reroll the die, taking the new result, and gain a spin point.

You can also capture the bad luck of others around you. When a creature you can see within 60 feet rolls a 1 on an ability check, attack roll, or saving throw, you can use your reaction to capture that fickle luck. The target rerolls the die, taking the new result, and you gain a spin point.

You can possess up to three spin points at any given time. Unused spin points are lost after you finish a long rest. You can use a spin point to gain advantage on an ability check, attack roll, or saving throw that you make. Alternately, you can use a spin point to cancel another creature's advantage on an ability check, attack roll, or saving throw. The target must be in sight and within 60 feet of you.

You can also spend a spin point to discover among your gear a common item of your choice that you did not otherwise possess. The item cannot exceed 5 pounds in weight and cannot be a weapon and the DM has final decision on whether or not the item is common enough to qualify. Examples include a lantern, chalk, a mirror, or a bag of flour.

### **FORTUNATE MOVES**

Starting at 9th level, you learn to utilize your stored luck to get out of difficult situations. You can spend 1 spin point to take the Dodge or Disengage action as part of another action.

### **PLAY THE ODDS**

At 13th level, you recognize situations where luck can be used to greater benefit. You can spend a spin point after you make an ability check, attack roll, or saving throw to add 5 to the total result.

### **SKILLED LUCK**

Starting at 17th level, your mastery over the fickle whims of luck and fate increases to a supreme level. You gain 1 spin point after you finish a short rest, and the maximum number of spin points you can hold increases to 6.

## NEW BACKGROUNDS

### CENOBITE

The githzerai are renown for their dedication to a monastic lifestyle that allows them to hone their mind and bodies into dangerous extensions of their willpower. They train for years upon years in monasteries hidden in the chaos of Limbo where the utter randomness of the plane helps focus their powers. These monasteries become small communities, largely self-sufficient, but not all members are githzerai. Non-gith are accepted upon rare circumstances, and these students are treated as githzerai by their masters. They are all known as cenobites.

You are a cenobite. You were taught or raised in a githzerai monastery on Limbo, living a life of simple needs and desires. Each monastery teaches a variation of the core githzerai principle - mind and body must be in harmony in order to achieve complete control.

Many cenobites take their teachings and become monks in the same style as their gith associates, but this is not always the case. Fighters, wizards, even paladins and rangers are not uncommon to come out of a githzerai monastery, where they apply the teachings of their master to their skills in the multiverse.

**Skill Proficiencies:** Acrobatics, Perception

**Languages:** Gith

**Equipment:** A simple tunic spun from psionic silk worm extract, a hand-carved symbol of your monastery, a token from your master, and a pouch with 15 gp.

#### FEATURE: MEDITATIVE TRANCE

You know the githzerai art of the meditative trance. By spending 1 minute without distraction, you can recall anything you've seen or heard within the past month with crystal clarity.

#### SUGGESTED CHARACTERISTICS

Cenobites invariably take on some aspects of the githzerai regardless of their race. The masters at most monasteries are strict and require a rigid daily routine which most cenobites carry with them their entire life.

#### d8 PERSONALITY TRAIT

- 1 Patience is the key to a long life.
- 2 I don't waste actions or words; everything is done with a goal in mind.
- 3 I thrive on proving my skills against all challenges.
- 4 I control my emotions so they do not control me.
- 5 I finish what I start, no matter what.
- 6 My daily routine keeps me sane in an insane multiverse.
- 7 The thought behind a word is more important than the word itself.
- 8 I never speak a falsehood.

#### d6 IDEAL

- 1 **Courage of the Mind.** A mind unfettered by fear can accomplish anything. (Good)
- 2 **Strength of the Will.** My will can break any barrier when I focus. (Any)
- 3 **Duty of the One.** It is the responsibility of the individual to stand against the tyrannical. (Lawful)
- 4 **Faith of the Community.** Believe in the strength of the people around you. (Lawful)
- 5 **Voice of the True.** Lies are falsehoods that hide what really matters. Always speak the truth. (Lawful)
- 6 **Power of the Focus.** Do not stray from your goals and you shall see them fulfilled. (Any)

#### d6 BOND

- 1 My fellow cenobites are the truest family I have ever known.
- 2 The master at my monastery showed me compassion when no one else would.
- 3 A traveling merchant that visited my monastery always had a kind word of advice for me.
- 4 The symbol of my monastery is all that I have left of the happiest time of my life.
- 5 The teachings of the githzerai sustain me in the darkness.
- 6 The enemy that killed my master while I was away shall know my name and vengeance soon.

#### d6 FLAW

- 1 I cannot stand falsehoods and call them out whenever I detect them.
- 2 I am single-minded in my pursuits.
- 3 Those that covet gold and treasure are unworthy of my attention.
- 4 I have no social tact and point out flaws with people the first time I meet them.
- 5 My grim countenance hides a simmering rage.
- 6 I am quick to respond with violence.

## XAOS-SPEAKER

Chaos is one of the prime elements of existence, and the Speakers of Xaos (pronounced like “chaos”) are devout students of this unpredicable and unstable force. The College of Elemental Chaos rests in Limbo as the central repository of their individual efforts, but Xaos-Speakers travel the length and breadth of the multiverse in their pursuits. They are explorers and scholars not afraid to get their hands dirty during their endeavors.

Though the organization on a whole is devoted to studying chaos, each Xaos-Speaker builds their own means and methods towards this goal. Some seek to unlock the mysteries of the multiverse for the sake of knowledge, while others pursue the powers of chaos for their own selfish ends. Xaos-Speakers rarely work together, though they recognize the value of working on a team, and they tend to be secretive about their missions and goals.

**Skill Proficiencies:** History, Survival

**Languages:** Gith or Slaad

**Equipment:** Tattered scroll with a piece of chaos lore, a backpack, a pair of goggles, a compass, and a pouch with 12 gp.

### FEATURE: CHAOS LORE

You have studied with the masters and students at the College of Elemental Chaos and traveled out into the wilds of Limbo and beyond. You have gained knowledge about the chaotic forces of the multiverse and the creatures that inhabit them. You recognize the work of chaotic creatures and can identify basic attributes of such monsters in the wild.

### SUGGESTED CHARACTERISTICS

Xaos-Speakers are a wild and varied group that share little in common except the pursuit and study of chaos. Or at least, so it would seem on the surface, but some common traits and themes run through individuals who are drawn to the Speakers of Xaos.

#### d8 PERSONALITY TRAIT

- 1 My thoughts and words are a jumble of nonsense at times.
- 2 Risks are always worth taking.
- 3 I never plan because plans always go wrong.
- 4 If given a command, there's a good chance I'm going to do the opposite.
- 5 Nature fascinates me from a scholarly standpoint.
- 6 I always have an interesting fact to share about a place or monster.
- 7 I hold my opinion in high regard.
- 8 I am excited by new discoveries, especially dangerous ones.

#### d6 IDEAL

- 1 **Truth.** I seek the truth of the multiverse through the lense of chaos. (Neutral)
- 2 **Nature of Nature.** The wilds of the multiverse hold the key to understanding chaos. (Chaotic)
- 3 **Next Horizon.** I'm always searching for what's over the next horizon. (Any)
- 4 **Control.** By understanding chaos I can better control it and use it for my own ends. (Evil)
- 5 **Release.** The multiverse is a messy, chaotic place, and I give myself over to its whims. (Any)
- 6 **Secrets.** There is a greater secret to the multiverse hidden amongst the seeming chaos of life. I just need to find the link. (Any)

#### d6 BOND

- 1 I would do anything to beat my rival from the College of Elemental Chaos.
- 2 I impressed a band of githzerai monks in Limbo with my knowledge.
- 3 I will never forget my mentor in the Speakers of Xaos.
- 4 I rescued a red slaad from a disaster and now we are penpals.
- 5 I know a planar guide with a shady reputation that has always helped me in the past.
- 6 My diary contains all of my notes on my discoveries.

#### d6 FLAW

- 1 Leaping first without looking will eventually get me in trouble.
- 2 My stream of consciousness method of speaking grates on the nerves of my companions.
- 3 I rely on randomness to make my decisions for me.
- 4 I must always take the time to write down my notes even when there isn't time.
- 5 I am openly scornful of organizations that rely on rules and regulations.
- 6 I question everyone and everything, regardless of situation or timing.

## NEW BACKGROUND

### DROWNED

You drowned after your lungs filled with water, but something happened afterwards. Perhaps you were saved by a friend or stranger who knew what actions to take to bring you back, or perhaps it was a magical revival from a priest. Or just as likely you don't know how or why you came back.

You definitely died as a result of the drowning, and during that period your soul touched the Plane of Water however briefly. The experience left you with an uncanny ability to sense water, but you are left with more questions than answers. What mark did it leave on your soul? Were you brought back through the intervention of some elemental creature? If so, why?

**Skill Proficiencies:** Intimidation, Survival

**Tool Proficiencies:** Navigator's tools

**Languages:** Aquan

**Equipment:** 50 feet of rope, a set of common clothes, a waterskin, and a belt pouch with 10 gp.

#### FEATURE: DOWSING

Your brief moment of death touched upon the Plane of Water and you now have a sixth sense about water. You can concentrate and feel the presence of water within 60 feet of you, including how swiftly it is moving and which direction it is from your current position.

#### SUGGESTED CHARACTERISTICS

For most people, drowning is the end of their life, but not for people touched by the Plane of Water. That kind of experience leaves a lasting affect, and some people embrace their new lease on life while others view the world with a detached eye. Knowing that there's a world full of water and that your soul touched that world leaves an indelible mark that changes people.

#### **d8** PERSONALITY TRAIT

- 1 I value every experience because I never know when it's going to be my last.
- 2 Water holds an unnatural fascination to me.
- 3 The drowning affected my voice and now I can only whisper.
- 4 I laugh at the story of how I drowned and tell it loudly to others.
- 5 I am superstitious and believe there's a purpose in all actions.
- 6 I'm afraid of water and hate being wet.
- 7 I get right to the point and hate wasting my time.
- 8 Sometimes my mind slips back to a watery landscape and I lose myself in its tranquility.

#### **d6** IDEAL

- 1 **Freedom.** Life can be taken away at any moment, so live while you can. (Chaotic)
- 2 **Nihilism.** Water eventually claims all things so why take joy in life. (Neutral)
- 3 **Family.** Treasure the people around you because they can be taken away suddenly. (Any)
- 4 **Truth.** I will stop at nothing to find out more information about the mysteries of water. (Any)
- 5 **Stability.** The only way to live is to keep up a routine and not think about death. (Lawful)
- 6 **Mercy.** I was given a second chance and others should be given the same opportunity. (Good)

#### **d6** BOND

- 1 Dying opened my eyes to the multiverse.
- 2 The person who saved my life is the most important person to me.
- 3 I saw something on the Plane of Water and it touched my soul.
- 4 The water calls me back.
- 5 I was the only survivor and the guilt weighs heavily on me.
- 6 Water is very precious to me.

#### **d6** FLAW

- 1 I constantly take bigger and bigger risks with my life and others.
- 2 My legs get shaky whenever I'm around water.
- 3 Drinking alcohol is the only thing that keeps me sane.
- 4 Nothing matters so why try?
- 5 I get seasick if I close my eyes too long.
- 6 I was clearly chosen to come back for a reason, which makes me better than everyone else.