

Dragon Kings®

The background of the cover is a vibrant, stylized illustration. A massive dragon with a purple head, yellow and white scales, and pink wings dominates the center. It has its mouth open, showing sharp teeth and a fiery orange interior. In the upper right, a knight in white and blue armor with a red cape is flying on a white griffin. In the lower right, a large, blue, scaly dragon-like creature with a purple saddle and a long spear is shown from behind. In the lower left, a small red dragon is flying near a yellow orb. The sky is a mix of blue, pink, and yellow, with stylized clouds and other dragons in the distance.

5e Rules
by Chris Sims





5E Rules

by Chris Sims

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Races of Khitus

This section describes the playable races of Khitus. For more details on each race, please refer to the Dragon Kings Core book.

Humans

Khitan humans are like their counterparts on other worlds. Khitus has several human ethnicities, detailed in the Dragon Kings World Book, including the Attites, Chindi, Makadan, Nordor, and Prajalu.

Ability Score Increase: Two different ability scores of your choice increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Humans can vary from under 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

Languages. Common is the predominant Attan tongue, spoken across the world, with dialects among the Chindi and Prajalu. Makadan and Nordor peoples speak dialects of Makad, but most of them also speak the Attan-derived Common tongue.



Krikis

Unlike the generic drone in a Kriki hive, your character is of the warrior or “bright” rank and has inborn traits.

Ability Score Increase. Increase your Dexterity score by 2 and your Constitution score by 1.

Age. Krikis mature in about three months. They can live up to fifty years, though few hive-dwelling krikis live more than two years.

Size. Krikis warriors are about 6 feet tall and average about 220 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Alignment. Krikis are practical and unmoved by moral considerations they are neutral.

Acrobatic Jumper. You have proficiency in the Acrobatics skill and can use that skill to jump. You can make a running jump without moving first.

Alien Mind. You have advantage on saving throws against becoming charmed.

Blindsight. Your antennae and fine hairs on your body are sensitive to vibrations. You have blindsight out to a range of 10 feet.

Chitinous. Your chitin protects you from harm, but it is still part of your body, and an injury to it hurts you.

Other Races

The dwarves, dragonborn, elves, gnomes, halflings, tieflings, and half-elves and half-ores of the core rules don't exist on Khitus. However, the racial traits of these beings could be used to represent something that is Khitan. You could create a dragonborn as a oritahl with a unique background related to Khitan dragons.

The dwarf racial traits could be applied to Nordor descended from a famed mining family. Tiefling traits could apply to a specific Yenfansa. Ultimately, the use of core races in a Dragon Kings game is up to you and your GM.

Dragonborn

On Khitus, no dragonborn exist as a coherent species. This isn't to say such a being couldn't be part of your game. If you choose to include dragonborn, you could use them as they appear in the normal rules, relating their magical heritage to some vestige of the Dragon Kings. You might instead limit them to Khitan dragonkind with the following ancestries.

DRACONIC ANCESTRY

Dragon	Damage Type
Bone	Thunder
Coal, Rock	Fire
Mud	Acid
Wind	Lightning

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

Sensitive. Your sharp senses grant you proficiency in the Perception skill.

Undeveloped Sentience. If you assign a score of 8 or lower to your Intelligence during character creation, before applying the benefit of any Ability Score Improvement feature, you can improve one other ability score of your choice by 1. Alternatively, your GM can allow you to select a feat.

Languages. You can speak Common and Hivespeak, the unique language of the krikis. Few krikis can read or write any language.

Oritahl

Your oritahl or cold-skin character has the following racial traits.

Ability Score Increase. Increase your Constitution score by 2 and your Strength score by 1.

Age. Oritahl mature in three years and can live up to ten times that.

Size. Oritahl stand 5 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet. You can also swim exceptionally well, and you have a swim speed of 30 feet.

Alignment. Emergent oritahl have little in the way of a moral compass. They are neutral.

Athletic. You have proficiency in the Acrobatics skill and the Athletics skill.

Hold Breath. You can hold your breath for a number of minutes equal to your Constitution score. When you run out of breath, you survive for a number of rounds equal to your Constitution score before dropping to 0 hit points.

Natural Weapons. You have claws and fangs. Your unarmed strikes deal 1d4 slashing damage if you use your claws or 1d4 piercing damage if you bite. These weapons have the finesse and light properties.

Scaled. You have a tough hide and body. Your hit point maximum increases by 1 at 1st level, and it increases by 1 every time you gain a level.

Undeveloped Sentience. If you assign a score of 8 or lower to your Intelligence during character creation, before applying the benefit of any Ability Score Improvement feature, you can improve one other ability score of your choice by 1. Alternatively, your GM can allow you to select a feat.

Languages. You can speak Common and Oritahl, which is a pidgin of Common and Pachyesh. You understand some Pachyesh. Few Oritahl can read.



Pachyaur

Your pachyaur character has the following traits:

Ability Score Increase. Increase your Strength score by 3.

Age. Pachyaur mature in their mid-teens and can live 150 years.

Size. Pachyaur are about 5 feet tall at the withers and 9 feet tall at the top of the head. Your size is Large.

Speed. Your base walking speed is 30 feet.

Alignment. The strict society of the pachyaur lends them to lawful behavior.

Athletic. You have proficiency in the Athletics skill.

Chronicler's Memory. All pachyaur possess the Chronicler's Memory feat.

Natural Weapons. You have tusks and broad, tough feet you can use as natural weapons. Your tusks deal 1d6 bludgeoning damage, and your unarmed strikes deal 1d4 bludgeoning damage.

Pachyderm. Your species is famous for tough, thick skin. Your hit point maximum increases by 1 at 1st level, and it increases by 1 every time you gain a level.

Ponderous Toughness. If you assign a score of 8 or lower to your Dexterity during character creation, before applying the benefit of any Ability Score Improvement feature, you gain the Tough feat. Your GM can allow you to select a different feat.

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





Penmai

Your penmai character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 3.

Age. Penmai mature at 16. Like humans, they live less than a century.

Size. Penmai stand 3 to 4 feet tall. Your size is Small.

Speed. Your base walking speed is 30 feet. You can also climb exceptionally well, and you have a climb speed of 30 feet. You can use this speed to move horizontally if sufficient holds, such as branches or vines, exist for you to swing among.

Alignment. Penmai are gentle and love personal freedom. They are good and are often chaotic.

Agile. You have proficiency in Acrobatics skill and the Stealth skill. You can use the Acrobatics skill to climb and jump.

Avian Empathy. Through sounds, gestures, and empathy, you can communicate simple ideas with Small or smaller birds. You have proficiency with the Animal Handling skill for checks regarding birds. If you have proficiency with that skill, you can double your proficiency bonus for checks regarding birds.

Prehensile Tail. You have a flexible tail that acts as an extra, dexterous limb. This tail can't be used to make attacks, but it can hold objects like a hand and arm, and it's strong enough to aid you in climbing.

Somatic Magic. A penmai can recreate verbal spell components with somatic signs, and you can thusly cast spells that normally require verbal components without using those components.

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

Yenfansa

Your Yenfansa character has the following racial traits:

Ability Score Increase. Increase your Wisdom score by 2 and your Intelligence score by 1.

Age. Yenfansa are human children that appear to be of preteen age. Most can fend for themselves within hours of being born. Yenfansa die before age 20.

Size. Yenfansa are 3 to 4 feet tall. Your size is Small.

Speed. Your base walking speed is 30 feet.

Alignment. Yenfansa live by their own mysterious morality. Most are neutral.

Darkvision. Your white eyes allow you to 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, but magical darkness doesn't impede your darkvision.

Magic Resistance. You have advantage on saving throws against magic.

Yenfansa Magic. You know the thaumaturgy cantrip. Starting at 3rd level, you can cast the inflict wounds spell once per day as a 2nd-level spell. At 5th level, you can cast the fear spell once per day. Wisdom is your spellcasting ability for these spells.

Languages. You can speak Common and Yenfansa, a language only your kind shares.

Classes

This section describes the core classes as they are in the world of the Dragon Kings. Prominent in these descriptions are powers of the mind, psionics, and whether a class's capabilities might, at least in some instances, be psionic. In a world where arcane magic can exact a terrible price, this distinction is important.

Barbarian

Barbarians are fierce warriors, often from tribal backgrounds. If anything, barbarians are more common than trained soldiers on Khitus.

Bard

The Dragon Kings World Book makes it clear that most Khitan bards practice magic that is neither arcane nor divine. Such bards use mental powers that influence others through various kinds of performance. Psionic bards aren't subject to Sorcery's Wrath. All bards are excellent at aiding harmonious magic (see that section of the Magic and Spells section).

Kuad Ahir

Some Kuad Ahir are sarhaks (see that class), while others are psionic bards or members of other psionic disciplines, such as monks. These devotees of the Prophet are also considered to be priests of a sort, with a message of unity and love. Some Kuad Ahir bards are sages. Many more are daring warrior-poets, leading others by heroic example, as the Prophet did when he escaped from Shomik.

College of Vitality

The Cora, part of the Nyutu society of entertainers, practice a bardic tradition encompassed loosely in the College of Vitality. Cora are welcomed widely and famed for being unarmed and lightly dressed, as well as being masters of their own bodies. They are performers best known for manipulating life force and minds, as well as shaping once-living matter. Although many Cora are bards, some are instead monks or sarhaks.

Bonus Proficiencies

When you join the College of Life, you gain proficiency with two skills, one of which must be Medicine if you lack proficiency in that skill. You also gain proficiency with improvised weapons.

Martial Arts

At 3rd level, you have mastered using your body as a weapon with unarmed strikes, as well as wielding shortwords, simple melee weapons, and improvised melee weapons. When you use these martial-arts weapons, you have the following benefits:

- You can use Dexterity instead of Strength for attack and damage rolls you make with your martial-arts weapons.
- You can roll 1d4 in place of the normal damage of your martial-arts weapons. This damage increases to 1d6 at 6th level and 1d8 at 14th level.
- If you hit a target with a martial-arts weapon, you can expend one use of your Bardic Inspiration. If you do so, you can roll the Bardic Inspiration die and add the result to the damage you dealt the target, or you can use a bonus action to make an additional attack with a martial-arts weapon. If this attack hits, roll the Bardic Inspiration die and add it to the damage.
- At 6th level, your unarmed strikes are considered to be magical for overcoming resistance and immunity to nonmagical attacks and damage.

Unarmored Defense

Cora pride themselves on their appearance, whether beautiful or bizarre, and they radiate confidence and magnetism. This psychic allure draws admirers and protects from attackers. Starting at 3rd level, when you are not wearing any armor or wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Cleansing Rest

Starting at 6th level, when you employ your Song of Rest, you allow affected creatures to roll that feature's associated die twice to determine the number of extra hit points they regain. Instead of regaining hit points in this way, an affected creature can end one disease or an effect causing it to be blinded, paralyzed, or poisoned. Once you use this feature, you must finish a long rest before you can use it again.

When you attain 14th level, a creature that forgoes the extra hit points can choose the aforementioned effect, or instead choose to end an effect afflicting it that causes one of the following situations:

- Charmed or frightened conditions
- Reduction to one ability score
- Reduction to hit point maximum
- A curse

In addition, you can use this feature twice. Then you must finish a long rest before you use it again.

Cleric

Old gods have begun to reemerge on Khitus, and a growing clergy, the shadazim, precedes them. This section defines the Khitan gods in terms of alignment, domains, and other aspects important to clerics. Only a few priests are clerics with divine powers. Many shadazim lack spellcasting capability

Most Khitan deities are neutral, creating room for highly varied ideologies among each god's clergy and followers. Disparate cults of the same god might be at odds philosophically or literally. One sect's truth is another's heresy, while the deity cares only for sincere worship and more worshipers.

Regardless of your deity, divine spellcasting isn't reliable. You must follow your tenets, one of which is always to spread your faith, and hope your god notices your efforts. See Priestly Magic in the Magic and Spells section.

Alyut

The Split Serpent, CN, god of Nature and Trickery

Symbol: single serpent with two heads entwined, facing one another appearing similar to a caduceus

Worshiper Alignment: Any non-Lawful

Domains: Chaos, Skalykind, Travel, Trickery

Preferred weapons: khopesh, falcata, kuhkri, haladie, or whip

Alyut is a deity of deceit and survival at any cost. Its dual nature is embodied in the domains of Nature and Trickery, as well as the chaotic neutral alignment. Shadazim who worship the two-headed serpent carry a holy symbol of two snake heads facing each other. For

weapons, the faithful prefer the whip, symbolizing a snake tail, and small piercing weapons, emulating the serpent's fangs.

As a cleric of Alyut, you can give up one proficiency from among your proficiencies in medium armor, heavy armor (from the Nature domain, a common choice), or shields (also a common choice). If you do so, you gain proficiency with shortswords and whips. Shadazim of Alyut have a reputation for using two blades in battle.

Arvaritos

The Spider, N, goddess of Knowledge and Life/Death

Symbol: A web with an offset center sometimes with, sometimes without a spider

Alignment: Lawful

Worshiper Alignment: Any

Domains: Death, Knowledge, Life, Repose

Preferred weapons: knife, dagger, dirk, or net

Arvaritos is a deity of mysteries and the cycle of creation and destruction. The Spider's worshipers vary widely in behavior and morality, but not in their obedience to their goddess. Some seek and keep secrets of the universe via the Knowledge domain, while others embrace the Spider for her role in the Life domain. Others see Arvaritos as a darker entity, a consuming hunger and embodiment of the Death domain. Arvaritos herself is neutral, indifferent to such mortal judgements. The symbol of her faithful is the spider, often engraved in bone or other "dead" matter. Clerics and other celebrants prefer to use small blades as weapons, denoting Arvaritos's fangs. Spies, assassins, and Gare Attesa are sometimes followers of Arvaritos.

Baynar

The Wolf, N, god of Nature and War

Symbol: Wolf's head

Alignment: Lawful

Worshiper Alignment: Any non-chaotic

Domains: Darkness, Glory, Law, War

Preferred weapons: any sword

A paradox of sorts, Baynar is a deity of the wilderness as well as hierarchy and conquest. The Wolf is a beast that revels in cunning and the trappings of civilization. Baynar's wilder clerics embody the Nature domain, revering the natural world and their place in it. Others prefer a lupine warrior ideal, requiring repeated proof

of personal supremacy and adherence to the War domain. All Baynar's devotees demand a place in a clear order of dominance. The Wolf is neutral with a lawful leaning. His symbol is a wolf's head carved in or shaped from a souvenir from one of its owner's past victories. Fighters, brigands, barbarians, knights, and sometimes merchants tend to follow Baynar.

Iyalphos

The Crane, N, god of Light and Tempest

Symbol: Feather

Alignment: Neutral

Worshiper Alignment: Any

Domains: Air, Creation, Destruction, Weather

Preferred weapons: atlatl, bow and arrow, dart, javelin, spear

The Crane, Iyalphos, is a deity of contradictions, made so by the environmental collapse on Khitus. Those who follow the white, beautiful Iyalphos with bright eyes choose the Light domain. Most such shadazim are White Cranes. Red Cranes instead call upon the Tempest domain, which is the wrath and despair of an Iyalphos who has no refuge, no landing place, in a dying world. Both factions have destructive powers they aim squarely at the defilers of Khitus, but the Red Cranes choose chaos and ruin over correction and rebuilding. Iyalphos—remote, weary, and neutral—allows for both. The Crane's symbol is any aspect of the faith's holy animal, whether made as an image or fashioned from feathers of the ever-rarer bird.

Jaythe

The Panther, N, goddess of Trickery

Symbol: Claws or teeth integrated into otherwise common appearing jewelry

Alignment: Neutral

Worshiper Alignment: Any (usually not lawful)

Domains: Animal, Darkness, Luck, Trickery (stealth and cunning)

Preferred weapons: any piercing or slashing

Jaythe is a stealthy huntress. Despite her neutrality, she demands followers seek only worthy prey. Her followers attempt to exemplify the goddess's character and requirements. The hunt can include any sort of seeking, and the prey can be any worthy goal. The Panther's shadazim take on other societal roles, expressing the duplicity of the Trickery domain and unwilling to be defined merely by priesthood. Jaythe's

clerics wear pendants made of claws, teeth, or cats-eye jewels, hiding these symbols as common jewelry.

As a cleric of Jaythe, your Divine Strike feature from the Trickery domain doesn't deal poison damage. Instead, it deals extra damage of the same type your weapon dealt to the target. Your preferred weapons deal piercing or slashing damage, like the teeth and claws of the Panther. Thieves, spies, Qath Manhar, and sometimes merchants tend to be followers of Jaythe.

Meshezes

The Shambler, CN, god of Death

Symbol: piece of detritus of personal significance to the owner

Alignment: Chaotic

Worshiper Alignment: Any non-lawful (often neutral)

Domains: Death, Earth, Madness, Plant

Preferred weapons: club, mace, or other bludgeoning weapon

Meshezes embodies meaningless dissolution. The Shambler's rot provides fodder for new life, but this "benefit" is a mere accident of natural processes. This rotten deity even lacks a fixed holy symbol. Each priest uses a piece of detritus that has personal significance. A given temple contains a "holy" mass of trash and sludge, often in a pit rather than on an altar.

Shadazim of the Shambler are, at best, disgusting hedonists who revel in apathy, intoxication, and filth (literal and moral). Some of these clerics are villains, more by coincidence than intent. Only the ambitious among the Meshezes's servants would put in hard work or risk retaliation to foment more decay. Even the Shambler himself is chaotic neutral, unable to commit to real wickedness.

Assassins and Nuyutu can sometimes be followers of Meshezes.

Najus

The Wise, N, god of Knowledge and Light

Symbol: Jewel or crystal prism

Alignment: Neutral

Worshiper Alignment: Any non-evil

Domains: Sun, Fire, Knowledge, Nobility

Preferred weapons: any

Najus is light and enlightenment, each for gaining and nurturing authority. Most clerics who revere Najus focus on the Light domain and its associated fire. Others are sages who value the Knowledge domain, gathering information to gain temporal power for personal advantage or the cult's benefit. All the better if both. The Wise is neutral, impartial and indifferent to how his power is used if the results are meaningful. Najus's holy symbol can be any light-refracting crystal or jewel, and the value of a shadazim's symbol is often indicative of rank in the clergy.

Gare Attessa sometimes follow Najus.

Phatrash

The Bull, N, god of Life and War

Symbol: Bull horns

Alignment: Good

Worshiper Alignment: Any non-evil

Domains: Healing, Liberation, Protection, Strength

Preferred weapons: axe, flail, hammer, pick, morning star

Phatrash is a symbol of vitality and fighting to defeat threats, rather than to dominate others and test yourself, as is the way of Baynar. Shadazim who favor the Bull are often itinerant healers, midwives, and herders devoted to the Life domain. Others are bold warrior-priests who protect home and hearth, and ride bulls or oxen-pulled chariots to seek out enemies. Such fighting clerics adhere to the War domain. Phatrash is a popular deity, and his symbol can be any arrangement or representation of two bull horns. The Bull has good aspects, but he is neutral. He and his follower have been known to misapply their strength.

Fighters, brigands, barbarians, knights, and sometimes merchants tend to be followers of Phatrash.

Prusha

The Thakal, N, goddess of Nature

Symbol: Thakal scale pendant

Alignment: Neutral

Worshiper Alignment: Any (usually not evil)

Domains: Animal, Charm, Magic, Water

Preferred weapons: hammer, fork (trident), scythe

Prusha is an enduring deity figure on Khitus, and her popularity rivals that of Phatrash. Shadazim who

venerate the Thakal use the magic of the Nature domain to aid their communities in common labors and conflicts. Such clerics like to help especially when thakals are involved. Thakal scales worn as pendants or other forms of decoration, such as arranged on a shield, serve as Prusha's holy symbol.

You can decide to typify the idea that clerics of Prusha are physically weak. To use this option, you can have a Strength score no higher than 11. You also forgo the Nature domain's bonus proficiency in heavy armor. Instead, you gain proficiency in the Animal Handling skill. In addition, your proficiency bonus is doubled for any ability check you make to handle or influence a thakal.

Only Prusha's evil servants resort to slavery. Raetann, and Nuyutu can also sometimes be followers of Prusha.

Rutchu

The Red Man, NE, god of Trickery

Symbol: Left, 4-fingered hand wreathed in flame (missing the ring finger)

Alignment: Evil

Worshiper Alignment: Any non-good

Domains: Evil, Fire, Magic, Trickery (treachery and deceit)

Preferred weapons: any (especially easily concealed such as dart, knife, or dagger)

Rutchu is the crimson of fiery passion or spilled blood. Selfish (neutral) and evil, he personifies the darkest aspects of the Trickery domain, including murder, treachery, larceny, and lust. A red hand wreathed in fire is Rutchu's symbol.

If you are a cleric of Rutchu, your Divine Strike feature doesn't deal poison damage. Instead, it deals extra damage of the same type your weapon dealt to the target.

Assassins tend to be followers of Rutchu.

That covers the gods and goddesses detailed in the World Book. There are of course isolated communities and small tribes or bands that have their own local demigods or deified heroes whom they worship. In a harsh land where the gods are unreliable one needs as many gods as one can get so GMs and players are encouraged to create your own greater, lesser, and petty gods of causes, clans, individual households and the like

as well as even more ancient and distant gods such as the great maker Sang-Tao (possibly useful as the Spirit or God(dess) of Nature) or any of the humanoid gods and goddesses. Baynar already has several demi-god companions associated with him in the World Book and there are hints and clues throughout for creating ancient heroes and heroines who have undergone apotheosis.

While, pachyaur, and Penmai have their own humanoid gods, some, like humans, might find a way to divine magic through druidry as well. But, as in other settings, druids are both limited in power and rare and should not be a used to get around the fickle nature of magic bestowed by the gods on Khitus.

It is not necessary to reserve this class to NPCs but they should be rare among humans and pachyaur, perhaps less rare among Penmai.

The emerging cultures on Khitus thus far revealed, the Krikis and the Oritahl cultures, have found more success with divine magics by parleying with the spirits for their granted powers and spells as primitive shamans. The World Book in fact notes that powerful Krikis priests (shamans) protect the Bright Lode deposit found somewhere in the Hivelands from outsiders while lizardfolk shamans offer gruesome sacrifices of humans and bugs to their blood thirsty spirit guides. There are no other types of cleric among these two emerging cultures. Although the Hivekin and Cold Skins might think of certain powerful spirits as gods in their own primitive way the entities which they worship are in fact spirits.

Human sages know next to nothing of the Hivekin belief system. However, although still alien, the Cold Skin beliefs are somewhat better understood and the humans refer to the spirits that Oritahl worship collectively as the "Marsh Gods".



Druid

Some druids on Khitus rely on nature spirits and their dwindling power as the environment declines. Others venerate tribal gods that are either dead and invested in the earth, such as Sang-Tao of the Attites. Still others revere extant animal gods in ways that differ from typical shadazim. For instance, Baynar has druid followers who are also members of the Circle of the Moon.

Druids use divine magic. Some druids are shadazim, priests of gods. Others are tribal shamans or weird mystics with an innate connection to nature. In any case, divine spellcasting isn't reliable. You must follow spiritual tenets and hope the spirits favor you. See Priestly Magic in the Magic and Spells section.

Fighter

The world of the Dragon Kings is full of professional soldiers, from caravan guards to soldiers, mercenary thugs to heroic adventurers. Fighters never lack work.

Monk

Monks are psionic warriors with great control over body and mind. Some create spell effects with ki, but they do so without risking Sorcery's Wrath.

Many Cora are monks. A Cora monk might practice any monastic tradition. However, the most common tradition among the Cora is the Way of Life.

Way of Life

Long ago, Cora monks created the Way of Life to focus on body mastery and martial arts. Practitioners of this tradition are performers and troupe guardians. They eschew the broader psionic powers of bards or sarhaks for more direct control of personal life force.

Way of Life Spells

The Way of Life allows you to spend ki points to manipulate life force in ways that resemble spells. Use Wisdom as your spellcasting ability for spells you cast using this tradition. Casting these spells requires no material components. When you spend ki points to cast a spell or create an effect, you can spend no more than 1 + half your monk level.

Vitalize

When you choose this tradition at 3rd level, you learn the spare the dying cantrip. In addition, you can use your action to spend 2 ki points to cast cure wounds as a 1st-level spell. You can increase the level of the spell by 1 for each ki point you spend after the first 2.

Unity of Body, Mind, and Spirit

At 6th level, you gain broader life mastery and mystic control. You can use your action to spend 3 ki points to cast lesser restoration or psychic cleansing (see this spell in the Spell Description section). In addition, you can use your action to spend 3 ki points to cast levitate, targeting yourself or an object.

Celerity

At 11th level, you can use your action to spend 4 ki points to cast haste, targeting yourself.

Revitalize

At 17th level, your body, mind, and soul become hard to separate, and your touch is life itself. If you are reduced to 0 hit points but not killed outright, you can spend 4 ki points to drop to 1 hit point instead. This body-mind reflex works even if you are incapacitated. In addition, you can use your action to spend 4 ki points to touch a creature that has died within the last minute. That creature returns to life with 1 hit point, provided it didn't die of old age.

Paladin

Warriors of the shadazim, or shadazim themselves, paladins are a rarity on Khitus. Most paladins serve gods or causes dedicated to restoring or preserving the world or visiting revenge on its despoilers. Others are enforcers or warlords of sects, such as tyrannical cults of Baynar that proselytize by sword and spell. As a paladin, your oath keeps you tied to your deity or cause and breaking it can make divine spells less dependable for you. See Priestly Magic in the Magic and Spells section.

Ranger

In a world as harsh as Khitus, rangers, like all those who know how to survive in the wilds, are valuable members of any group. Rangers are akin to druids, gaining divine powers through connection to nature and its spirits, or to

bizarre tribal gods. In venerating the spirits, as a divine spellcaster, you must make sure they are appeased by following tenets of your connection to them. See Priestly Magic in the Magic and Spells section.

Rogue

Rogues are common on Khitus, serving in roles as diverse as scouts and thieves, to bounty hunters and investigators, acrobats and charlatans. The realms of the Dragon Kings also have no shortage of assassins. Those rogues who possess magical ability are most often psionicists capable of influencing the minds of others to create illusions, win favors, or vanish. However, the most feared rogues on Khitus are the nefarious Boneshards.

Boneshard

As detailed in the Dragon Kings World Book, the Boneshards are assassins related only by similar training passed down through generations.

Bonus Proficiencies

Boneshards cultivate knowledge of legerdemain, as well as practical knowledge of tinctures, salves, and toxins. When you choose this archetype at 3rd level, you gain proficiency in the Sleight of Hand skill, as well as the herbalism kit and poisoner's kit.

Bloodsheath Initiate

By 3rd level, you have been initiated into the way of the Bloodsheath. The first benefit of this technique is pain mitigation, increasing your hit point maximum by 3. It increases by 1 again whenever you gain a level in the rogue class.

The second benefit is the Bloodsheath itself. During a short or long rest, you can insert up to two daggers or darts, or similar improvised weapons, into your body, hiding each object under your skin. Inserting the object deals you 1 piercing damage.

If you carry no other weapons, you appear unarmed to any casual observer. To find the hidden weapon, a searcher must succeed on a Wisdom (Perception) or Intelligence (Investigation) check with a DC equal to 8 + your bonus in the Sleight of Hand skill. (Veteran Boneshards hide objects deeper, such as next to bones or between muscles.) If someone notices the hidden object, they might do so by discovering the lump it

makes or spotting the entry wound or scar. Learning of the hidden object doesn't tell the searcher what the object is, but given the common knowledge and fear of Boneshards, the find arouses suspicion.

You can draw a weapon hidden in your body as if drawing a weapon from a sheath, taking 1 piercing damage as the weapon emerges. If you do so while you have no weapon in hand, you can make a Dexterity (Sleight of Hand) check. If your check meets or exceeds a creature's passive Perception, that creature believes you to be unarmed until you attack and is likely to be surprised if you initiate combat at that moment. If you don't attack with the drawn weapon, you must use a bonus action on each of your turns to repeat the check, keeping your weapon hidden in hand if you succeed. You have advantage on attack rolls against any creature that believes you to be unarmed. Any hit against such a creature while it is surprised is a critical hit.

The number of weapons you can hide on your body increases with your rogue level. Every other level after 3rd, you can hide one more weapon in your body. By 19th level, you can hide ten weapons this way.

Bloodsheath Expert

At 9th level, you master the way of the Bloodsheath. While in combat, whenever one of your hands is empty, you can draw one of your hidden weapons into that hand. You do so as if drawing the weapon from a sheath, but you take 1 piercing damage as the weapon emerges. When you do so, you can make a Dexterity (Sleight of Hand) check. If your check exceeds a creature's passive Perception, you have advantage on attack rolls against that creature with the weapon you just covertly drew.

Blooded

By 13th level, you have become an expert combatant inured to pain. You have advantage on initiative rolls. In addition, your hit point maximum increases by an amount equal to your rogue level. Your hit point maximum increases by 1 again whenever you gain a level in the rogue class.

Bloodsheath Master

Starting at 17th level, you are a Bloodsheath master. You no longer take damage from inserting your hidden weapons. In addition, you can draw two of your hidden weapons at the same time, although you must have an empty hand free for each one. You need to make only one Dexterity (Sleight of Hand) check for those weapons to employ the benefits of Bloodsheath Initiate or Bloodsheath Expert. On the same turn you draw these

hidden weapons, one attack with each can benefit from your Sneak Attack, provided each hits a different target.

Sarhak

As detailed in the Dragon Kings World Book, a sarhak is a mind bender. Sarhaks are secretive and few. They use mental powers that rival any other spells, whether divine or arcane.

Class Features

As a sarhak, you gain the following class features.

Hit Points

Hit Dice: 1d6 per sarhak level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sarhak level after 1st

Proficiencies

Armor: None

Weapons: Clubs, daggers, darts, javelins, slings, quarterstaves, spears

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, Insight, Investigation, Medicine, and Persuasion

Spellcasting

You honed your mind through willpower and insight, learning to weave your will to create effects that seem like arcane or divine spells, but they are neither. Any spell you cast that refers to arcane or divine energy or power is instead psionic for you. Using your magic doesn't evoke Sorcery's Wrath.

Cantrips

At 1st level, you learn four cantrips from the sarhak spell list. At higher levels, you can choose additional sarhak cantrips, as shown in the Cantrips column of the Sarhak table.

Components

You use material components for a sarhak spell only if the component has a specific cost. Otherwise, your sarhak spells require only the verbal and somatic components the spell specifies.

Spell Slots

The Sarhak table shows, according to your sarhak level, how many spell slots you have available to cast your spells of 1st level and higher. To cast a spell, you expend a slot of the spell's level or higher. You regain expended spell slots when you finish a long rest.

THE SARHAK

THE SARHAK														
Level	Proficiency bonus	Élan	Features	Cantrips known	Spells known	Spell slots per spell level								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	--	Spellcasting, Sarhak Discipline	4	2	2	-	-	-	-	-	-	--	-
2nd	+2	2	Élan	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	3	Élan Shaping	4	4	4	2	-	-	-	-	-	-	-
4th	+2	4	Ability Score Improvement	5	5	4	3	-	-	-	-	-	-	-
5th	+3	5	-	5	6	4	3	2	-	-	-	-	-	-
6th	+3	6	Sarhak Discipline feature	5	7	4	3	3	-	-	-	-	-	-
7th	+3	7	-	5	8	4	3	3	1	-	-	-	-	-
8th	+3	8	Ability Score improvement	5	9	4	3	3	2	-	-	-	-	-
9th	+4	9	-	5	10	4	3	3	3	1	-	-	-	-
10th	+4	10	Élan Shaping	6	11	4	3	3	3	2	-	-	-	-
11th	+4	11	-	6	12	4	3	3	3	2	1	-	-	-
12th	+4	12	Ability Score improvement	6	12	4	3	3	3	2	1	-	-	-
13th	+5	13	-	6	13	4	3	3	3	2	1	1	-	-
14th	+5	14	Sarhak Discipline feature	6	13	4	3	3	3	2	1	1	-	-
15th	+5	15	-	6	14	4	3	3	3	2	1	1	1	-
16th	+5	16	Ability Score improvement	6	14	4	3	3	3	2	1	1	1	-
17th	+6	17	Élan Shaping	6	15	4	3	3	3	2	1	1	1	1
18th	6+	18	Sarhak Discipline feature	6	15	4	3	3	3	3	1	1	1	1
19th	6+	19	Ability Score improvement	6	15	4	3	3	3	3	2	1	1	1
20th	6+	20	Élan Vital	6	15	4	3	3	3	3	2	2	1	1

Spells Known

At 1st level, you know two 1st-level spells from the sarhak spell list. The Spells Known column of the Sarhak table shows the levels at which you can choose more spells. Any sarhak spell you learn must be of a level for which you have spell slots.

When you gain a sarhak level, you can replace one sarhak spell you know with another spell from the sarhak spell list.

Spellcasting Ability

Your powers require great self-assurance and a strong force of personality. Charisma is your spellcasting ability for your sarhak spells. Whenever a spell refers to your spellcasting ability, use your Charisma. Use your Charisma modifier to set the saving throw DC for your sarhak spells, and apply that modifier to attack rolls you make with sarhak spells.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Meditative Ritualist

You can meditate for 10 minutes, granting you the mental clarity to cast a ritual sarhak spell you know.

Impermanent Magic

Sarhak magic is impermanent in nature. It can leave marks on the world and create lasting effects from instantaneous magic, but very few sarhak spells, such as bestow curse and modify memory, create permanent effects. Sarhak magic can't be used to create magic items of any kind.

Sarhak Discipline

Choose a discipline, which defines the nature of your mind-bending powers. You can be an Empath or a Kineticist. Each discipline is described after the main sarhak class description. Your discipline grants you features at 1st, 6th, 14th, and 18th levels.

Élan

At 2nd level, your mental prowess provides focus and flexibility. You gain access to your élan, a vital power you can expend in various ways. The élan you have is measured points, the number of which equals your sarhak level. You regain expended élan points when you finish a long rest.

Élan Conversion

You can use élan points to cast a sarhak spell of up to 5th level. Doing so is part of the action required to cast the spell. Such a casting costs élan points equal to $1\frac{1}{2} \times$ the level of the spell slot required to cast the spell, rounded up.

Alternatively, you can use a bonus action to convert a spell slot to élan points. If you do so, you gain élan points equal to the converted spell slot's level.

Élan Shaping

At 3rd level, you begin to gain mastery over your élan, which enables you to shape magic and your use of it in various ways.

Mental Shield

At 3rd level, when you make an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to expend 1 élan point. If you do so, you gain advantage on the triggering saving throw and other such saving throws until the start of your next turn. You lose this benefit if you are charmed, frightened, stunned, or unconscious.

Mental Spell

Beginning at 3rd level, when you cast a sarhak spell, you can spend 1 élan point to cast it without somatic or verbal components.

Psychic Touch

At 3rd level, when you cast a sarhak spell that has a range of touch, you can spend 1 élan point to increase the range to 30 feet.

Precise Spell

Starting at 10th level, you can psychically protect creatures of your choice from your sarhak area spells. To do so, spend 1 élan point when you cast the spell. Choose a number of creatures up to your Charisma bonus (minimum of one). A chosen creature succeeds on its saving throw against your spell. If the spell allows those who save to take half damage from the spell, you can spend 1 élan point to cause chosen creatures to take no damage from the spell.

Shared Shield

At 10th level, if a creature you can see within 30 feet of you isn't hostile to you and makes an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to share your mental shield. To do so, you expend 1 élan point for yourself, plus 1 élan point per

creature you intend to share your shield. All creatures sharing your shield must be within 30 feet of you, and the benefit ends for a target that moves farther than 30 feet from you. Targets gain advantage on the triggering saving throw and other such saving throws until the start of their next turn. All targets lose this benefit if you are charmed, frightened, stunned, or unconscious.

Shared Self

Beginning at 17th level, you can spend élan points cast a sarhak spell that has a range of self on one other willing creature by forging a psychic bond with that creature. The spell must have a duration that requires concentration. You must spend 1 élan point to cast the spell on the target, 1 élan point when the target moves more than 30 feet from you, and 1 élan point when you first can't see the target. Failing to spend élan points based on range or sight ends the spell. If the target moves to a plane other than the one you're on, the spell ends.

If the spell requires choices to be made when the spell is cast, you make those choices. Any part of the spell that would affect you affect your target instead. Your target chooses any of the spell's variable effects not set when you cast the spell.

Ability Score Improvement

When you gain this feature, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. No ability score can be raised above 20 using this feature.

Élan Vital

At 20th level, you regain 4 expended élan points when you finish a short rest.

Sarhak Disciplines

Each sarhak has varied powers, but a given mind bender focuses on subtler mental manipulations or ones that are more overt. Empaths develop spells of telepathy, healing, foreknowledge, and protection. Kineticists employ displays of telekinesis, physical power, and destructive forces.

Empath

A sarhak who can speak to other creatures mentally, affect emotions, alter and restore the body, and tends to use subtler mental power is called an empath. Folk

are apprehensive about supernatural powers, but they value empaths as healers and communicators. Empaths are common among the Prophet's disciples, and their message has made empaths more popular. However, some clerics see empaths as competition for the hearts and minds of common people.

Empath Powers

As an empath, you have the power to heal and bolster your allies and yourself. In addition, when you can learn a sarhak spell of 1st level or higher, you can select spells from the Empath Powers table. You must abide by the rules for sarhak spells known, and any spell you learn from the table becomes a sarhak spell for you.

EMPATH POWERS

Level	Spells
1st	bane, bless, cure wounds, healing word
2nd	aid, lesser restoration, prayer of healing, warding bond
3rd	beacon of hope, mass healing word, revivify
4th	aura of life, aura of purity

Empathic

At 1st level, you learn the spare the dying cantrip. It's a sarhak spell for you.

You also have telepathy out to a range of 30 feet. This magical, mental communication can have one target. Speaking and receiving information using telepathy is as easy for you as speaking. However, to communicate effectively, you and your target must share a language. You can communicate with a creature you are aware of but can't see, even through solid objects. If you're incapacitated, you can't use your telepathy. In an area where magic doesn't function, your telepathy doesn't work either.

Sanctuary Shield

Also at 1st level, a creature that makes an opportunity attack against you takes a penalty on its attack roll equal to your Charisma bonus.

Emotional Resonance

Starting at 6th level, you have resistance to psychic damage.

Additionally, you can impart an emotional change to a creature as it takes an action. When a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw, you can use your reaction to

spend 2 sorcery points. You must do so as the roll occurs, before any results are declared. If you do so, add 1d4 to the roll or subtract 1d4 from it. A creature that can't be charmed can't benefit from this bonus, and a creature that can't be frightened can't suffer the penalty.

Expanded Telepathy

At 6th level, your telepathy expands to a range of 60 feet. You can also converse with multiple creatures at a time as easily as you would by speaking to them. These creatures can talk to you, as well, just as if a vocal conversation were happening. However, the creatures can't converse with one another through this telepathic contact.

Sanctuary of Shared Pain

Beginning at 14th level, when a creature within 60 feet of you deals damage to you with an attack or effect that targets only you, you can use your reaction to deal psychic damage to that creature up to the amount of damage the amount the attacker dealt you or your sarhak level, whichever is lower. Your attacker must also succeed on a Wisdom saving throw against your spell save DC, or on its next turn it can't choose you as a target for an attack or effect that targets only one creature. A creature that can't be charmed is immune to this effect.

Improved Telepathy

At 14th level, the range of your telepathy becomes 120 feet. You don't need to share a language with a creature to communicate with it.

Sanctuary of Blood

Starting at 18th level, while you have only half your hit points or fewer, creatures within 120 feet of you have disadvantage on attack rolls against you.

In addition, if an attack or effect that targets only you drops you to 0 hit points, you can use your reaction to spend 4 sorcery points. If you do so, your attacker must make a Wisdom saving throw against your spell save DC. On a failure, the creature takes psychic damage equal to the damage it dealt you. Then, you drop to 1 hit point instead of 0. Once you use this aspect of this feature, you can use this aspect again only after you finish a long rest.

Kineticist

Sometimes, a sarhak manifests kinetic powers at a very young age, and phenomena such as floating objects or temperature changes are rarely attributed to the infant in the room. A kineticist's powers alter the world in

spectacularly overt ways that might defy natural law as it's normally understood. Widespread superstition places kineticists alongside sorcerers and wizards as mages to be feared.

Kineticist Powers

Your kineticist powers enable you to manipulate the world with your mind, from a gentle push to the unleashing of destructive energy. When you can learn a sarhak spell of 1st level or higher, you can select spells from the Kineticist Powers table. You must abide by the rules for sarhak spells known, and any spell you learn from the table becomes a sarhak spell for you.

KINETICIST POWERS

Level Spells

1st	feather fall, jump, shield, unseen servant
2nd	gust of wind, levitate, shatter, spiritual weapon
3rd	fly, slow, water walk
4th	resilient sphere, stoneskin

Telekinetic Hand

At 1st level, you learn the sarhak version of the mage hand cantrip. The range of your cantrip is 60 feet, and you can use it to carry a number of pounds equal to your Charisma score. In addition, while the cantrip's duration lasts, you can cast it again as a bonus action.

Kinetic Field

At 1st level, while you're conscious and wearing no armor, your AC equals 11 + your Charisma modifier.

Kinetic Resonance

Beginning at 6th level, you have resistance to bludgeoning damage from nonmagical attacks.

In addition, your spells can create a kinetic effect. Whenever you cast a spell, you can spend 1 sorcery point to use telekinesis on three of its Medium or smaller targets. If you do so, you move each target up to 10 feet in a direction of your choice or knock it prone. A successful Strength saving throw against your spell save DC negates the effect. You can affect a Large target as if it were two Medium ones. If a creature is unwilling or hostile to you, it must be affected by the spell in some other way for your telekinesis to move it. You can move or knock over objects only if they aren't worn or carried, provided they're also unsecured.

Telekinetic Hands

At 6th level, your mage hand cantrip gains a range of 90 feet. You can create two hands, using them to work together if you wish. If you manifest one hand, it can carry weight up to 2-1/2 times your Charisma score.

Improved Telekinesis

Beginning at 14th level, you learn the telekinesis spell. If you already know it, you can learn a new sarhak spell of your choice, provided the spell is from the 5th-level list or that of a lower level. In addition, your telekinesis spell has a few new effects, as follows:

Crush. You can use a bonus action to crush an object held or creature restrained in your telekinetic grip. If you do so, the target takes force damage equal to 2d6 + your spellcasting ability modifier. Using this effect reduces the duration of the spell by 1 minute.

Move. You use your action to move a target without restraining it. Make a spellcasting ability check against a DC of 10 + your target's Strength (Athletics) bonus. If the target is Medium or smaller, you have advantage on the check. You move the target up to 30 feet in a direction you choose if you succeed, but if you lift the creature into the air, the distance is only 20 feet. If you exceed the DC by 5 or more, you can knock your target prone.

Strike. You use your action to strike one creature or object in range. Make a melee spell attack. On a hit, the target takes force damage equal to 3d8 + your spellcasting ability modifier. Using this effect reduces the duration of telekinesis by 1 minute.

At Higher Levels. When you cast telekinesis using a spell slot of 6th level or higher, you can add 500 pounds to the weight of objects you can move for each slot level above 5th. Additionally, the damage from the crush option increases by 2d6 and the damage from strike increases by 2d8 for each slot level above 5th.

Hands of Force

At 14th level, your mage hand cantrip gains a range of 120 feet. You can manifest three hands. If you create only one hand, it can carry weight equal to 4 times your Charisma score. In addition, if you use an Attack action, you can cause each hand to attack a creature within 5 feet of it, making a spell attack roll against the target. On a hit, a hand deals 1d8 force damage, then disappears.

Kinetic Brutality

Starting at 18th level, when you roll damage for a sarhak spell you cast, you can treat any 1 you roll on any of those dice as the average value for the die.

Master of Telekinetic Hands

At 18th level, when you cast mage hand, you can make four hands. If you create only one hand, it can carry weight equal to 6 times your Charisma score.

Sorcerer

On Khitus, sorcerers have a natural connection to the arcane magic that flows through the world. Although their works risk Sorcery's Wrath, sorcerers are more akin to magical phenomena that occur



naturally in the world. Some sorcerers have magic akin to that of Khitan dragons. Others have a chaotic connection to the arcane or the magical energy of the weather or the planes. A few such mages trace their origins to the ancient cults, especially those of Alyut, Arvaritos, and Najus. These sorcerers might not be religious, but their connection to the divine is clear.

Wizards, especially those of the Dramidge tradition, look on sorcerers with a jealousy that can easily turn to hate. Common folk fear sorcerers, making little distinction between natural arcanists and learned ones. A sorcerer has few allies on Khitus, so some of these gifted mages seclude themselves. Others seek out the sort of daring people that might find a gifted mage to be an asset.

Sorcerers on Khitus have a few differences that make them unique to Khitus.

Natural Arcana

Sorcerers use their inborn magic to more easily avoid Sorcery's Wrath. None of your sorcerer spells of 1st level or lower can evoke Sorcery's Wrath. When you cast a spell that could subject you to Sorcery's Wrath, you can spend a number of sorcery points equal to 1 + half the spell's level to avoid any such repercussions. In addition, if your spellcasting triggers a wild magic surge, you aren't subjected to Sorcery's Wrath for casting that spell.

Dragon Sorcerers

Khitan sorcerers who have a connection to the mighty daragkin have no dragon ancestors. Instead, these sorcerers are connected to the world, magically, in a way similar to Khitan dragons. Each sorcerer displays this connection in a different way.

You choose a draconic connection rather than an ancestor. Use the Draconic Connection table to do so.

DRACONIC CONNECTION

Dragon	Damage Type
Bone	Thunder
Coal, Rock	Fire
Mud	Acid
Wind	Lightning

Warlock

Any mage who bargains with supernatural entities to gain arcane power is a warlock. These arcanists too often serve fell beings and worse ends. Even warlocks who bow to a patron that isn't inherently malignant serve an otherworldly purpose, perhaps unwittingly.

Khitus has another brand of warlock in the Trakeen. These mages bind themselves to the Dragon Kings.



Despite the absence of the Daragkarik, vestiges of their power remain for the Trakeen to call upon. Numerous modern Trakeen venerate the Dragon Kings in general, rather than focusing on one. This worldview is positive, aiming to protect people and bring back the order of a lost age.

The following sections describe how the Trakeen differ from warlocks of other pacts. As a Trakeen, your otherworldly patrons are the Daragkarik and the remains of their magical power on Khitus.

Pact Boon

Trakeen choose boons like other warlocks. Those who choose the chain bind themselves closely to the spiritual vestiges of the Dragon Kings. A Trakeen who chooses the blades seeks to mimic the guardians who served the Dragon Kings in bygone times. Choosing the Pact of the Tome marks a Trakeen as a spiritual seeker of truth and knowledge.

These pacts are only slightly different for the Trakeen. If you choose the Pact of the Chain, your familiar is a pseudodragon. The book from the Pact of the Tome is called the Book of Scales.

The Dragon Kings

Trakeen revere the Dragon Kings and the world as it existed under the rule of these mighty beings.

Expanded Spell List

Your patrons provide magic that helps and guides people, as well as maintains the world from planar threats. They allow you to choose from an expanded list of spells. The following spells are on the warlock list for you.

DRAGON KING EXPANDED SPELLS

Level	Spells
Cantrips	guidance, resistance
1st	cure wounds, thunderwave
2nd	calm emotions, lesser restoration
3rd	protection from energy, spirit guardians
4th	divination, stoneskin
5th	dispel evil and good, greater restoration

Dragon Soul

Your connection to the Daragkarik strengthens your soul's connection to your body. At 1st level, your hit point maximum increases by 1 and increases by 1 when you gain a level in this class. When you make a death saving throw, a 1 on the d20 counts only as one failure. If your total on a death saving throw is 21 or higher, you regain 1 hit point.

Although your magic is arcane, you channel it through the spiritual vestiges of your patron and your own soul. When you attempt the ability check required for Sorcery's Wrath, you gain a +1 bonus to the check. This bonus increases to +2 at 9th level and to +3 at 17th level.

Voice of Monarchs

Beginning at 1st level, you can project the spirit and majesty of your patrons. When you do so, you can use your action to speak, giving yourself advantage on Charisma checks made to influence creatures who can hear you. The effect lasts until the start of your next turn, so you have 6 seconds to speak.

You can instead speak in an emboldening way to people who are charmed or a soothing way to people who are hostile or frightened. A humanoid who hears you and is within 20 feet of you can repeat one saving throw against an effect that causes the target to be charmed or frightened.

Draconic Presence

At 6th level, you can project the fearsome or majestic essence of your patrons. Choose whether to become frightening to creatures hostile to you or appealing to creatures that aren't hostile to you. If you choose to be appealing, creatures that can't be charmed are immune to the effect. Creatures that are hostile to you can't be made to find you appealing with this feature.

As your action, you can force creatures of your choice within 30 feet of you and aware of you to make a Wisdom saving throw against your warlock spell save DC. Those who fail are either frightened of you or stop to look at you and listen to you. Creatures that find you appealing are distracted by you.

This effect lasts 1 minute, but it requires your concentration as if you were concentrating on a spell. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that found you appealing might

continue to pay positive attention to you if you're doing something the creature likes. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Draconic Presence for 24 hours.

Draconic Ferocity

Starting at 10th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action. As an alternative to the weapon attack, you can use either your Draconic Presence or Voice of Monarchs feature.

Dragon Form

At 14th level, you gain the ability to change yourself into a young or younger Khitan dragon (see the Bestiary for details). The form can have a challenge rating no higher than half your level and be no larger than Large.

The transformation lasts for up to 1 hour. You can use a bonus action to revert to your normal form earlier. If you fall unconscious, drop to 0 hit points, or die, you immediately revert to normal form.

The dragon's capabilities replace yours except in ways noted here. You retain your personality and alignment, as well as your Intelligence, Wisdom, and Charisma scores. Benefits of class, race (except senses), and other character elements remain if the dragon form can use them. You also retain your skill and saving throw proficiencies, and you gain those of the dragon. However, only the highest bonus applies to any one skill or saving throw. In dragon form, you can speak and cast spells, but if the dragon has lair or legendary actions, you can't use them.

When you transform, you assume the dragon's hit points and Hit Dice. Once you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Your equipment doesn't change size or shape to match the dragon form, and any gear the dragon can't wear must either merge with it or fall to the ground. The DM decides whether a dragon can wear a piece of equipment. Gear that merges with the form is inaccessible and has no effect until it ceases being merged.

Wizard

Wizardry is a dangerous art in the World of the Dragon Kings. Some practitioners follow paths that resemble typical schools of magic. Most wizards employ magic from schools that have deeper roots in Khitan history. These schools follow.

School of Dragons

Under Tharclun's tutelage, some say, the Dramidge created the School of Dragons. The Dramidge claim theirs is the oldest form of wizardry.

Dragon Sage

Dramidge revere the dragons of Khitus. By 2nd level, you have mastered the Draconic language, and can speak, read, and write it. In addition, whenever you make an Intelligence (all skills), Wisdom (Animal Handling, Insight, Medicine, or Survival to track), or Charisma (all skills) check regarding dragons, double your proficiency bonus if it applies.

Breath Ward

Starting at 2nd level, you learn to ward against area spells and effects, such as a dragon's breath. When you or allies you can see within 60 feet of you are caught in an area effect, you can use your reaction to grant some protection. Choose a number of qualifying creatures equal to 1+ your Intelligence bonus. You grant each target advantage on the saving throw against the area effect.

Dragon Speaker

At 6th level, you master the art of speaking to dragons to calm and influence them. Master dragon speakers can make friends of wild dragons and allies of tamer dragons who should obey other masters. Popular tales speak of Dramidge who calm whole dragon families by charming the dominant member.

To employ this feature, use an action and choose one dragon that you can see within 30 feet of you. If the target can hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or become charmed by you until the end of your next turn. The dragon has advantage on the saving throw if you or your allies were fighting it.

You can use an action on each of your turns to continue to speak to the dragon and maintain its charmed

condition. The effect ends if you are ever more than 30 feet from the dragon, if it can't hear you, or if you or your allies attempt any harmful actions directed at it.

If the effect initially fails or subsequently ends, you can use it on the same creature again only after you finish a long rest.

Improved Breath Ward

Starting at 6th level, your breath ward improves. When a chosen creature succeeds on its saving throw, the creature takes no damage if it would normally take half damage on a successful save.

Dragon Breath

Starting at 10th level, some of your cantrips and area spells deal extra damage equal to your Intelligence modifier. To qualify, the spell must deal acid, fire, lightning, or thunder damage. A spell of 1st level or higher must have a range of self with an associated area, such as the spells burning hands, lightning bolt, and thunderwave.

In addition, whenever you cast a qualifying spell of 1st level or higher, you gain resistance to the type of damage that spell deals. This resistance lasts for up to 10 minutes, but you can use an action or bonus action to dismiss it.

Dragon Form

At 14th level, you gain the ability to change yourself into a young or younger Khitan dragon, the starting point of an apotheosis all Dramidge seek. This feature works exactly like the warlock feature of the same name from the Dragon Kings pact.

School of the Shrouded

The vile Rakar practice magic from the School of the Shrouded. This evil magic, redirecting Sorcery's Wrath against brainwashed innocents, takes much magic from the School of Enchantment and the School of Illusion. Common folk hate the Rakar as much as they fear them. These reviled wizards deserve their wicked reputation, and no one with any scruples associates with such villains without dire need.

Cozeners are monsters. They're detailed as such in the Bestiary section.

School of Moons

The wizard tradition of the Arklarn is thought lost, but practitioners of the School of Moons still walk Khitus and guide others.

Moon Channeling

You learned your magic from an Arklarn teacher or from the College of Arklarn on Luth, the White Moon. You draw some of your power from beyond Khitus. From



2nd level on, when you attempt the ability check for Sorcery's Wrath, you gain a +1 bonus to the check. This bonus increases to +2 at 9th level and to +3 at 17th level.

Secrets of the Moon

When you choose this tradition at 2nd level, you gain access to secrets of the Arkln school. You master the dancing lights cantrip. If you know that cantrip already, you can choose another wizard cantrip to learn. In either case, you create only three lights with the cantrip, each like one of the three moons of Khitus.

In addition, the following spells are wizard spells for you.

SCHOOL OF MOONS SPELLS

Level	Spells
0	sacred flame, spare the dying
1st	cure wounds, faerie fire
2nd	lesser restoration, moonbeam
3rd	daylight, spirit guardians1
4th	divination, moon guardian2
5th	greater restoration, mass cure wounds

1. Your spirit guardians spell requires no material component. The guardians appear as larger versions of your dancing lights, and the spell illuminates its area with dim light. This spell deals radiant damage no matter your alignment.

2. The moon guardian spell is like the guardian of faith spell, but the guardian is a white orb that resembles Luth, the White Moon. This guardian sheds dim light in a 10-foot-radius sphere.

Radiant Moons

At 6th level, your dancing lights cantrip becomes more potent in three ways. First, you can use an action to move any or all the lights up to 60 feet to a new spot in range of the spell. Second, while a light remains within the spell's range, it doesn't have to be within 20 feet of another light created by the spell. Third, as part of the action you used to cast the cantrip or move the lights, you can attack with one or two lights that are within 5 feet of a creature. The lights need not attack the same target. Make a melee spell attack for each light you use to attack. On a hit, the light deals 1d10 radiant damage and winks out. Once you attack twice with one casting of your dancing lights cantrip, the spell ends.

At 11th level, you can attack with one to three lights each time you attack with the spell. The spell ends once

you make three attacks with it. At 17th level, one of your attacks can deal 2d10 radiant damage instead of 1d10.

Three-Moons' Reflection

Starting at 10th level, any wizard spell you cast that creates dim light instead creates bright light in the same area and dim light out to double that area. Any bright light you create with one of your spells causes creatures you choose within the light to suffer any limitations they would suffer in sunlight. This effect can't cause a creature to take damage the spell itself doesn't deal.

Additionally, you gain darkvision out to a range of 60 feet. If you already have darkvision, magical darkness no longer impedes it.

Moons Embodied

At 14th level, you embody the three moons and their principles. Add revivify, confusion, and legend lore to your spellbook. If any of these spells is already in your spellbook, you can choose another wizard spell of the same level and add it to your spellbook instead. You always have revivify, confusion, and legend lore prepared, and they don't count against the limit on the number of spells you can prepare. In addition, you can cast one of these spells without expending a spell slot. Once you do so, you can do so again only after you finish a long rest.

School of Stone

It is a fact of history that wizards of the College of Uath dared much and destroyed themselves in the process. The School of Stone is not dead, however.

Grounded Hardness

At 2nd level, when you take damage while touching the ground, you can use your reaction to reduce that damage by an amount equal to your wizard level plus your Intelligence modifier. If the triggering damage was from a critical hit, you can make an Intelligence saving throw with a DC equal to the damage you took. On a success, you halve the damage you took from the critical hit before reducing it. If you reduce damage using this feature, you can do so again freely only after you finish a short or long rest. However, you can also do so again by expending a spell slot of 1st-level or higher.

Secrets of Stone

When you choose this tradition at 2nd level, you gain access to secrets of the Uath school. You learn the new buckle earth cantrip (see the Spell Descriptions section).

If you know that cantrip already, you can choose another wizard cantrip to learn.

In addition, the following spells are wizard or changed wizard spells for you. An asterisk indicates a new spell described in the Spell Descriptions section.

SCHOOL OF MOONS SPELLS

Level Spells

1st	entangle, ground pound*
2nd	soften earth*, spike growth
3rd	Earth memories*, meld into stone,
4th	freedom of movement, stonewalk
5th	earth stride*, transmute earth*

1. Your entangle spell creates tendrils of earth and stone, as well as rough terrain, rather than grasping plants. When the spell ends, the ground returns to normal.

2. Your stonewalk spell requires no material component. If you use the diamond the spell normally requires, the resistance your spell imparts applies to all bludgeoning, piercing, and slashing damage.

Grounding Tremors

At 6th level, all your spells can knock creatures off their feet or out of the air. Whenever you score a critical hit with spell you cast, or a target of your spell fails its saving throw by 5 or more, you can cause the target to fall prone. In addition, a creature you knock prone with any of your spells must succeed on a Strength check against your spell save DC to stand up on its next turn. A creature that succeeds can stand up on its next turn but doing so costs that creature an amount of movement equal to its speed.

Stony Resolve

Starting at 10th level, you gain proficiency with Constitution saving throws. In addition, while you are concentrating on a spell, you gain a +2 bonus to AC.

Earth Savant

At 14th level, you gain resistance to bludgeoning damage, and while you are subjected to your stonewalk spell, you're immune to bludgeoning damage. You can also add your proficiency bonus to any ability check or saving throw to prevent yourself from falling or falling prone. In addition, whenever you finish a long rest, you gain temporary hit points equal to your wizard level, provided you spent the rest within 30 feet of earth or stone.

Customization

Use customization to ground your character in the world of the Dragon Kings.

Backgrounds

The backgrounds of the core rules serve Khitan characters well for, provided modifications are made to handle the differences in the world from typical medieval fantasy. The following section details suggestions and alternative features for backgrounds to customize them for a Dragon Kings game.

Criminals

Desperate people can be willing to resort to crime, and Khitus has plenty of reasons for desperation.

Assassins

The infamous Boneshards are well-known assassins, but they are far from the only sort of hired killer. Local criminal gangs often have slayers among them, acting as mercenaries, enforcers, and assassins. Some assassins have other employment or identities to cover their deadly trade.

Gangs

Criminal gangs vary from organized "beggars" guilds to raiders and other robbers. Beggars guilds, code for a union of thieves, employ all sorts of crooks, from pickpocket urchins to shady merchants who fence and launder stolen goods. Marauders are more likely to be skilled soldiers or desperate outlanders. Some gangs foster ties with merchant organizations to facilitate smuggling and laundering operations.

Qath Manhar

Not only criminals, Qath Manhar are folk antiheroes. Those who claim membership to the Brigand's Guild, from urchins to soldiers, might receive begrudging support from common folk. However, those same people expect the Qath Manhar to act when less principled marauders show up. If you're part of the Qath Manhar, your loose guild provides less support and contacts, but the common people can often fill the gaps. If you break the Qath Manhar code, though, you'll find little backing from any source.

Variant Feature: Qath Manhar Affiliation. You are a member of the Qath Manhar, and you have the mark to

prove it. As a criminal, you have set of connections with other associates of the Brigand's Guild, as well as more cooperation from normal people who see it as to risky to cross your guild or who idealize your rakish lifestyle. Wherever you are, you can find help from the guild or common folk. However, you must uphold the Qath Manhar code.

Entertainers

The people of Khitus crave distraction from their darkening world. Entertainers fill that role well.

Common Entertainers

Whether traveling along with caravans or building an audience in a settlement, most entertainers work with others of their kind in troupes. Some form guilds or guildlike companies. Few of these entertainers have magical abilities, since the Nyutu seek out such gifted individuals.

Nyutu

The All-Seeing, or Nyutu, are supernaturally gifted traveling entertainers that favor physical arts. They are popular wherever they go.

Guild Folk

Khitan tradespeople and artisans form guilds. Some of these guilds are local consortiums, while others are family dynasties.

Caravan Merchants

The power of caravan merchants lies in reach and widespread support. A member of a caravanners' guild can expect favorable receptions in most settlements and help from affiliated merchants and outposts. However, caravan guilds invest less in local political power. They devote resources to specialized explorers called seekers, who are survivalists used to being far from civilization for long periods.

City Merchants

Tradesfolk who unify and sell locally can gain local favor. Guilds that operate on a city level have more influence in that municipality but less reach. They shore up this gap by forming alliances with a caravan guild or eventually becoming one.

Raetann

The Water Guild is a merchant guild, pure and simple as its product. Members of the guild enjoy its support.

Conversely, the guild expects members to act in its interests at all times. Normal people hate and love the Raetann, recognizing that, as one, it's your duty not only to control who receives water make sure it always flows.

Priests

On Khitus, priests come in various forms, and many people respect spiritual devotion of any sort. This respect leads more than a few charlatans to take up a pious seeming.

Druids

Those who venerate the spirits of nature rarely act as priests. More are weird hermits or outlanders, either ostracized from civilization or willingly apart from it. The few who do provide spiritual services to others are backwater healers, townie herbalists, local wise-folk, or tribal shamans.

Kuad Ahir

The sarhak priests of the Prophet, the Kuad Ahir, have a decent reputation among most people. Their creed is one of hope and progress, as well as self-reliance. Most folk respect the Kuad Ahir as much as or more than any acolyte of a god. Because of this good will, more than a few impostors, sarhak or not, pretend to have Kuad Ahir affiliation.

Shadazim

Although the clergy of the gods share the Shadazim name, only a few of these priests have magical power. The Shadam, or lay priests, outnumber other sorts of Shadazim and perform all sorts of religious duties, from the duties of acolytes to missions that require specific nonmagical skills. Shadazim are hermits or sages among the Shadazim, while the Cheldar are most often those gifted with actual divine power. Traveling Shadazim might be viewed as potential swindlers because some of them are.

Trakeen

The Dragon Kings are gone, but their most devoted followers remain in the Trakeen. These mystics are as much priests as they are arcanists, even though the beings they represent are, at most, godlike. Trakeen can sometimes enjoy the respect the Dragon Kings earned of old. Some serve communities as clergy, while others among the Faithful are sages of ancient lore or traveling ministers recalling a better time.

Sages

Knowledge is valuable in a world where ignorance is the norm. The knowledgeable can ply their learning to gain fame and fortune.

Gare Attessa

The Chroniclers, as the Gare Attessa are commonly known, are privileged historians. Membership in this order of sages guarantees at least grudging help from various social sectors. A Chronicler can usually acquire food and shelter in exchange for little more than, perhaps, an after-meal tale or promise to record something important to a host. The disadvantage of being a Chronicler is that you can be mistaken for nothing else while wearing Gare Attessa garb, and more than a few wizards hate you for nothing more than your affiliation.

Variant Feature: Gare Attessa Chronicler. You are a Chronicler for the Gare Attessa. Few are willing to oppose your requests for shelter, contact, or information, so you enjoy wider access to all three, as well as the support of your organization. Commoners and nobles alike provide hospitality for a Chronicler, asking only for news and tales you know. However, those who would keep secrets see you as an enemy, and the wizards of the Dramidge order hate your kind enough to slay you in the wilderness.

Wise Folk

Noble advisors, reclusive contemplatives, priestly lore keepers, librarians, scribes, and academics all exist on Khitus. Some seek knowledge for its own sake, while others trade in learning or secrets. Not all belong to the Gare Attessa.

Feats

The following are new feats for the Dragon Kings campaign setting.

Boneshard Initiate

Requires 3rd level

You have been initiated into the Boneshard tradition. This training grants you proficiency in the Sleight of Hand skill. In addition, you can use the Bloodsheath Initiate feature of the Boneshard rogue archetype. However, your effective rogue level for this feature is half your character level, even if you have levels in the rogue class.

Calming Voice Concentration

Common among Attite spellcasters, the Calming Voice method of improving concentration grants you the following benefits:

- Increase your spellcasting ability score by 1, to a maximum of 20.
- When you make a saving throw to maintain your concentration, you do so with your spellcasting ability score.

Chronicler's Memory

You have exceptional memory, whether due to natural talent or intense training, such as the mnemonic practices of the Gare Attessa. If your GM allows it, you can take this feat at 1st level by giving up 2 points of racial ability score increases or by selecting it as part of the variant human traits option. This feat grants you the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- Whenever you make an Intelligence check involving recalling information, you can roll a d6 and add the number rolled to your check. If you succeed because of the d6, your memory helped you recall possibly obscure facts about your situation or the information you seek.
- The GM can decide you recall information you might know without a check, and that you can do so more reliably than other characters. If your GM allows you to use passive Intelligence checks to recall lore, you can add the d6 from this feat to the passive check, too. Further, the GM can use your fine memory as a narrative tool, giving you information, and saying you picked it up in some way. For example, you might remember reading about and seeing an illustration of a building with the same profile as a ruin you're near, and thereby be able to recall facts about the history of the site.
- Your perfect recall applies to anything you experience in play, as well. You, as a player, might forget information your character learned, but your character does only if something, such as magic, modifies the memory.

Halberdier

Requires Strength 13 or higher, or Staff Finesse

You are skilled at using reach weapons to prevent foes from escaping you. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.

- While you wield a heavy reach weapon with which you have proficiency, a hostile creature provokes an opportunity attack from you if the creature leaves a space within 5 feet of you or the reach provided by your reach weapon.
- When you use a heavy reach weapon to attack a Large or smaller creature and hit, you can use a bonus action to force your target to make a Strength saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier). On a failure, your target falls prone. You can attempt this maneuver as part of the reaction you use to make an opportunity attack by reducing the damage you deal with that opportunity attack by half.

Mind-Blade Specialist

Requires you to know the mind blade spell

- Your mind blade spell creates a blade that is a melee weapon that has the finesse and light properties.
- When you make a melee spell attack with your mind blade, you can use the modifier from your Dexterity or your spellcasting ability score. In addition, you add the ability modifier you apply to melee attack rolls with your mind blade to damage it deals.
- When you create a mind blade, you can create two blades, each one in a free hand. Divide the damage dice a single blade deals between the two blades as evenly as possible.
- You can use a bonus action to suspend your mind blade spell. While the spell is suspended, it doesn't use up its duration and you don't need to maintain concentration on it. However, if you're rendered unconscious, your suspended mind blade spell ends. It also ends when you finish a long rest.

Natural Sarhak

Requires Charisma 12 or higher

You learn two cantrips from the sarhak spell list, and you know one 1st-level spell from that list. These spells are sarhak spells for you. Once you cast the 1st-level spell, you can cast it again only after you finish a long rest. Your spellcasting ability for these spells is Charisma.

Sarhak Élan

Requires Natural Sarhak

You gain élan points equal to your Charisma bonus, and you can spend and regain them as if you were a sarhak using the Élan feature. Choose, one 3rd-level option from the Élan Shaping feature. You can use your élan points with that option, as well. In addition, you learn another 1st-level spell from the sarhak list. This new

spell has the same limitations as the one you learned with the Natural Sarhak feat.

You can select this feat up to four times. Each time you do so after the first, you gain 2 more élan points and one more 3rd-level option from the Élan Shaping feature. When you can select no more 3rd-level options from Élan Shaping, you can select a 10th-level option. On the second and third time you select this feat, you can learn a 1st- or 2nd-level sarhak spell. The fourth time you take this feat, you can learn a 1st-, 2nd-, or 3rd-level sarhak spell.

Staff Finesse

Requires Dexterity 13 or higher

You are adept at dexterously wielding quarterstaves and weapons that have similarly long hafts. You gain the following benefits:

- When you use a glaive, halberd, quarterstaff, spear, or trident with which you have proficiency, you can use Dexterity instead of Strength for your attack and damage rolls.
- When you wield them with two hands, using their versatile property, quarterstaves, spears, and tridents are considered to have the finesse property.
- When you take the Attack action and attack with only a glaive, halberd, quarterstaff, spear, or trident, you can use a bonus action to make a melee attack with the weapon's haft, dealing 1d4 bludgeoning damage on a hit.

Equipment

The equipment available on Khitus is like that of the core rules.

Money

Money on Khitus works like that of the core rules. Copper and silver are common, gold rarer, and platinum rarer still. Electrum is common as a coin and trade good. Iron and steel are increasing in value as the Iron Virus destroys more ferrous metal.

Metal Scarcity

Most metal equipment is made of bronze, and this fact imposes no game effects. Weapons of worse materials might be easier to break, but most are just as effective as bronze counterparts from the perspective of game mechanics such as attack and damage rolls.

The Iron Virus

Any object made of ferrous metal can become tainted with the Iron Virus if it touches another tainted object. The chance is 50 percent for each instance of contact. If a ferrous object remains within a few feet of a tainted object for more than an hour, the change of corruption is a noncumulative 10 percent per day. Once a ferrous object has the Iron Virus, it loses 1d6 hit points per day to the corruption. If an object is reduced to 0 hit points, it crumbles to pale powder. This powder is also infectious.

Ganshyer

The black steel, ganshyer, is a rare alloy made of Krikis bright lode and steel. A metal object made of ganshyer is worth at five to ten times normal, presupposing it can be purchased at all.

Magic and Spells

The magic of Khitus is varied. Arcane magic is the riskiest form of magic, because the arcanist taps sorcery on a direct and personal level. Most other spellcasters access magic through intermediaries, lessening or eliminating sorcery's direct attention.

Sorcery's Wrath

Sorcery's Wrath is a corruption of the mage who draws magic's ire. It can affect any spellcaster who uses arcane magic. Weak spells don't attract sorcery's attention. Arcanists are most at risk when casting spells at the pinnacle of their experience. Casting cantrips has no chance of evoking Sorcery's Wrath, but higher-level spells can.

Wrath Check

After you cast an arcane spell of the highest three levels you can cast, or any arcane spell of 6th level or higher, you must make a wrath check, which is an ability check with your spellcasting ability. Add your proficiency bonus. The DC equals 8 plus the level of the spell slot you expend to cast the spell, but if the spell is 3rd level or higher and of the highest level you can cast, you have disadvantage on the check. If you fail, you gain an amount of Sorcery's Wrath points equal to 1 plus the level of the spell slot you expended to cast the spell. On a d20 roll of 1, you gain 1 extra point of Sorcery's Wrath. If the d20 shows a 20, however, you needn't make a wrath check again until after you finish a long rest.

Submission

Mages can submit to the angry eye of magic to gain a small benefit by channeling the wrath. You can choose not to make the wrath check and willingly gain Sorcery's Wrath points equal to 1 plus the level of the spell slot you expended to cast the spell. If you do so, choose one of the following effects at any appropriate time while resolving the spell's effects.

Advantage. Reroll one spell attack roll for the spell.

Damage. Add 2 to damage of the spell for each damage die that shows a natural result of 1 or 2.

Disadvantage. Force a target that succeeded on its save against the spell to reroll.

Power. Gain 1 additional point of Sorcery's Wrath. Increase the effect of the spell as if you had cast it expending a spell slot one level higher. You must be able to cast spells of this higher spell slot's level to use this effect. Once you use this effect, you can use it again only after you finish a short or long rest.

Range. Double the spell's range or increase the range of a touch spell to 30 feet.

Slot. You can use this effect only for spell slots of 5th level or lower. Gain an additional amount of Sorcery's Wrath equal to the level of the spell slot expended to cast the spell. You don't expend that spell slot. Once you use this effect, you can use it again only after you finish a short or long rest.

Afflictions

Sorcery's Wrath alters reality in ways that disfavors the offending mage. This effect can be quick and temporarily debilitating or lasting.

Quick Affliction. Once per day, when you roll initiative, or at another time with DM prompting or permission, you can expend 1 point of Sorcery's Wrath. If you do so, whenever you make an attack roll, saving throw, or ability check, roll 1d4 and subtract the number rolled from the attack roll, saving throw, or ability check. This effect lasts for 1 minute of combat, carrying over into multiple combats until that 1 minute is used up. Carrying this penalty causes apparent skin irritation and other signs of minor physical distress. If the DM allowed you to expend a point in a special situation, the duration is up to the DM, but should last no longer than the circumstances that prompted the expenditure. A quick affliction that affects a downtime day, for instance, should affect a significant ability check during that day.

Lasting Affliction. Whenever you finish a long rest with a total of Sorcery's Wrath points that exceed your highest level in an arcane spellcasting class, you must roll a saving throw with your spellcasting ability score, without your proficiency bonus even if you have such proficiency. You can't willingly fail the saving throw. The DC equals 8 plus the number of Sorcery's Wrath points you have. Each point you fail by burns away 1 point of Sorcery's Wrath. You can willingly burn away more, but only if you fail the saving throw. If the d20 shows a 1 on this saving throw, a person close to you—a friend, a lover, or family member—suffers misfortune (see that section). On a d20 roll of 20, however, you lose a number of Sorcery's Wrath points equal to 1 plus your spellcasting ability modifier and suffer no deleterious effects from this loss.

Every Sorcery's Wrath point you burn away results in a -1 -point reduction to a randomly determined ability score. Multiple reductions can stack on one score, but they can't reduce one score to lower than 3. If a reduction would do so, apply it to a different score at random. If an affected score's modifier goes down, calculate these effects as the long rest ends. These reduced ability scores can lead you to bad luck (and the misfortunes in the Dragon Kings World Book), since they can cause rolls to fail.

The character suffers various effects due to these penalties along the lines of the afflictions described in the Dragon Kings World Book. Reduced Charisma could be skin irritation or simple irritability, all the way up to rage. Intelligence reduction might be due to forgetfulness or stress, while reductions to Wisdom could indicate nightmares or depression. Aging could be combination of ability score reductions.

Misfortune

When someone close to you suffers misfortune due to your magic, they take on half the Sorcery's Wrath you burn off. A person suffering from misfortune acts as if suffers the same effect as a quick affliction. However, this affliction lasts until the Sorcery's Wrath points the person acquired are gone. A non-mage with this affliction loses one Sorcery's Wrath point each time the affliction causes a failed attack roll, saving throw, or ability check.

Cleansing

You can spend downtime cleansing Sorcery's Wrath from your spirit. If you cast an arcane spell on a given day, that day can't be used to cleanse in this way. After

one day spent cleansing, you can attempt a DC 10 saving throw with your spellcasting ability score. On a successful save, you remove 1 Sorcery's Wrath point or 2 points of ability score reduction. You must remove points of Sorcery's Wrath before removing ability score reductions. If you cleanse on a given day, you needn't roll a saving throw for lasting afflictions for finishing your next long rest.

Manipulations

Most arcanists aim to mitigate Sorcery's Wrath on a personal level, but evil mages redirect magic's ire to others. Those who practice this deception forge false relationships to gain the connections sorcery can follow. The vile Rakar are best at this game.

Magic Items

Arcane magic items trap Sorcery's essence, which can raise its ire. Common items don't run this risk, and neither do most consumable items other than scrolls. When you, as an arcane spellcaster, work on creating an uncommon or rarer magic item, each week you work on the item, you must attempt an ability check with your spellcasting ability. Add your proficiency bonus. The DC equals 10 plus 2 per rarity the item is above uncommon. If you fail, you gain 1 point of Sorcery's Wrath. You can't cleanse Sorcery's Wrath on a day you work on a magic item.

Once a magic item is created, it doesn't attract magic's attention in the same way. Somehow, Sorcery treats the activity of extant items as a part of it. Those who use magic items don't attract Sorcery's Wrath.

Regional Afflictions

A single arcanist is rarely capable of causing regional afflictions. These effects are evidence of powerful magic gone astray or repeated magical manipulations among groups of mages. They serve better as adventure hooks and clues than as direct effects of Sorcery's Wrath on characters.

Innate Magic

Creatures that have innate spellcasting ability don't evoke Sorcery's Wrath even if their magic is arcane.

Priestly Magic

Although arcane magic is risky, divine magic is fickle. Clerics and paladins rely on inconsistent deities. Druids and rangers call to capricious spirits that can be wracked with the pain of environmental ruin.

Tenets

Your spiritual path has tenets, like a paladin's oath, rules you follow to make sure the favor of the entities you revere is with you. When you make a character who uses divine magic, work with your DM to define your tenets. Established religions might have these rules, but individual divine spellcasters often have specific metaphysical beliefs that help shape their magic. Further, a neophyte spellcaster might have a few tenets and develop more over time.

Tenets have two important aspects. First, tenets define how you act in important ways. Tenets serve as guidelines for your roleplaying. Second, if you break one of your tenets, divine spellcasting can be more difficult for you.

The following tenets are an example for a cleric dedicated to Najus:

- **Seek Knowledge:** Use your power to find and disclose knowledge for your benefit and that of Najus's faithful. Learn whenever and whatever you can, limiting your efforts to the potential gain.
- **Practice Knowledge:** Employ what you have learned in ways that expand your power and influence. Never allow what you know to go to waste. Reveal secrets that profit you.
- **Illuminate Darkness:** Shine the light of knowledge on the darkness of ignorance, burn away the shadows of wanton destruction and horded secrets, and oppose forces that nurture dimness. Never miss an opportunity to teach, right incorrect thinking, or to protect or nurture knowledge.
- **Spread the Faith:** The greatest teaching is the truth of Najus. Impart this truth whenever you can.

The DM keeps your tenets in mind, warning you if your actions might break them. You might transgress because you have no better choice, which means your misdeed was unintentional or unavoidable. It's considered to be egregious if you break a tenet knowingly and with viable alternatives. In any case, breaking a tenet requires atonement.

Connection Check

When you cast a divine spell, you must make an ability check with your spellcasting ability to confirm your connection with the forces you venerate. However, you needn't (but still can) make this check if you're casting a spell of a level four lower than the highest-level spell you can cast. Add your proficiency bonus. The DC equals 8 plus the level of the spell slot you expend

to cast the spell. If you've broken any of your tenets without atoning for doing so, the DC increases by 2. If the breaking of your tenets was egregious, you instead have disadvantage on the roll.

This check has varying results, as follows.

Success. If the check is a success, you can cast the spell with no problems.

Success by 10 or more. If you exceed the DC by 10 or more, you can cast the spell without expending a spell slot. You can choose for this miraculous casting to be as if you had expended the highest-level spell-slot you could on casting the spell, with the appropriate results. Alternatively, you can choose to expend the intended spell slot anyway, hoping for a later miracle. If you cast a spell without expending a spell slot in this way, you can't do so again until you finish a long rest. If you're 20th level, you can't do so again until you finish a short or long rest.

Failure. If the check is a failure, you can't cast the spell. However, you know the spell won't work before spending any of the casting time trying.

Failure by 5 or more. You spend the full casting time to go through the motions of the spell if you fail by 5 or more. You fail to cast the spell, and it has no result. Since you don't successfully cast the spell, materials the spell might have consumed remain. This major loss of connection increases the connection DC by 2 until you finish a short rest. If this sort of failure occurs three or more times in a day, you have upset the entities you worship as if you broke a tenet.

Atonement

You can spend downtime in meditation, service, or other fitting activities for your religion to atone for your lapses in keeping your tenets. After one day spent atoning, you can attempt a DC 15 Wisdom saving throw. You have disadvantage on the roll if your trespass was intentional or egregious. On a successful save, you remove the effect breaking your tenets has on your connection.

Magic Items

Divine magic items are rare, because they often require much more time to create than arcane items. You can't create a divine magic item while in a state of transgression against your tenets. When creating an uncommon or rarer divine magic item, each week you work on the item, you must attempt an ability check with your spellcasting ability. Add your proficiency bonus. The DC equals 10 plus 2 per rarity the item is above

uncommon. If you fail, the week is wasted, resulting in no progress.

Your deity might require special tasks of you to allow the creation of a consecrated relic. Completion of divinely imparted errands might obviate the need for ability checks at the DM's discretion. Such adventures are often aimed at increasing the deity's influence on Khitus.

A divine magic item is reliable once it's created. The deity connected to the item can't suppress its power. However, a displeased god can send followers to reclaim a misused relic. Believers might place a nonbeliever's possession of a holy item among the worst heresies.

Harmonious Magic

On Khitus, ceremonial magic is musical, from two wizards incanting together to the musical chorus of a temple full of singing worshipers. Harmonious magic has the following parameters.

Participants

A group creating harmonious magic has at least two of the following participants. Every participant must have knowledge of the proper part of the ritual.

- **Leader.** Every harmonious-magic group has one leader, who must know the spell being cast, or have it prepared, and have a spell slot available to cast it.
- **Casters.** Extra casters share the spellcasting class the leader is using to cast the spell or come from the bard class. (The source of a bard's magic doesn't matter—a psionic bard can aid arcane or divine harmonious magic as well as psionic harmonious magic.) A harmonious magic group can have one extra caster, plus one more for every three levels of the spell, up to four casters for a 9th-level spell. These casters harmonize with the leader to cast the spell.
- **Contributors.** People who are skilled performers or capable spellcasters that don't share a class with the leader can still lend skillful aid to harmonious magic. Spellcaster contributors must use the same type of magic, whether arcane or divine, as the leader. A harmonious magic group can have as many contributors as casters.
- **Congregants.** Those who lack spellcasting ability can still harmonize, becoming become part of a congregation helps build the collective will to focus harmonious magic. Congregants form groups

with as many members as the level of the spell slot normally required to cast the spell. For instance, if a cleric intends to cast a 9th-level spell, each group of nine congregants helps power the casting as one unit. If fourteen congregants are present, only nine provide a benefit. Priests and sarhaks invite congregants frequently, while arcanists do so rarely because of Sorcery's Wrath.

It's possible for congregants to remain ignorant of the ritual's true potential but not its general purpose. Congregants must desire the spell's outcome or, at least, desire to support the caster. Congregants ignorant or opposed to the harmonious ritual's overall intent are worse than useless. They cause dissonance that makes the harmonious magic harder to pull off. One ignorant or false member is enough to taint the whole congregant group that member is in. In the earlier example, one nonbeliever among the fourteen congregants means those congregants provide an increase in difficulty, rather than a benefit.

Spell

Harmonious magic can be used to cast any spell of 1st level or higher. However, changes in spell parameters might make some spells useless in a harmonious context. Harmonious magic alters the following spell parameters.

- **Casting Time.** Using harmonious magic adds 10 minutes to the spell's casting time or doubles it, whichever results in a longer casting time. If interrupted, the casting must start over.
- **Components.** A harmonious spell requires and consumes the same components as the normal version or the ritual version of a spell, whichever costs more.

Performance Check

During a harmonious spell's casting time, the leader and each caster and contributor make a Performance check using their spellcasting ability score instead of Charisma. The DC equals 10 plus the level of the spell slot normally required to cast the spell.

Casting Check

When the casting time ends, the caster must attempt a casting check. Use the following table to determine the DC.

Level	DC (Max)
Base DC	11
Per spell slot level	+1 (+9)
Per failed Performance check	+2 (+16)
Per successful Performance check	-1 (-8)
Per congregant group	-1 (-9)
Per ignorant/opposed congregant group	+2 (+10)

If the check succeeds, the spell is cast and has its effects. Each participant suffers one level of exhaustion. On a failure, the spell fails, but the exhaustion still occurs. If the check fails by 5 or more, all participants suffer two levels of exhaustion.

Connection Check

The nature of harmonious magic is pleasing to deities and spirits because it garners them attention and, thereby, power and influence. Only the harmonious magic's leader must make a connection check, and only if in a state of having violated spiritual tenets. Otherwise, no connection roll is needed.

Wrath Check

Each arcane caster participating in the harmonious magic must make a wrath check. The DC of the check increases by 1 for each congregant group that joined in the casting. The leader and casters can trade DC points, making the wrath check harder on some and easier for others. However, no one's DC can be lower than the level of the spell slot expended to cast the spell.

Effects

A successful casting of harmonious magic allows the caster to cast the spell without expending a spell slot. In addition, each point by which the casting check succeeds grants the leader 1 harmony point to spend as follows.

- **Connection Assurance.** Decrease the DC of the connection check by 3 for 1 harmony point. Spend any number of harmony points on this option.
- **Damage Increase.** Increase damage by 1 per die of damage the spell deals for 1 harmony point. This increase can cause the spell to deal up to its maximum normal damage, which can be modified by other traits the leader has.
- **Duration Increase.** Double the spell's duration for 1 harmony point. This increase can cause the spell to last up to 24 hours.
- **Level Increase.** Increase the effective spell-slot level of the spell by 1 for 5 harmony points. The effective level can increase only by 1.

- **Range Increase.** Double the spell's range for 1 harmony point. Alternatively, if a spell has a range of touch, increase its range to 30 feet. That range can then be doubled with another harmony point. This range increase has no limit.
- **Saving Throw Difficulty.** Increase the save DC difficulty by 1 for 2 harmony points. The DC can increase by up to 5, but this increase can't exceed the leader's spellcasting ability modifier.
- **Wrath Mitigation.** Decrease the DC of every wrath check the group makes by 1 for 1 harmony point. Spend any number of harmony points on this option.

Spells

This section details spells for a Dragon Kings game using fifth-edition rules. The section begins with new additions to existing class spell lists, as well as the complete spell list for the sarhak class. Asterisks (*) denote new or altered spells. Spells that are altered on Khitus or new to the fifth-edition game are detailed after the lists.

Bard Spells

CANTRIPS (0 LEVEL)

Muddle

1ST LEVEL

Detect Emotion

Recall

Scare

Thought Shield

2ND LEVEL

Detect Thoughts*

Mind Loop

Psychic Cleansing

Second Sight

4TH LEVEL

Charm monster

5TH LEVEL

Disappear

Psychic Static

Cleric Spells

1ST LEVEL

Detect Emotion
Scare

Druid Spells

CANTRIPS (0 LEVEL)

Buckle Earth

1ST LEVEL

Ground Pound

2ND LEVEL

Soften Earth

3RD LEVEL

Earth Memories

5TH LEVEL

Earth Stride
Transmute Earth and Stone
Paladin Spells

2ND LEVEL

Psychic Cleansing
Ranger Spells

3RD LEVEL

Threat Precognition
Earth Memories

Sarhak Spells

CANTRIPS (0 LEVEL)

Blade Ward
Friends
Guidance
Light
Mage Hand*
Mending
Message
Mind Spike*
Muddle*
Prestidigitation
Produce Flame
Resistance
Shocking Grasp

True Strike

Vicious Mockery

1ST LEVEL

Animal Friendship
Charm Person
Command
Comprehend Languages
Detect Emotion*
Detect Evil and Good
Detect Magic
Disguise Self
Dissonant Whispers
Expeditious Retreat
False Life
Hideous Laughter
Identify
Inflict Wounds
Longstrider
Mage Armor
Mind Blade*
Recall*
Sanctuary
Scare*
Sleep
Speak with Animals
Thought Shield*
Thunderwave
Unseen Servant
Witch Bolt

2ND LEVEL

Alter Self
Animal Messenger
Beast Sense
Blindness/Deafness
Blur
Calm Emotions
Detect Thoughts*
Enhance Ability
Enthrall
Find Traps
Heat Metal
Hold Person
Invisibility
Locate Animals or Plants
Locate Object
Mind Loop*
Pass without Trace
Phantasmal Force
Protection from Poison
Psychic Cleansing*

Second Sight*
See Invisibility
Silence
Suggestion
Warding Bond*
Zone of Truth

3RD LEVEL

Bestow Curse
Blindsight*
Clairvoyance
Counterspell
Threat Precognition*
Dispel Magic
Earth Memories*
Fear
Feign Death
Haste
Hypnotic Pattern*
Lightning Bolt
Meld into Stone
Nondetection
Protection from Energy
Remove Curse
Sending
Sense Link*
Tongues
Vampiric Touch
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Charm Monster*
Compulsion
Confusion
Control Water
Dominate Beast
Empathic Feedback*
Freedom of Movement
Greater Invisibility
Locate Creature
Phantasmal Killer

5TH LEVEL

Animate Objects
Circle of Power
Destructive Wave*
Disappear*
Dispel Evil and Good
Dominate Person

Dream
Geas
Greater Restoration
Hold Monster
Legend Lore
Mind Sanctum*
Mislead
Modify Memory
Psychic Blast*
Psychic Static*
Screaming
Seeming
Telekinesis
Telepathic Bond

6TH LEVEL

Chain Lightning
Contingency
Disintegrate
Eyebite
Find the Path
Globe of Invulnerability
Irresistible Dance
Mass Suggestion
Move Earth
True Seeing

7TH LEVEL

Divine Word*
Etherealness
Project Image
Reverse Gravity

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Dominate Monster
Feeblemind
Glibness
Maze*
Mind Blank
Power Word Stun
Telepathy

9TH LEVEL

Astral Projection
Foresight
Power Word Kill
Time Stop
Weird

Sorcerer Spells

1ST LEVEL

Scare
Thought Shield

2ND LEVEL

Detect Thoughts*
Mind Loop

4TH LEVEL

Charm Monster

5TH LEVEL

Disappear

Warlock Spells

1ST LEVEL

Scare

2ND LEVEL

Mind Loop

4TH LEVEL

Charm Monster

Wizard Spells

CANTRIPS (0 LEVEL)

Muddle

1ST LEVEL

Detect Emotion
Scare
Thought Shield

2ND LEVEL

Detect Thoughts*
Mind Loop
Second Sight
Soften Earth

4TH LEVEL

Charm Monster

5TH LEVEL

Disappear
Mind Sanctum
Psychic Static
Transmute Earth and Stone

Spell Descriptions

This section presents spells in alphabetical order.

Blindsight

3rd-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S, M (an insect antenna or hair)
Duration: Concentration, up to 10 minutes

You touch a willing creature to grant it the ability to accurately sense its surroundings without the need for sight. For the duration, that creature has blindsight out to a range of 30 feet.

Buckle Earth

Evocation cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of earth or a pebble)
Duration: Instantaneous

You magically buckle the earth under a target within range. An object takes 1d8 bludgeoning damage from this spell, and a roll a d20 for a Large or smaller unsecured object. It falls over and away from you if you roll an 11 or higher. A creature must succeed on a Strength saving throw or take 1d8 bludgeoning damage and fall prone. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Charm Monster

4th-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. On a failure, the creature is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Destructive Wave

For sarhaks, destructive wave causes a wave of psychic energy that deals psychic damage instead of necrotic nor radiant damage.

Detect Emotion

1st-level divination
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

When you cast the spell and as your action on each of your turns until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 1, a Charisma of 1, or is a construct, the creature is unaffected. You can sense the emotions of an affected creature. You discern if it has the charmed or frightened conditions. Knowing its true emotional state, you also have advantage on Insight checks against the creature while you continue to sense its emotions.

Each round you focus on the same creature, it can attempt a Will saving throw. On a success, the creature can shut itself off from your probe, ending this spell. The probe, but not the spell, also ends if your target is ever farther than 30 feet from you.



Core Monsters

Although the Dragon King Worldbook doesn't mention core monsters, any monster you want can have a place in your adventures on Khitus. Don't feel limited to the creatures here.

Creature Reskinning

Several creatures in the Bestiary can be translated using existing statistics. These are as follows.

Khitan Creature	Core Creature
Manju	Jackal
Maradoch	Giant rat
Pavouk spiders	Giant spider
Regelth	Purple worm (no stinger, CR 13)
Sanid	Eagle
Swafa	Axe beak
Tabahk	Giant badger
Thanka	Giant lizard
Uludur	Mule
Urshev	Any bear
Xursha	Giant constrictor snake

Dragon Reskinning

The dragons of Khitus are a lot like the dragons of the core game, except that few dragons are as intelligent as those described in the Monster Manual. For the dragons native to Khitus, use the following statistics. A dragon's color should be changed to match that described in the Dragon Kings Worldbook.

Dragon	Core Dragon
Bone	White, breath deals thunder damage
Coal	Brass or red dragon
Mud	Black dragon
Rock	Red dragon but can't fly continuously
Wind	Blue dragon

Customizing NPCs

The core rules provide plenty of NPCs that can be customized. Any of the NPCs found in the core rules can be used with the racial traits described in these rules. If you want a pachyaur noble, add pachyaur traits to that stat block. A dreaded rakar wizard? Use any wizard NPC and surround that person with an entourage of charmed slaves.

You can also use this spell to detect the presence of emotional creatures you can't see. When you cast the spell or as your action during the duration, you can search for emotions within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature that is unaffected by this spell.

Once you detect the presence of a creature in this way, you can read its emotions for the rest of the duration as described earlier, even if you can't see it.

Disappear

5th-level illusion
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You become invisible, along with anything you carry or wear, provided it remains on you. In addition, when you become invisible, each creature of your choice within 60 feet of you must make a Wisdom saving throw. A creature that fails forgets your presence for the duration, and none of its senses can detect you during this time. In addition, an affected creature doesn't use any special capabilities it has, such as spells, to sense you. If you take any action that overtly reaffirms your presence to an affected creature, that creature remembers you. If a creature that recollects you can remind others about you and does so, the reminded creatures receive a new saving throw. While the spell lasts, you are still invisible creatures who remember you, but they regain the ability to sense you or attempt to pinpoint you through special means they might possess.

Divine Word

This spell isn't a divine word for a sarhak. Instead, the verbal component creates agonizing psychic discord in the minds of those who hear it. This dissonance is enough to drive some creatures to their home plane.

Detect Thoughts

Gare Atessa and other mages have learned to use this spell to read dreams, using a Wisdom (Insight) check (DC 15) to determine whether an observed creature is dreaming. If you expend a 4th-level spell slot to cast this spell, you can use the aspect of detect thoughts that allows you to probe deeper to read the dreams of a sleeping creature and direct the dream with questions you ask. Any insights you gain from these questions

are vaguer than surface thoughts, since a subject's subconscious taints the dreamscape with objects, creatures, and scenes unrelated to your queries. In addition, a dreamer probed in this way remembers seeing you in the dream.

Earth Memories

3rd-level divination
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: 10 minutes

You become sensitive to the psychic impressions left in earth and stone around you, including materials shaped into structures or similar artificial shapes. You receive impressions from the earth and stone, and these impressions allow you to learn about what happened in the area in the past day. However, you direct these impressions with the questions you ask.

Answers you receive are vague, since they're from the perspective of earth and stone. The ground in a meadow could tell you it rained, that blood flowed into it, or a creature left tracks in the area. A stone wall could tell you something is hidden within it, and through further probing, you could learn where the hidden thing is.

While this spell is active, you can also speak to earth elementals in the area as if you shared a language.

Earth Stride

5th-level conjuration
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You step into a stone or earth object large enough to hold you. While you remain within such an object, this spell works like *meld into stone*, although its duration doesn't change. In addition, you sense other such objects of earth and stone for 60 feet around you, provided those objects have an open space next to them that you could enter. You can sense if such space is hazardous terrain and if it's occupied. Once per round, you can use 5 feet of movement to teleport to an object you can sense in this way. You can then sense other qualifying objects within 60 feet of your new position.

At any time, you can use your movement to leave an object you are inside. If you do so, you can enter other qualifying objects while the spell lasts. If the spell ends

while you're inside an object, you're expelled into the nearest unoccupied space next to the object, and you take 6d6 bludgeoning damage.

If a forbiddance spell protects all the open space next to a qualifying object, you can neither sense that object nor teleport to it.

Empathic Feedback

3rd-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a willing creature or make a melee spell attack to touch an unwilling creature. If you miss, you hold the charge of the spell for the duration and can try the attack again. If you successfully touch a creature, it becomes the target of this spell for the duration.

While the target is within 60 feet of you, each time you take damage, divide that damage in two. (An unwilling target doesn't know this range limitation.) For fractions, round one-half of the damage up and the other down. Your target takes the larger half of the damage, and you take the smaller half. Each time your target takes damage from this spell, it can make a Wisdom saving throw, ending the spell on a success. A creature can choose to fail this saving throw.

Ground Pound

1st-level evocation
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

You strike the ground, causing a ripple to move away from you in a 15-foot cone. Objects on the ground in the area take 1d8 bludgeoning damage, and if light and unsecured, they might topple over. Each creature on the ground in the area must succeed on a Strength saving throw or take 1d8 bludgeoning damage and fall prone. Earth in the area becomes difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Hypnotic Pattern

The hypnotic pattern spell is an enchantment spell for sarhaks. It creates its hypnotizing effect only inside the

minds of creatures in the area. No visual display occurs, so sightless targets can be affected. A creature that has an Intelligence of 4 or lower has advantage on the saving throw.

Mage Hand

The mage hand a sarhak creates is invisible.

Maze

A psionic maze spell transfers a creature into a maze in the sarhak's mind rather than into a demiplane.

Mind Blade

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

You create a blade of kinetic force in a free hand. The blade is the size and shape of a short sword. If you let go of the blade, it disappears, but you can evoke it again as a bonus action. You can use your action to make a melee spell attack with the blade. On a hit, the target takes 2d6 force damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every two slot levels above 1st.

Mind Loop

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature of your choice that you can see within range must succeed on a Wisdom saving throw or it can't take reactions. In addition, it repeats what it did on its last turn. It moves as far as it did on its last turn, and it takes the action it did on its last turn.

This repetition is only approximate, but it can't be changed drastically. The creature moves in the same general direction, but it turns to avoid hazardous terrain. That turn then becomes part of the loop. If the creature cast a spell, it doesn't have to cast the same spell again unless that spell is a cantrip. A creature that made a melee attack can make any attack. If it has only allies

within range, however, it attacks them. That preference for attacking allies then becomes part of the loop.

If the creature ever finds itself unable to take an action in the loop, it doesn't take that action. That inaction then becomes part of the loop. If the creature does nothing for its turn because the loop has become one of total inaction, the spell ends.

The target can make a Wisdom saving throw at the end of each of its turns. It makes that saving throw with advantage if any inaction has become part of the loop. On a success, the spell ends.

Mind Sanctum

5th-level conjuration (ritual)

Casting Time: 1 minute

Range: Self (40-foot radius)

Components: V, S

Duration: 8 hours

When you finish casting this spell, you and up to twelve creatures of your choice within the area pass into a pocket space, a sanctum, on the border between the Astral Plane and the plane you're on. Each Medium or smaller creature counts as one creature, but a Large creature counts as two creatures, a Huge creature counts as four, and a Gargantuan creature counts as eight.

The sanctum, which has the same area as the spell, takes whatever sensory form you wish, often that of a comfortable room with a door. You control the lighting in the area, from dimly lit to brightly lit, and you can conjure a cookfire that gives off no smoke. Despite the fire's heat, the atmosphere in the sanctum remains comfortable. Walls within the sanctum can be translucent like thin fog or have windows of this wispy material. Those within the sanctum who look through this fog see the area on the plane you left.

No creature, object, or force that wasn't in the area when you finished casting the spell can enter the sanctum from the outside. However, any creature within the sanctum can exit it through the door. A creature that leaves can reenter only if someone still within the sanctum opens the door.

On the plane you left, the only sign of your sanctum is the door, invisible except to detect magic. This door can be targeted with dispel magic. If the door is dispelled or the spell ends, creatures in the sanctum return instantly to open spaces on the plane they left when the spell was cast.

Mind Spike

Enchantment cantrip
Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous

You create psychic feedback in the mind of one creature you can see within range. Your target must succeed on a Will saving throw or take 1d8 psychic damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Muddle

Enchantment cantrip
Casting Time: 1 action
Range: 120 feet
Components: S
Duration: 1 round

One creature you can see within range loses its train of thought, momentarily trails off when speaking, briefly hesitates, or otherwise becomes distracted. If the creature fails a Wisdom saving throw, until the end of your next turn, the creature can't take reactions. In addition, each time the creature makes an attack roll or ability check, it must roll a d4 and subtract the number rolled from the check.

Psychic Blast

5th-level evocation
Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S
Duration: Instantaneous

With a glare and a growl, you send forth waves of psychic hostility. Each creature in a 60-foot cone must make an Intelligence saving throw. A creature takes 8d6 psychic damage on a failed saving throw, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is stunned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Psychic Cleansing

2nd-level abjuration
Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous

You touch a creature and can end one mental affliction affecting it, causing the blinded, charmed, deafened, frightened, paralyzed, or stunned conditions. The GM determines whether an effect is a mental affliction, but you know whether this spell will be effective before casting it.

Psychic Static

5th-level abjuration
Casting Time: 1 reaction when you or a creature friendly to you within 30 feet of you attempts an Intelligence, Wisdom, or Charisma saving throw
Range: Self (30-foot radius)
Components: S
Duration: Concentration, up to 1 minute

You and creatures of your choice in the area gain advantage on Intelligence, Wisdom, and Charisma saving throws for the duration.

Recall

1st-level divination (ritual)
Casting Time: 1 reaction
Range: Self
Components: S
Duration: Instantaneous

You can delve into your mind for information. If you cast this spell as a reaction, reroll the triggering check, taking the higher result. Alternatively, if you cast this spell as a ritual after you fail the triggering check, you can expend a 1st-level spell slot to grant yourself advantage on the rerolled check.

Scare

1st-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You instill dread into one creature you can see within range. The creature must succeed on a Wisdom saving throw, or it is frightened of you for the duration. At the end of each of the affected creature's turns, it can repeat

the Wisdom saving throw. The creature has advantage on the saving throw if it has no line of sight to you. On a success save, the spell ends.

Second Sight

2nd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, the auras of psychic energy around creatures and objects within 60 feet of you become visible to you. Initially, this vision is hazy. You sense the presence of aberrations, celestials, elementals, fey, fiends, and undead in the area, as well as magic there. You also sense objects and places within 60 feet of you that have been consecrated or desecrated. When you sense these auras, you know generally where they are in the in the area.

Once you have an impression of the area, you can use your action to focus your vision. If you do so, your concentration is obvious to any observer. The auras of creatures and objects you can see become distinct, allowing you to discern the sources of your initial impressions. When you focus on a magic aura, you learn its school if it has one.

This spell allows you to sense the general location of creatures and objects that are magically invisible, but not to see them or their auras. If an aberration, celestial, elemental, fey, fiend, or undead in the area is invisible by means other than magic, you still sense the creature but can't see it or its aura.

This spell can penetrate most barriers, but it is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead.

Sense Link

3rd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing creature. While the spell lasts, you can use your action to close off all your senses to share all the senses of your



target. You sense from the position of your target rather than your own. If you fail to use an action to open your senses before this spell ends, you are blinded, deafened, and stunned until the end of your next turn.

Soften Earth

2nd-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Choose an area of earth (not stone) you can see within range. The area can be a square 10 feet on a side. Earth in that area softens to a depth of 2-1/2 feet, becoming mud if already wet or loose dust if dry. The area is difficult terrain.

A creature initially caught in the area, entering the area for the first time on a turn, or ending its turn there must succeed on a Strength saving throw or sink into the softened earth, becoming restrained. A creature restrained in this way can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. A creature that can fly or otherwise rise above the earth can free itself without the check, using 5 feet of movement to do so.

If cast on a vertical surface or a ceiling made of earth, the earth collapses. This collapse creates an area on the ground adjacent or under the collapse like that which the spell normally creates. Creatures caught in the collapse must succeed on a Dexterity saving throw or fall prone.

This transmutation has insufficient power to damage structures in its area.

Thought Shield

1st-level abjuration
Casting Time: 1 reaction when you fail an Intelligence, Wisdom, or Charisma saving throw
Range: Self
Components: V, S
Duration: Instantaneous

You steel your mental defenses, and you can reroll the triggering saving throw with advantage. You retain advantage on Intelligence, Wisdom, and Charisma saving throws until the start of your next turn.

Threat Precognition

3rd-level divination
Casting Time: 1 reaction when you are surprised, hit by an attack, or fail a saving throw
Range: Self
Components: S
Duration: 6 hours

When you cast this spell, the effect depends on the trigger. You aren't surprised if you would have been. An attack roll against you must be rerolled with disadvantage. Or, you can reroll your saving throw with advantage. Your precognition continues for the duration, or until you have used it two more times, whichever comes first.

Transmute Earth and Stone

5th-level transmutation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose an area of earth or stone you can see within range. That area can be a square 40 feet on a side. Stone that isn't contiguous, including mortared slabs like those that make up many structures, can't be affected with this spell as an area of stone. The spell can affect one of those noncontiguous slabs, provided it fits in the area.

Soften Earth or Stone. When you cast the spell, you can transmute your target into mud or heavy dust up to 10 feet deep. It costs 5 feet of movement to move 1 foot in the area. A creature initially caught in the area, entering the area for the first time on a turn, or ending its turn there, must succeed on a Strength saving throw or sink into the soft material, becoming restrained. A creature restrained in this way can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. A creature that can fly or otherwise rise above the earth can free itself without the check, using an amount of movement equal to half its speed to do so.

If a vertical surface or a ceiling made of earth or stone is softened in this way, the area collapses. This collapse creates an area on the ground adjacent or under the collapse like that which the spell normally creates. Creatures caught in the collapse must make a Dexterity saving throw. On a failure, a creature takes 8d6 bludgeoning damage and falls prone. A creature takes half the damage and doesn't fall prone on a success. If a

creature falls prone and is then immediately restrained by the falling earth, it is also buried. It can't breathe until it frees itself.

This spell rarely damages large structures. However, small structures in the area can be seriously damaged or destroyed.

Harden Earth. When you cast the spell, you can transmute even the softest earth into soft stone at a depth of up to 10 feet deep. Creatures caught in the area must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage. Each creature in the area is pushed into an unoccupied space on the surface of the hardened earth. If creatures can't be pushed into an unoccupied space, they are instead pushed into shared spaces where they arrive prone.

If a vertical surface or ceiling can't support the weight of the hardened earth, it might collapse. The effect is the same as that of the collapse of softened earth or stone.

Warding Bond

The warding bond spell requires no material component for sarhaks.

Bestiary

The following creatures are unique to Khitus. See the Dragon Kings Worldbook for more details.

Azurat

Tiny aberration, neutral evil

Armor Class 14

Hit Points 7 (3d4)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	18 (+4)	10 (+0)	13 (+1)	14 (+2)	16 (+3)

Skills: Deception +5, Perception +4

Senses: darkvision 60 ft., passive Perception 14

Languages: understands all languages but can't speak, telepathy 30 ft.

Challenge: 1 (200 XP)

Adaptable Breathing: The azurat can breathe air and water, and while inside a living creature.

Concealed Presence: The azurat's emotions and thoughts can't be detected or read. It is immune to divination spells and effects.

Innate Spellcasting: The azurat's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components.

At will—charm person, suggestion

Magic Resistance: The azurat has advantage on saving throws against magic.

Actions

Vile Invasion. The azurat uses its spells to convince a creature to allow it to enter an orifice, usually the mouth. Once the azurat successfully does so, it can cast dominate beast or dominate person on its target. The azurat then burrows slowly toward the brain. This domination lasts while the azurat remains within the target, where the azurat has total cover against effects that originate outside the host. It takes the azurat 1 hour to reach the brain. The azurat reduces the target's Intelligence, Wisdom, and Charisma scores by 1d4 each round thereafter, which counts as damage for allowing repeated saving throws against the domination effect. If any of these scores reaches 0, the victim dies. The azurat leaves the host soon after.



A greater restoration or lesser restoration spell cast on the host forces the azurate to succeed on a Charisma saving throw against the caster's spell save DC or leave the host. A heal spell drives the azurat forth with no saving throw allowed.

Bev Al-Khim Merchant

Medium humanoid (pale), neutral

Armor Class 11

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	9 (–1)	11 (+0)	14 (+2)	14 (+2)

Skills: Deception +4, Insight +4, Perception +4, Persuasion +4

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Palespeak

Challenge: 1/4 (50 XP)

Light Sensitivity: While in bright light, the Bev al-Khim has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Magic Resistance: The Bev al-Khim has advantage on saving throws against magic.

Resilient: A Bev al-Khim has proficiency with all saving throws. Its proficiency bonus is +2.

Actions

Dagger: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Bev Al-Khim Traits

The Bev al-Khim are mysterious NPCs. For other sorts of pale ones, use the following racial traits.

Cunning: A Bev al-Khim has proficiency with Deception and Persuasion. If it ever fails an ability check with one of these skills, it can reroll the check. If it succeeds due to the reroll, it can't use this ability again until it finishes a short or long rest.

Darkvision: Bev al-Khim have darkvision out to a range of 60 feet.

Light Sensitivity: While in bright light, a Bev al-Khim has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Magic Resistance: A Bev al-Khim has advantage on saving throws against magic.

Resilient: A Bev al-Khim has proficiency with all saving throws.

Languages: Bev al-Khim speak Common and Palespeak, a language unique to them.

Colossadant

Gargantuan animal, unaligned

Armor Class 15 (natural armor)

Hit Points 280 (17d20 + 102)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (–1)	22 (+6)	3 (–4)	11 (+0)	6 (–2)



Senses: passive Perception 10

Languages: –

Challenge: 14 (11,500 XP)

Trampling Charge: If the colossadant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 23 Strength saving throw or be knocked prone. If the target is prone, the colossadant can make one stomp attack against it as a bonus action.

Actions

Gore: Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 54 (8d10 + 10) bludgeoning damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 62 (8d12 + 10) bludgeoning damage.

Fullet

Small animal, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	14 (+2)	10 (+0)	2 (−4)	11 (+0)	6 (−2)



Senses: passive Perception 10

Languages: —

Challenge: 0 (10 XP)

Actions

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

Hukratha (Coal Crab)

Small animal, unaligned

Armor Class: 15 (natural armor)

Hit Points 18 (5d6 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	2 (−4)	11 (+0)	5 (−3)

Senses: passive Perception 10

Languages: —

Challenge: 1/2 (100 XP)



Actions

Multiattack: The hukratha makes two claw attacks.

Claw: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The hukratha has two claws, each of which can grapple only one target. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract hukratha sickness.

Hukratha Sickness: When a creature is subjected to hukratha sickness, it must succeed on a DC 11 Constitution saving throw or its skin immediately begins to harden into a coal-like substance. The creature can regain hit points only by magical means and its hit point maximum decreases by 5 (2d4). Every 24 hours, as

this affliction spreads, the creature must make another saving throw. On a success, the creature's hit point maximum goes back up by 3 (1d6), up to the normal maximum. If the saving throw fails, the creature's hit point maximum decreases another 5 (2d4). Once a creature reaches half its normal hit point maximum due to the disease, it suffers three levels of exhaustion and becomes vulnerable to fire damage, conditions that can't be eliminated until the disease is cured. Burning away the hardened growth cures the disease but makes half the reduction to the victim's hit point maximum permanent. When a creature's hit point maximum returns to normal due to successful saving throws, the disease is also cured. If a victim's hit point maximum drops to 0, it dies.

Jaladam

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	11 (+0)	13 (+1)	14 (+2)



Skills: Arcana +2, Perception +3

Damage: Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: Abyssal, telepathy 120 ft.

Challenge: 4 (1,100 XP)

Fear Aura: Any creature hostile to the jaladam that starts its turn within 20 feet of the jaladam must make a DC 12 Wisdom saving throw unless the jaladam is incapacitated. On a failure, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to any jaladam's Fear Aura for the next 24 hours.

Magic Resistance: The jaladam has advantage on saving throws against magic.

Actions

Multiattack: The jaladam makes three attacks, two with its fins and one with its tail.

Fin: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Gore: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 25 (4d10 + 3) piercing damage.

Tail: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Kardillo

Medium animal, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	2 (–4)	13 (+1)	6 (–2)

Skills: Perception +3, Stealth +4

Senses: passive Perception 13

Languages: —

Challenge: 1/2 (100 XP)

Adaptive Camouflage: The kardillo has advantage on Dexterity (Stealth) checks to hide.

Kardillo Fever: If the kardillo hits a creature with its bite or claws, the target must succeed on a DC 11 Constitution saving throw or contract a disease. Until the disease is



cured, the target can regain hit points only by magical means. Every 24 hours, the target must succeed on a DC 11 Constitution saving throw or its hit point maximum decreases by 3 (1d6). If the infected creature succeeds on a saving throw, its hit point maximum goes back up 1d3 points, up to its normal maximum. While the creature's hit point maximum is reduced in this way, it suffers one level of exhaustion. Once the creature's maximum returns to normal due to successful saves, the disease is cured and the related exhaustion ends. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Limited Eyesight: The kardillo has disadvantage on Wisdom (Perception) checks to see a creature that isn't moving.

Pack Tactics: The kardillo has advantage on attack rolls against a creature if at least one of the kardillo's allies is within 5 feet of the creature and isn't incapacitated.

Actions

Multiattack: The kardillo makes two attacks, one with its bite and one with its claws.

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

Claws: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Lu'rat (Ghost Snake)

Medium animal, unaligned

Armor Class 14

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Skills: Perception +3

Senses: blindsight 10 ft., passive Perception 13

Languages: —

Challenge: 1/2 (100 XP)



Actions

Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage and become poisoned, reducing Intelligence and Charisma by 1. While poisoned in this way, the creature has disadvantage on Charisma (Deception) checks and can't lie. In addition, the target can regain hit points only by magical means. Every 24 hours, the poisoned target must succeed on a DC 11 Constitution saving throw or its Intelligence and Charisma scores are each reduced by

1d4. If the poisoned creature succeeds on a saving throw, roll 1d4 and distribute that number of points as equally as possible between Intelligence and Charisma, favoring the lowest score. These points can raise a given score up to its normal maximum. Once both the creature's ability scores return to normal this way, the poisoned condition and related effects end. Once either score drops to 0 because of this poison, both scores become 1 and the creature loses personal identity, individual will, and all skills, becoming much like a very compliant zombie. Such a creature dies 2d4 days later.

Matakata

Huge animal, unaligned

Armor Class 17 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	16 (+3)	3 (-4)	12 (+1)	6 (-2)



Damage Resistances: fire

Senses passive; Perception 11

Languages: —

Challenge: 7 (2,900 XP)

Water Producer: The matakata produces 4 gallons of potable water per day from water in the air and dry materials it gathers.

Actions

Multiattack: The matakata makes three attacks, one with its bite, one with its stomp, and one with its tail. It has disadvantage on attack rolls with its stomp.

Bite: Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Stomp: Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d4 + 6) bludgeoning damage.

Tail: Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Shell Fortress: The matakata retracts into its shell, provoking opportunity attacks as it does so. While retracted, the matakata's speed drops to 0 and it can't benefit from increases to its speed. While retracted, it increases its AC to 20, becomes immune to fire, and gains resistance to all damage.

Mesachnat (Hypno Spider)

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	3 (-4)	12 (+1)	4 (-3)

Senses: blindsight 10 ft., passive Perception 11

Languages: —

Challenge: 2 (450 XP)

Spider Climb: The mesachnat can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the mesachnat knows the exact location of any other creature in contact with the same web.

Web Walker: The mesachnat ignores movement restrictions caused by webbing.



Actions

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage. If the target is a creature, it must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. 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.

Fur Flash: (Recharge 6). The mesachnat must be in bright light to use this ability, and if it is, it moves its body to direct that light with its crystalline fur. Creatures within 30 feet of and able to see the mesachnat must succeed on a DC 12 Dexterity saving throw or become stunned for 1 round and blinded for up to 1 minute. A creature blinded in this way can repeat the saving throw at the end of the second turn it spends blinded, and each of its turns thereafter, ending the effect on itself on a success.

Peer'urat (Screaming Cobra)

Large monstrosity, unaligned

Armor Class 14

Hit Points 90 (12d10 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	15 (+2)	2 (-4)	12 (+1)	6 (-2)



Skills: Perception +3

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages: —

Challenge: 5 (1,800 XP)

Actions

Bite: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (3d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or take 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. In either case, the creature becomes poisoned and must repeat the saving throw at the end of each of its turns. Only two consecutive successful saving throws ends the poisoned effect, which ends on its own after 1 minute.

Scream: (Recharge 6). The peer'urat releases a piercing scream. Creatures within 30 feet of and able to hear the peer'urat must succeed on a DC 13 Constitution saving throw taking 10 (3d6) thunder damage and become paralyzed with fear for 1 minute. On a successful saving throw, a creature takes only half the thunder damage and isn't paralyzed. A creature paralyzed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Regelthex (Greater Stone Worm)

Gargantuan monstrosity, unaligned
Armor Class 20 (natural armor)
Hit Points 412 (25d20 + 150)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	23 (+6)	1 (-5)	12 (+1)	4 (-3)



Senses: blindsight 30 ft., tremorsense 60 ft., passive Perception 11

Languages: —

Challenge: 21 (33,000 XP)

Tunneler: The regelthex can burrow through solid rock at half its burrow speed and leaves a 15-foot diameter tunnel in its wake.

Actions

Bite: Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the regelthex. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the regelthex, and it takes 36 (8d8) acid damage at the start of each of the regelthex's turns.

If the regelthex takes 50 damage or more on a single turn from a creature inside it, the regelthex must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the regelthex. If the regelthex dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Thunderous Blast: (Recharge 5–6). The regelthex exhales a thunderous roar in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 90 (20d8) thunder damage on a failed save, or half as much damage on a successful one. Creatures and objects made of crystal, glass, stone or similar materials have disadvantage on the saving throw. Objects take double damage.

Ulweppa (Blood Crawler)

Medium monstrosity, unaligned
Armor Class 13
Hit Points 45 (7d8 + 14)
Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	2 (-4)	12 (+1)	3 (-4)

Skills: Stealth +5

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages: —

Challenge: 2 (450 XP)



Anesthetic Saliva: A sleeping creature bitten by an ulweppa must succeed on a DC 15 Wisdom (Perception) check to feel the bite and awaken.

Seed-Worm Sickness: If the ulweppa hits a creature with its bite, the target must succeed on a DC 12 Constitution saving throw or contract a disease with fatigue and thirst as the major symptoms. Until the disease is cured, the target regains only half the normal hit points from Hit Dice and regains no hit points for finishing a long rest. Every 24 hours, the target must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion. If the infected creature succeeds on a saving throw, its exhaustion level decreases by one step. Once the creature eliminates its exhaustion due to the disease, the disease is cured. While the creature is infected, its waste is potentially contagious.

Actions

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage, and the ulweppa attaches to the target. While attached, the ulweppa doesn't attack. Instead, at the start of each of the ulweppa's turns, the target suffers one level of exhaustion and loses 5 (2d4) hit points.

The ulweppa can detach itself by spending 5 feet of its movement. It does so after it causes three levels of

exhaustion or the target dies. A creature, including the target, can use its action to detach the ulweppa, but doing so requires a successful DC 12 Strength check. Whether the check succeeds or fails, the creature the ulweppa is attached to takes 5 (2d4) piercing damage.

An ulweppa attached to a Medium or smaller creature can move and drag that creature with it. The ulweppa moves at half speed while doing so. If able to take actions, the creature can prevent the ulweppa from moving by succeeding on a DC 12 Strength saving throw.

Breathing Parasite: The ulweppa can insert its tail into an incapacitated creature's breathing orifice. While the tail is inserted this way, if the ulweppa can breathe, so can that creature.

Yethawar (Sonic Beetle)

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 20 ft.

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



Skills: Perception +2

Senses: blindsight 30 ft., passive Perception 12

Languages: —

Challenge: 1/8 (25 XP)

Yethawar Chirps: A yethawar can hear the chirps of others of its species at up to 10 miles, depending on weather, terrain, and ambient noise.

Actions

Sonic Blast: The yethawar unleashes a deafening sonic blast. Each creature within 10 feet of the yethawar and able to hear it must make a DC 10 Constitution saving throw. A creature takes 5 (2d4) thunder damage and is deafened for a number of minutes equal to the damage it took on a failed save. If a creature fails the saving throw by 5 or more, it is instead deafened for a number of hours equal to the damage it took. On a successful save, a creature takes half as much damage and isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the blast's area.

Characters



**Bard 1**

CLASS & LEVEL

Entertainer

BACKGROUND

PLAYER NAME

Human (Attite)

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

INSPIRATION

+2

PROFICIENCY BONUS

14ARMOR
CLASS**+2**

INITIATIVE

30'

SPEED

Hit Point Maximum **9**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d8**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I know a story relevant to almost every situation.

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

PERSONALITY TRAITS

The stories, legends, and songs of the past must never be forgotten, for they teach us who we are.

IDEALS

I idolize a hero of the old tales and measure my deeds against that person's.

BONDS

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

FLAWS

STRENGTH

-1**8**

DEXTERITY

+2**14**

CONSTITUTION

+1**12**

INTELLIGENCE

+2**14**

WISDOM

+0**10**

CHARISMA

+3**17**

- ☐ -1 Strength
- ☒ +4 Dexterity
- ☐ +1 Constitution
- ☐ +2 Intelligence
- ☐ +0 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +4 Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☒ +4 Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☒ +4 History (Int)
- ☒ +2 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☒ +5 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

Language: common

Disguise kit

Four musical instruments of your choice

OTHER PROFICIENCIES & LANGUAGES

Two musical instruments of your choice, the favor of an admirer, a costume, belt pouch, entertainer's pack

15

EQUIPMENT

Bardic Inspiration (You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest).

Calming Voice Concentration (When you make a saving throw to maintain your concentration, you do so with your spellcasting ability score).

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

CHA (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Message

Minor Illusion

Prestidigitation

Vicious Mockery

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

☒ Comprehend Languages

☒ Cure Wounds

☒ Detect Magic

☒ Identify

SPELLS KNOWN

2

4

7

8

5

9



Cleric of Arvaritos 1

Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human (Chindi)

Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+0

10

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +0 Dexterity
- ☒ +4 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +2 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☒ +2 History (Int)
- ☒ +5 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☒ +2 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

18

ARMOR CLASS

+0

INITIATIVE

30'

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I quote (or misquote) sacred texts and proverbs in almost every situation.

I see omens in every event and action. The gods try to speak to us, we just need to listen.

PERSONALITY TRAITS

We must help bring about the changes the gods are constantly working in the world.

IDEALS

I would die to recover an ancient relic of my faith that was lost long ago.

BONDS

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

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Mace

+4

1d6+2 bludgeoning

Light crossbow

+2

1d8 piercing

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Language: two of your choice

Musical instrument of your choice

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

A holy symbol, a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch.

Priest pack, shield.

Chainmail.

EQUIPMENT

Disciple of Life (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).

Resilient -Constitution (You gain proficiency in saving throws using the chosen ability).

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Shelter of the Faithful (As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

WIS (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance
Sacred Flame
Spare the Dying

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- ☒ Bless
- ☒ Cure Wounds

4

7

8

5

9

SPELLS KNOWN



CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human (Makadan)

RACE

Soldier

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

+2

14

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
☐ +1 Dexterity
☒ +4 Constitution
☐ -1 Intelligence
☐ +2 Wisdom
☐ +0 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☒ +5 Athletics (Str)
☐ Deception (Cha)
☐ History (Int)
☒ +4 Insight (Wis)
☒ +2 Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☒ +4 Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☒ +4 Survival (Wis)

SKILLS

16

ARMOR
CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I enjoy being strong and like breaking things.

I have a crude sense of humor.

PERSONALITY TRAITS

When people follow orders blindly, they embrace a kind of tyranny.

IDEALS

Those who fight beside me are those worth dying for.

BONDS

My hatred of my enemies is blind and unreasoning.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Glaive

+5

1d10+3 slashing

Longbow

+3

1d8+1 piercing

Hand axe

+5

1d6+3 slashing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Language: common

Gaming set of your choice

Land vehicles

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

An insignia of rank, a trophy taken from a fallen enemy, a set of bone dice, a set of common clothes, a belt pouch.

Chainmail.

Quiver with 20 arrows.

Explorer's pack.

EQUIPMENT

Great Weapon Fighting (When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit).

Second Wind (You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10+your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again).

Halberdier (You gain the following benefits:

- While you wield a heavy reach weapon with which you have proficiency, a hostile creature provokes an opportunity attack from you if the creature leaves a space within 5 feet of you or the reach provided by your reach weapon.
- When you use a heavy reach weapon to attack a Large or smaller creature and hit, you can use a bonus action to force your target to make a Strength saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier). On a failure, your target falls prone. You can attempt this maneuver as part of the reaction you use to make an opportunity attack by reducing the damage you deal with that opportunity attack by half).

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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 mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



Paladin of Phatrash 1

Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

Neutral Good

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+3

16

DEXTERITY

-1

8

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
☐ -1 Dexterity
☐ +2 Constitution
☐ +0 Intelligence
☒ +3 Wisdom
☒ +4 Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
☐ ___ Animal Handling (Wis)
☐ ___ Arcana (Int)
☒ +5 Athletics (Str)
☐ ___ Deception (Cha)
☐ ___ History (Int)
☒ +3 Insight (Wis)
☒ +4 Intimidation (Cha)
☐ ___ Investigation (Int)
☐ ___ Medicine (Wis)
☐ ___ Nature (Int)
☐ ___ Perception (Wis)
☐ ___ Performance (Cha)
☒ +4 Persuasion (Cha)
☒ +2 Religion (Int)
☐ ___ Sleight of Hand (Dex)
☐ ___ Stealth (Dex)
☐ ___ Survival (Wis)

SKILLS

18

ARMOR
CLASS

-1

INITIATIVE

30'

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.

Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings.

IDEALS

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

BONDS

I am inflexible in my thinking.

FLAWS

PASSIVE WISDOM (PERCEPTION)

Language: common, two of your choice

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

A holy symbol, a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, a belt pouch.

Chainmail and shield.

Five javelins.

Explorers pack.

EQUIPMENT

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+5	1d8+3 slashing
Javelin	+5	1d6+3 piercing

ATTACKS & SPELLCASTING

Divine Sense (As an action, you can open your awareness to detect forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses).

Lay on Hands (You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs).

Shield Master (You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect).

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Shelter of the Faithful (As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



Rogue 1

CLASS & LEVEL

Guild Merchant

BACKGROUND

PLAYER NAME

Human (Prajalu)

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+0

10

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
☒ +5 Dexterity
☐ +1 Constitution
☒ +4 Intelligence
☐ +0 Wisdom
☐ +2 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☐ Athletics (Str)
☒ +6 Deception (Cha)
☐ History (Int)
☒ +2 Insight (Wis)
☐ Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☒ +2 Perception (Wis)
☐ Performance (Cha)
☒ +6 Persuasion (Cha)
☐ Religion (Int)
☒ +5 Sleight of Hand (Dex)
☒ +5 Stealth (Dex)
☐ Survival (Wis)

SKILLS

15

ARMOR
CLASS

+3

INITIATIVE

30'

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I'm full of witty aphorisms and have a proverb for every occasion.

I don't part with my money easily and will haggle tirelessly to get the best deal possible.

PERSONALITY TRAITS

I'm only in it for the money.

IDEALS

I owe my guild a great debt for forging me into the person I am today.

BONDS

I'll do anything to get my hands on something rare or priceless.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+5

1d6+3 piercing

Shortbow

+5

1d6+3 piercing

Dagger

+5

1d4+3 piercing

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Lenguaje: common, thieves' cant,
two of your choice

Thieves' tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

A cart and a mule, a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch.

Thieves' tools.

Studded leather armor.

Quiver and 20 arrows.

Explorer's pack.

EQUIPMENT

Sneak Attack (Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Lucky (You have inexplicable luck that seems to kick in at just the right moment. You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest).

FEATURES & TRAITS



AGE

HEIGHT

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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).

Expertise -Deception, Persuasion (At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

SPELL NAME

5

8

2

5

9

SPELLS KNOWN



Sarhak (Empath) 1

CLASS & LEVEL

Charlatan

BACKGROUND

PLAYER NAME

Human (Attite)

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ +2 Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ History (Int)
- ☒ +3 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☒ +3 Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Sarcasm and insults are my weapons of choice.

I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment.

PERSONALITY TRAITS

I'm determined to make something of myself.

IDEALS

I owe everything to my mentor—a horrible person who's probably rotting in jail somewhere.

BONDS

I'm convinced that no one could ever fool me the way I fool others.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+1

1d8-1 bludgeoning

Darts

+3

1d4+1 piercing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Language: common

Disguise kit, forgery kit

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

A set of fine clothes, a disguise kit, a false holy symbol, and a belt pouch.

Explorer's pack.

EQUIPMENT

Meditative Ritualist (You can meditate for 10 minutes, granting you the mental clarity to cast a ritual sarhak spell you know).

Empathic (You also have telepathy out to a range of 30 feet. This magical, mental communication can have one target. Speaking and receiving information using telepathy is as easy for you as speaking. However, to communicate effectively, you and your target must share a language. You can communicate with a creature you are aware of but can't see, even through solid objects. If you're incapacitated, you can't use your telepathy. In an area where magic doesn't function, your telepathy doesn't work either).

Sanctuary Shield (A creature that makes an opportunity attack against you takes a penalty on its attack roll equal to your Charisma bonus).

1/day Mage Armor

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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).

Impermanent Magic (Sarhak magic is impermanent in nature. It can leave marks on the world and create lasting effects from instantaneous magic, but very few sarhak spells, such as bestow curse and modify memory, create permanent effects. Sarhak magic can't be used to create magic items of any kind).

Natural Sarhak (You learn two cantrips from the sarhak spell list, and you know one 1st-level spell from that list. These spells are sarhak spells for you. Once you cast the 1st-level spell, you can cast it again only after you finish a long rest. Your spellcasting ability for these spells is Charisma).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

CHA (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Spare the Dying
Friends
Message
Mind Spike
Vicious Mockery
Guidance
Muddle

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- ☒ Charm Person
- ☒ Sleep

2

3

6

7

4

8

5

9

SPELLS KNOWN



Sorcerer 1

CLASS & LEVEL

Sage

BACKGROUND

PLAYER NAME

Human (Trakeen)

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +1 Dexterity
- ☒ +4 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☒ +3 History (Int)
- ☒ +3 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

13

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 69

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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.

PERSONALITY TRAITS

Knowledge is the path to power and domination.

IDEALS

I've been searching my whole life for the answer to a certain question.

BONDS

He struggles with control, especially when he gets stronger.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Dagger +3 1d4+1 piercing

Light crossbow +3 1d8+1 piercing

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Language: common, two of your choice

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a belt pouch.

Arcane focus.

Quiver and 20 bolts.

Explorer's pack.

EQUIPMENT

Natural Arcana (None of your sorcerer spells of 1st level

or lower can evoke Sorcery's Wrath. When you cast a spell that could subject you to Sorcery's Wrath, you can spend a number of sorcery points equal to 1 + half the spell's level to avoid any such repercussions. In addition, if your spellcasting triggers a wild magic surge, you aren't subjected to Sorcery's Wrath for casting that spell).

Draconic Connection - Wind (You have affinity with lightning damage. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check).

Draconic Resilience (As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier).

Elemental Adept -Lightning (Spells you cast ignore resistance to lightning damage. In addition, when you roll damage for a spell you cast that deals lightning damage, you can treat any 1 on a damage die as a 2).

FEATURES & TRAITS

AGE

HEIGHT

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Kersek is struggling with his recently awakened psi-abilities after encountering an alluring disciple of the prophet. Looking back on his life he now knows he was always a latent psion but didn't put it together until being awakened. He struggles with control, especially when he gets stronger (levels up) and the constant din of the thoughts of other minds is sometimes hard for him to block.

CHARACTER BACKSTORY

PSPs: 15

Chakras: 2 (heart-telepathy, sacral-clairsentience)

Sciences: 2 (probe, hypercognition)

Devotions: 7 (conceal thoughts, empathy, ESP, telepathic projection, clairsentience, clairvoyance, danger sense) Attack modes: ego whip, id insinuation Defense mode: intellect fortress

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

CHA (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Light
Mage Hand
Minor Illusion
Shocking Grasp.

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- ☒ Witch Bolt
- ☒ Shield

4

7

8

2

5

9

SPELLS KNOWN



Nithram Noy

CHARACTER NAME

Warlock 1

CLASS & LEVEL

Human (Nordor)

RACE

Hermit

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +0 Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☒ +2 Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☒ +3 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

14

ARMOR
CLASS

+2

INITIATIVE

30'

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.

I'm oblivious to etiquette and social expectations.

PERSONALITY TRAITS

Solitude and contemplation are paths toward mystical or magical power.

IDEALS

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

BONDS

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

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Spear

+1

1d6-1 piercing

Light Crossbow

+4

1d8+2 piercing

Dagger

+4

1d4+2 piercing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Lenguaje: common, one of your choice.

Herbalism kit.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit.

Quiver and 20 bolts.

Arcane focus.

Studded leather armor.

Dungeoneer's pack.

EQUIPMENT

Dragon Soul (Your connection to the Daragkarik strengthens your soul's connection to your body. At 1st level, your hit point maximum increases by 1 and increases by 1 when you gain a level in this class. When you make a death saving throw, a 1 on the d20 counts only as one failure. If your total on a death saving throw is 21 or higher, you regain 1 hit point. Although your magic is arcane, you channel it through the spiritual vestiges of your patron and your own soul. When you attempt the ability check required for Sorcery's Wrath, you gain a +1 bonus to the check. This bonus increases to +2 at 9th level and to +3 at 17th level).

Voice of Monarchs (Beginning at 1st level, you can project the spirit and majesty of your patrons. When you do so, you can use your action to speak, giving yourself advantage on Charisma checks made to influence creatures who can hear you. The effect lasts until the start of your next turn, so you have 6 seconds to speak. You can instead speak in an emboldening way to people who are charmed or a soothing way to people who are hostile or frightened. A humanoid who hears you and is within 20 feet of you can repeat one saving throw against an effect that causes the target to be charmed or frightened).

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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 deities, 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).

Resilient -Constitution

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

CHA (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Eldritch Blast

Guidance

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

1

PREPARED

SPELL NAME

☒ Cure Wounds

☒ Thunderwave

4

7

8

2

5

9

SPELLS KNOWN

CHARACTER NAME

Ranger 1

CLASS & LEVEL

Krikis

RACE

Outlander

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+3

16

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+2

15

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +3 Strength
- ☒ +5 Dexterity
- ☐ +3 Constitution
- ☐ -1 Intelligence
- ☐ +2 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☒ +4 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☒ +1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

30'

SPEED

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm driven by a wanderlust that led me away from home.

I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry beast.

PERSONALITY TRAITS

The strongest are meant to rule.

IDEALS

It is my duty to provide children to sustain my tribe.

BONDS

I am slow to trust members of other races, tribes, and societies.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+5

1d6+3 piercing

Shortsword (bonus attack)

+5

1d6 piercing

Longbow

+5

1d8+3 piercing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Language: common, hivespeak, one of your choice

One musical instrument of your choice

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch.

Quiver with 20 arrows.

Dungeoneer pack.

EQUIPMENT

Favored Enemy -Monstrosities (You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all).

Natural Explorer -Desert (While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area).

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Acrobatic Jumper (You can use Acrobatics to make jumps. You can make a running jump without moving first).

Chitinous (+1 HP per level).

Blindsight 10'

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).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

SPELL NAME

5

8

2

5

9

SPELLS KNOWN



CHARACTER NAME

Druid 1

CLASS & LEVEL

Oritahl

RACE

Folk Hero

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+1

12

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+3

16

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +1 Dexterity
- ☐ +3 Constitution
- ☒ +1 Intelligence
- ☒ +5 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☒ +5 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

15

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I judge people by their actions, not their words.

Thinking is for other people. I prefer action.

PERSONALITY TRAITS

There's no good in pretending to be something I'm not.

IDEALS

I worked the land, I love the land, and I will protect the land.

BONDS

I have trouble trusting in my allies.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+4	1d8+2 bludgeoning
Scimitar	+4	1d6+2 slashing
Claws	+4	1d4+2slashing

ATTACKS & SPELLCASTING

Natural weapons (Claws 1d4 slashing damage. Fangs 1d4 piercing damage, they are both light and finesse weapons).

Hold Breath (You can hold your breath for a number of minutes equal to your Constitution score. When you run out of breath, you survive for a number of rounds equal to your Constitution score before dropping to 0 hit points).

Swim Speed 30'

Scaled (+1 HP per level).

15

PASSIVE WISDOM (PERCEPTION)

Language: common, oritahl, druidic

Herbalist kit, artisan tools of your choice

Land vehicles

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch.

Druidic focus, explorer's pack

Hide armor, shield.

EQUIPMENT

FEATURES & TRAITS



AGE

HEIGHT

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

WIS (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Shillelagh

Guidance

Produce Flame

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

SPELLS KNOWN

3

6

4

7

8

2

5

9



Barbarian 1

CLASS & LEVEL

Outlander

BACKGROUND

PLAYER NAME

Pachyaur

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+4

18

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

+2

14

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +6 Strength
☐ -1 Dexterity
☒ +4 Constitution
☐ -1 Intelligence
☐ +2 Wisdom
☐ +0 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☒ +6 Athletics (Str)
☐ Deception (Cha)
☐ History (Int)
☐ Insight (Wis)
☒ +2 Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☒ +4 Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☒ +4 Survival (Wis)

SKILLS

11

ARMOR CLASS

-1

INITIATIVE

30'

SPEED

Hit Point Maximum 17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I watch over my friends as if they were a litter of newborn pups.

I have a lesson for every situation, drawn from observing nature.

PERSONALITY TRAITS

If I dishonor myself, I dishonor my whole clan.

IDEALS

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

BONDS

I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+6

1d12+4 slashing

Hand axe

+6

1d6+4 slashing

Javelin

+6

1d6+4 piercing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Language: common, pachyesh, one of your choice

Musical instrument of your choice

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch.

Two handaxes, four javelins.

Explorer's pack.

EQUIPMENT

Natural weapons (Tusks 1d6+STR bludgeoning damage. Unarmed strikes 1d4+STR bludgeoning damage).

Rage (While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action).

Unarmored Defense (While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit).

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

TREASURE

Large size.

Pachyderm (+1 HP per level).

Tough (+2 HP per level).

Chronicler's Memory (Whenever you make an Intelligence check involving recalling information, you can roll a d6 and add the number rolled to your check. If you succeed because of the d6, your memory helped you recall possibly obscure facts about your situation or the information you seek.

The GM might allow you to use passive Intelligence checks to recall lore, you can add the d6 from this feat to the passive check, too. The GM can use your memory as a narrative tool, giving you information, and saying you picked it up in some way. Your perfect recall applies to anything you experience in play, as well. You, as a player, might forget information your character learned, but your character does only if something, such as magic, modifies the memory).

Wanderr (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).

ADDITIONAL FEATURES & TRAITS



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



Monk 1

CLASS & LEVEL

Hermit

BACKGROUND

PLAYER NAME

Penmai

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +2 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ +2 Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☒ +4 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

15

ARMOR
CLASS

+3

INITIATIVE

30'

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I am utterly serene, even in the face of disaster.

I feel tremendous empathy for all who suffer.

PERSONALITY TRAITS

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

IDEALS

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

BONDS

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

FLAWS

Unarmored Defense (Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier).

Martial Arts (At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are short swords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.

- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn).

12

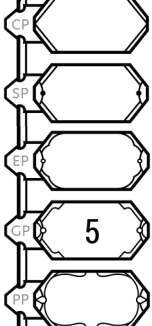
PASSIVE WISDOM (PERCEPTION)

Language: common, penai, one of your choice.

Herbalist kit.

Artisan tool of your choice.

OTHER PROFICIENCIES & LANGUAGES



A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit.

Explorer's pack.

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Small size.

You have a climb speed of 30 feet. You can use this speed to move horizontally if sufficient holds, such as branches or vines, exist for you to swing among.

Avian Empathy (Through sounds, gestures, and empathy, you can communicate simple ideas with Small or smaller birds. You have proficiency with the Animal Handling skill for checks regarding birds. If you have proficiency with that skill, you can double your proficiency bonus for checks regarding birds).

Prehensile Tail (You have a flexible tail that acts as an extra, dexterous limb. This tail can't be used to make attacks, but it can hold objects like a hand and arm, and it's strong enough to aid you in climbing).

Somatic Magic (A penmai can recreate verbal spell components with somatic signs, and you can thusly cast spells that normally require verbal components without using those components).

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 deities, 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).



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

SPELL NAME

5

8

2

5

9

SPELLS KNOWN

Wizard 1

CLASS & LEVEL

Urchin

BACKGROUND

PLAYER NAME

Yenfansa

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☒ +3 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☒ +3 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I ask a lot of questions.

I bluntly say what other people are hinting at or hiding.

PERSONALITY TRAITS

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

IDEALS

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

BONDS

I will never fully trust anyone other than myself.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

1d4+2 piercing

Darts

+4

1d4+2 piercing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Lenguaje: common, yenfansa

Disguise kit, thieves' tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

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.

Component pouch.

Explorer's pack.

Spellbook.

EQUIPMENT

Magic Resistance (You have advantage on saving throws against magic).

Darkvision (Your white eyes allow you to 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, but magical darkness doesn't impede your darkvision).

Arcane Recovery (You have learned to regain some of your magical energy by studying your spellbook. 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 wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, 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).

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

TREASURE

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).

Small size.

Ritual Casting (You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared).

ADDITIONAL FEATURES & TRAITS

SPELLCASTING
CLASS

INT (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Chill Touch

Prestidigitation

Minor Illusion

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

SPELL NAME

PREPARED

- ☒ Disguise Self
- ☒ Mage Armor
- ☒ Magic Missile
- ☒ Sleep
- ☐ Silent Image
- ☐ Tasha's Hideous Laughter

2

3

6

7

4

8

5

9

Backers

This project has been made possible by a group of fantastic people who trusted us to deliver something amazing. The list below is the people who, thanks to their generosity and their patience have made this project possible.

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