

# SPELLS

## Cool Metal

2nd-level transmutation (All INT and CHA casters)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of iron and an ice cube)

**Duration:** Concentration, Up to 1 minute.

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to cool down and freeze. Any creature in physical contact with the object takes 2d6 cold damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Strength saving throw or drop the object if it can. If it doesn't drop the object, it is restrained until your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

## Verdant Blanket

2nd-level conjuration (Druid, Ranger)

**Casting Time:** 1 action

**Range:** 120 feet (30-foot circle)

**Components:** V, S

**Duration:** Concentration up to 10 minutes

Choose a point within range. Countless flowers and sprouts of tall grass form in a 30-foot circle originating from that point. If the area was difficult terrain, creatures of your choice can walk through it as if it is normal terrain, cannot have their movement speed lowered by nonmagical while in the area and have resistance to any damage they take from falling from heights.

**At higher levels:** For every spell level above the 2nd, the range of the circle increases by 10 feet.

Art by Dominick

## Fireflower Bloom

3rd-level evocation (Druid, Ranger)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a fireflower petal)

**Duration:** Concentration up to 1 minute

A spectral fireflower appears hovering in an unoccupied space of your choice within range and lasts for the duration. It sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

As part of casting the spell and as a bonus action on each of your subsequent turns, you can choose up to one allied creature and up to one enemy creature within 5 feet of the fireflower. The fireflower heals the ally for 1d4 hit points and deals 1d4 fire damage to the enemy creature. As part of the same bonus action, you may move the flower up to 10 feet in any direction.

**At higher levels:** For each spell level above the 3rd, the initial healing and damage of the spell increases by 1d4. The amount of feet you can move the bloom also increases by 10 feet for each spell level above the 3rd.

## Magnetic Rebuke

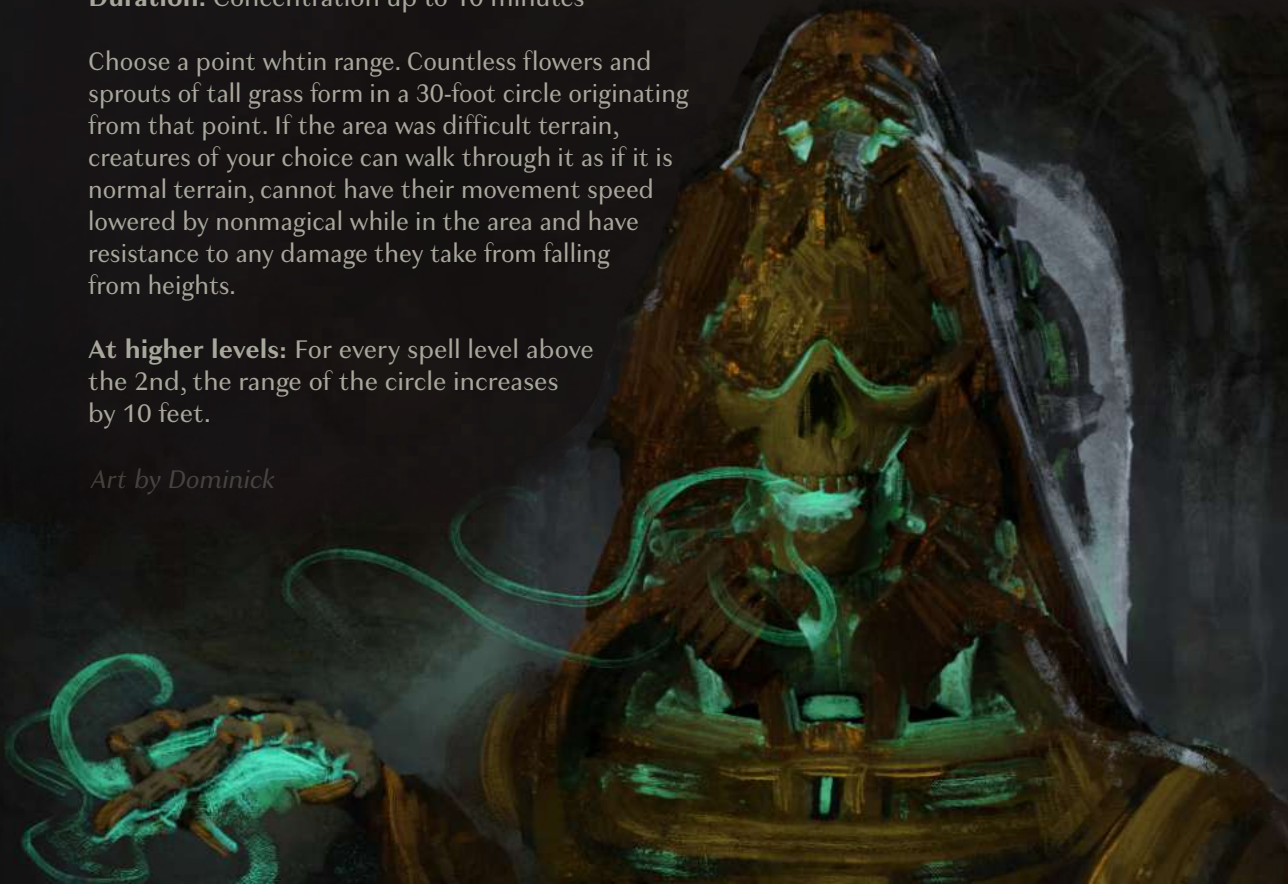
3rd-level abjuration (All INT and CHA casters)

**Casting Time:** 1 reaction (which you take when you are hit by a melee attack)

**Range:** 120 feet

**Components:** S

**Duration:** Instantaneous



You use magnetic forces to return punishment upon the person striking you. You gain resistance against the next attack against you. The creature making the attack must make a Strength saving throw. On a failure, they are pushed back 15 feet and knocked prone. On a success, they are pushed back 5 feet and are not knocked prone.

If both you and the attacker are wearing metallic armor or using metallic weapons, the creature also takes force damage equal to the damage you took from the attack.

## Scrapblast

*3rd-level transmutation (All INT and CHA casters)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. If the object is made of metal, it heats up and turns into a pile of scrap. The object then flies in a straight line up to 60 feet in a direction you choose, then explodes in a 5-foot radius.

If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and explodes in a 5-foot radius. All creatures within the radius must also make a Dexterity saving throw. The target it strikes directly takes 4d8 bludgeoning damage.

When the object explodes, all creatures within the radius take 2d6 piercing damage on a failed save or half as much damage on a success. If the object was metal and turned into scrap, the damage of the explosion is doubled.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the initial damage increases by 1d8, for each slot level above 3rd.

## Magnetic Waypoint

*4th-level transmutation (All INT and CHA casters)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, V, M (a rubix cube)

**Duration:** Concentration, Up to 1 minute.

Choose a point within range. A 15-foot radius sphere of pure magnetic energy appears originating from that point. Whenever a metallic object is brought within the sphere, it is pulled to the center. If an object is worn or carried, the creature wearing or carrying that object can make a Strength saving throw to resist the pull or let go of the object. Once an object has reached the center of the sphere, it cannot be moved unless the spell is stopped. If a creature wearing metal armor is pulled to the center, it is considered restrained.

## Naturalize

*4th-level conjuration (Cleric, Druid, Ranger)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (an acidic plant)

**Duration:** Instantaneous

You choose a weapon, shield or suit of armor within range, which begins to dissolve into a primordial energy. If the weapon or armor is not magical, it is instantly destroyed. If it is magical, it loses all its magical properties for 1 minute.

If a creature was holding the weapon or shield or wielding the armor when you cast the spell, they restore 2d8 hit points.

## Opposite Poles

*7th-level transmutation (Sorcerer, Wizard, Warlock)*

**Casting Time:** 1 action

**Range:** 60 feet.

**Components:** S, M (a piece of moon rock)

**Duration:** 1 minute.

Choose a creature within range. That creature must make a Constitution saving throw (it can choose to fail). If it fails, you and that creature become opposite magnetic energies for the next minute. You cannot willingly move closer to each other and whenever one creature would be moved any number of feet closer to the other, the other is pushed an equal number of feet away from the one that moved closer.

## Pattern of Rebirth

*7th-level evocation (Druid, Sorcerer)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a handful of molded dirt)

**Duration:** Instantaneous

Your hand courses with energy that is all at once destructive and regenerative, which you then send towards a creature within range. The target must make a Constitution saving throw. It takes 6d8 necrotic damage on a failed save, or half as much damage on a successful one.

Additionally, if the target was a plant, you create 1d4 twig blights. They share your initiative, but take their turn directly after you. You can command them (no action required). The blights follow your verbal orders to the best of their ability.





Art by bueroeisenmann

## WARLOCK: THE CEASELESS HUNGER

Your patron is a creature whose origin is elusive but whose appetite knows no bounds. Whether it be a bon-vivant fey or a devil seeking an unending feast, you have given your soul to it and must now do all you can to provide it with the nourishment it seeks.

As a warlock of the Ceaseless Hunger, you tapped into one of existence's most animalistic inhabitants - a creature whose entire identity hangs on its permanent need to consume, destroy, erase. In granting you its power, it has turned you into an appendage, a maw with which it will slowly devour world after world. Becoming a warlock of the Ceaseless Hunger takes its toll on someone. If you want to have this cost be represented in your character, you may choose to roll on the Ceaseless Hunger Quirk table below to see in what way this pact has changed you.

### CEASELESS HUNGER QUIRKS

1D6	QUIRK
1	You have lost an inhuman amount of weight and look profoundly emaciated, no matter how much you eat.
2	Your appetite no longer knows any bounds, leading to you eating odd things all of the time.
3	You lick your lips every few seconds and produce ten times as much saliva as you did before.
4	Your jaw can now open twice as much as it did before, leaving your cheeks scarred.
5	You cannot go more than 10 minutes without nibbling on something. If there is no food, then your own fingers will do the trick.
6	Your body mass has doubled, but you still look the exact same weight as you did before.

### Expanded Spell List

*1st-level Ceaseless Hunger feature*

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

### CEASELESS HUNGER SPELLS

SPELL LEVEL	SPELLS
1st	goodberry, purify food and drink
2nd	blur, magic mouth
3rd	slow, spirit guardians
4th	black tentacles, confusion
5th	antilife shell, creation

### Feast or Famine

Due to the insatiable nature of your patron, using its powers can either lead to feast or famine. As a bonus action, you may choose to enter a state of grueling hunger. For the next minute, whenever you make a spell attack, that spell will deal an additional 1d6 necrotic damage if it hits. This damage increases by 1d6 at 9th level, then again at 15th level. If the spell attack misses, you take necrotic damage equal to double the amount

of d6s you would have added to the damage. This damage cannot be prevented or reduced in any way. Once you use this feature, you can't use it again until you finish a long rest.

## Glutton's Instincts

*6th-level Ceaseless Hunger feature*

You have learned to control your hunger, allowing it to guide you towards your targets. When you are below half of your maximum hit points, you gain the following benefits:

- Your movement speed is increased by 10 feet.
- You gain advantage on Wisdom (Perception) and Wisdom (Survival) checks.

## Iron Stomach

*10th-level Ceaseless Hunger feature*

Because of all the things you have tasted, your body can now withstand whichever organism threatens it. When you gain this feature, your hit point maximum increases by 10. Whenever you gain a level thereafter, your hit point maximum increases by an additional 1 hit point.

In addition, you gain resistance to poison damage and immunity to the poisoned condition.

## Consume Energy

*14th-level Ceaseless Hunger feature*

When you would take damage from a spell, you can use your reaction to roll a d20. If you roll an 11 or higher, you absorb the spell's energy instead, regaining hit points equal to the damage you would have taken.

Once you gain hit points from feature, you can't use it again until you finish a long rest.

# NEW INVOCATIONS

## FAST FOOD

*Prerequisite: Pact of the Chain feature*

In a pinch, you can turn your familiar into nourishment, devouring them for your own good. As a bonus action, you may eat your familiar, killing them. You then gain hit points equal to 3 times your warlock level.

## SLICE OF LIFE

*Prerequisite: Pact of the Blade feature*

Your blade has become a means of cutting up whatever part of your enemies would best suit your appetite. Whenever you roll 20 on an attack made with your pact weapon, you gain 10 temporary hit points.

## OTHERWORLDLY COOKBOOK

*Prerequisite: Pact of the Tome feature*

Whenever you meet a new creature, you can look for the best way to defeat and cook it within your cookbook, thus granting you an advantage against it. As a bonus action, you can make a Intelligence (Nature) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you may choose to learn one of the creature's saving throw proficiencies, its lowest ability score or its highest ability score. You may use this feature a number of times equal to your Charisma modifier (minimum of 1) before a long rest.

# CLERIC: PATHWAY DOMAIN

In the same way that paladins that take the Oath of the Watchers fight their entire lives to prevent unruly teleportation and movement, the clerics of the Pathway Domain live a life dedicated to beings which constantly move between realms, planes or even timelines. Whether it is Janus, Helm, Heimdallr or other such deities, their clerics light paths to the unknown.

## PATHWAY DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	comprehend languages, expeditious retreat
3rd	knock, misty step
5th	blink, water walk
7th	dimension door, locate creature
9th	contact other plane, teleportation circle

### Divine Usher

#### 1st-Level Pathway Domain Feature

Your connection to a deity which controls teleportation allows you to move people to your heart's desire. When you cast a spell that would teleport you and has a casting time of one action or one bonus action, you can instead target any creature within 60 feet of you to be teleported instead. That creature must make a Charisma saving throw against your spell save DC (it can choose to fail).

If it fails, it teleports as if casting the spell, but you decide the destination. The spell treats the creature as the caster for the purpose of range.

If the spell could teleport more creatures (such as dimension door or teleport), the additional creatures must either be in range of you or the target and be willing to be teleported alongside it.



### Channel Divinity: Rearrange Space-Time

#### 2nd-Level Pathway Domain Feature

You've learned to change the weave of space-time, ensuring safety before combat becomes imminent. When initiative is rolled, you can use your reaction to choose a number of creatures equal to your Wisdom modifier (minimum of 1) within 30 feet of you. You and all chosen creatures can teleport up to 10 feet, then can add 1d4 to your initiative roll.

### Step Beyond Obstacles

#### 6th-Level Pathway Domain Feature

Your gods allow you to clear the path, regardless of what may hinder it. As an action, you can choose either a creature, nonmagical wall or door within 30 feet of you. If the target is a creature, it can use its reaction to end one instance of the grappled or restrained condition. If the target is a nonmagical wall, a door magically appears and remains on the wall for 1 minute. If the target is a door, it becomes unlocked for 1 minute.

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



## Potent Spellcasting

*8th-Level Pathway Domain Feature*

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

## Through the Multiverse

*17th-Level Pathway Domain Feature*

You've learned to create a perfect pathway to anywhere you desire. As an action, you can create a circular doorway that is between 5 to 20 foot in diameter. It appears directly in front of you, connected to any location you choose on your plane of existence or a different plane.

If you choose a specific location, the doorway will appear at that location. If you only choose a specific plane, the DM chooses where on that plane the doorway might appear. The doorway remains open for 10 minutes. Any number of creatures of your choice can see through the doorway or walk through it to the other location and back, while other creatures only see a misty doorway.

The doorway cannot be dispelled or destroyed and only disappears at the end of the duration or if you dismiss it. As an action on your subsequent turns, you can choose to change the destination on your doorway to any other location. You can only do this two times. Once you use this feature, you can't use it again until you finish a long rest.



# ITEMS

## Weight belt of Brotherly Bonds

*wondrous item, rare*

This weight belt has two hands made of marble carved into its sides - a symbol for the brothers that have lifted its previous owner up in the past.

This item has 5 charges. While wearing this belt, whenever you fail a Strength (Athletics) check or a Dexterity (Acrobatics) check, you may expend one charge to re-roll the check, as a brotherly spirit helps you face the challenge.

## Earrings of the Brotherly Code

*wondrous item, rare*

Small earrings in the shape of a fist, which can be attached without a hole in the ear and detached with quickness.

These earrings always come in pairs of two. While wearing one of the earrings, a creature can speak into any language or code, which will be translated into coherent and understood language for the creature wearing the other earring. While creatures wearing the earrings talk to one another, they cannot lie.

## Wizardwatch Gauntlet

*wondrous item, rare (requires attunement)*

This gauntlet is made of a blend of fabric and a magic-siphoning metal. It has 10 charges, and it regains 1d8+2 expended charges daily at dawn. If you are wearing the glove and you are targeted by a spell, you can expend 1 charge to learn the exact location of the caster, provided they are within 1000 feet and not under a nondetection spell or similar effect. For the next minute, you know the exact location of the spell caster, even if they are invisible. This effect can't show you a creature if it is standing behind a 3-foot thick lead wall or if it is more than 1000 feet away from you.

## Waymaker Haymakers

*weapon (brass knuckles), rare (requires attunement)*

### Brass Knuckles

Some DMs might not use brass knuckles as weapons in their base games. If this is the first time introducing them, they have the following properties:

**Brass Knuckles.** Simple melee weapon. 1d4 damage. Light, finesse. They come in pairs of two.

*This set of brass knuckles depicts half of a portal on each side. When put together, they form a complete doorway.*

Art by Warm Tail







You gain a +1 bonus to attack and damage rolls made with this magic weapon. These knuckles have 5 charges, and they regain 1d4+1 expended charges daily at dawn. Whenever you make a successful weapon attack with one of these brass knuckles, you may expend a charge to teleport up to 15 feet to any point you can see. The teleportation happens after you have dealt damage from the attack, no action required. Additionally, you may expend 3 charges to cast the dimension door spell.

In addition, if you roll a 20 as part of an attack roll using this weapon, you may expend your reaction to instantly make another weapon attack using this weapon.

## Bloodforge Soul

*weapon (battleaxe or greataxe), legendary (requires attunement)*

This weapon was forged from the soul of a demon whose hatred and anger knows no bounds. It is said that the more it bled and the more it slaughtered, the stronger it became.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. While you hold the drawn axe, when you are below half of your maximum hit points, you may make an extra attack as part of your attack action. While you are below 10 hit points, you may make two extra attacks instead of one. This stacks with the Extra Attack feature, if you have it.