

TITLES OF POWER

AND HOW TO OBTAIN THEM



TITLES of POWER

(AND HOW TO OBTAIN THEM)

THIS BOOK CONTAINS TITLES TO BE USED BY PLAYERS AND DMs ALIKE. INSIDE YOU WILL FIND LORE, WAYS TO FURTHER CUSTOMIZE CHARACTERS WITH SUBCLASSES AND FEATS, AND A COMPLETELY NEW CLASS TYPE: THE SPECIALTY CLASS.

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, RAVENLOFT, EBERRON, THE DRAGON AMPERSAND, RAVNICA AND ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST AND/OR OTHER AUTHORS. SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT 2019 BY LYDIA VAN HOY AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

TABLE OF CONTENTS

INTRODUCTION	4
Specialty Classes	
Titles and Player Characters	
Titles and NPCs	
ARACHNE	4
Creating an Arachne	
Class Options	
The Test of Lolth	
Spider Queen Domain	5
Arachne Specialty Class	5
Creating Zin-carla	6
THE CAT LORD	7
Becoming the Cat Lord	
Class Options	
Blessing of the Cat Lord Feat	
The Cat Lord Warlock Patron	8
Abilities of The Cat Lord	8
DREADMASTER	9
Creating a Dreadmaster	
Class Options	
Dreadmaster Specialty Class	9
Imposing Presence Feat	10
DWEOMERKEEPER	11
Creating a Dweomerkeeper	
Dweomerkeeper Specialty Class	
HAMMER OF MORADIN	12
Creating a Hammer of Moradin	
Class Options	13
Dwarven Defender Martial Archetype	13
Hammer of Moradin Specialty Class	13
OCULAR ADEPT	14
Creating an Ocular Adept	
Class Options	
Great Mother Patron	
Ocular Adept Specialty Class	15
THE SIAMORPHE	16
Becoming the Siamorphe	
Variant Noble: Siamorphe Successor	
Abilities of the Siamorphe	17
SWORD DANCER	17
Creating a Sword Dancer	
Class Options	
Paladin Oath of Harmony	
Sword Dancer Specialty Class	18



INTRODUCTION

Most every worthy title holds some sort of power; king, lord, high priestess. The boundaries of the power may vary, but it is undeniable. Common titles like those listed are found nearly everywhere—even orcs have their chieftains. Titles of true power, however, are harder to come by. True power, like that granted by the deities, transcend physical boundaries; it is not contained within a kingdom or a church.

A cleric of Lolth may be well known and respected within her community, but it is not likely that her title will carry much weight in Menzoberranzan. An Arachne however, having passed the Tests of Lolth, will have her title acknowledged by nearly all drow. A kingdom may have a tyrannical leader who inspires fear in his followers, but a tyrant is still vulnerable to a revolt; a Dreadmaster inspires not just fear but fanatical loyalty, and their title alone inspires fear outside of their following.

The lore provided for the titles in this supplement has been modified from the traditional Forgotten Realms lore. Most titles have been portrayed as close to their older edition counterparts as possible, but some (like the Cat Lord) have been modified and expanded upon due to an absence of lore. If your game takes place outside of the Forgotten Realms, you may want to further tweak the provided lore to better fit in your setting.

SPECIALTY CLASSES

The three to four level classes that accompany most of the titles in this supplement are called Specialty Classes. They are designed to be a compatible multiclass to any character build that meets the requirements for the title. Similar to the prestige classes of older editions, the goal is to add depth and a feeling of power to your characters. Unlike prestige classes, most titles can be gained as early as 6th level. The abilities are balanced for the levels they are intended to be taken at, but still give players unique abilities that further differentiate them from others of the same class.

Taking a specialty class functions in the same way as multiclassing. Instead of ability score requirements, there are

more specific requirements that are relevant to the title being obtained. Whenever a player gains a level, they may choose to gain a level in their specialty class instead of gaining a level in their current class. Specialty class levels are added to all other class levels when determining a character's total level.

While a class with only three to four levels may sound underwhelming, it is designed to highlight the most important abilities that a title grants. It is also designed to be as unobtrusive as possible to level progression, and for those who may not be used to (or fans of) traditional multiclassing.

TITLES AND PLAYER CHARACTERS

Character growth is an important part of the game to many players and DMs alike. Titles of power give players something to work towards outside of their party's goals, and can turn into hours of roleplay and side quests for the whole party. The titles and class options in this supplement can be used to further the story of existing characters, or provide inspiration and goals for new ones.

Specialty classes are given level requirements to drive home the point that not just anyone can obtain the titles being given. DMs may choose to create a side quest for only the obtaining of a specialty class, each level obtained, or not at all! There is no wrong way to implement them in your game, only recommendations.

The deities named and multiclass requirements for the specialty classes are based in Forgotten Realms lore, and may not be relevant to your setting. I encourage you to customize them (or do away with them all together) to better fit in your world. For example, named deities may be swapped out for a custom deity of a similar domain.

TITLES AND NPCs

NPCs with titles of power should not be a common occurrence. Most titles are difficult to achieve, especially for your average NPC. Use titles to create or enhance powerful NPCs, such as powerful rulers and high-level allies (and enemies).

ARACHNE

Arachne are the pinnacle of drow civilization. Many a devoted priestess of Lolth has aspired to become one of the arachne, but few pass the tests set forth by the fickle goddess. Those that do pass are often matriarchs of drow noble houses, or the daughters of such mothers. The abilities granted to the arachne are unmistakably gifted by Lolth, which may affect their relationship with the world above ground.

CREATING AN ARACHNE

Arachne are primarily drow, and sometimes half-drow. Rarely, an arachne may be of another race of the Underdark. Like the clerics of Lolth, they are also almost exclusively female presenting. A male drow given the Test of Lolth is more likely to be set up to further the Spider Queen's agenda of drow infighting than they are to become a successful arachne.

Since arachne are required to have access to at least 3rd level spells, players that take this title will likely have several levels in a spellcasting class(except for under special circumstances, or at DM's discretion.) Cleric is recommended, as is the Spider Queen domain provided in this section.

How your characters background ties in to gaining their title is up to you, though it is worth asking yourself a few questions. How does serving the Spider Queen affect your party, and the relationships you have with them? If your campaign doesn't take place in the Underdark, what is strong enough to pull a devout follower of Lolth from their home for an extended period of time? These questions, and others, may change the way you go about claiming your title.

CLASS OPTIONS

Included in this section are two class options: the Spider Queen cleric domain, and the Arachne specialty class. The arachne class can only be taken after a player passes the Test of Lolth, but any follower of Lolth may choose the cleric domain.

THE TEST OF LOLTH

Due to her belief that the Drow are best served by constantly struggling against each other, the tests that Lolth presents her most exceptional followers typically center around interpersonal conflicts. The test, known as the Test of Lolth, may be given to any Lolth-worshipping drow of 6th level or higher.

To determine if they are worthy of her patronage—and worthy of their lives—, Lolth plants thoughts in the mind of a family member, friend, or close ally of the subject. These thoughts lead them to believe that they have been chosen specially by the Spider Queen to destroy one of her enemies. (If the subject of the test has no suitable relationship, Lolth may choose a random drow or priest that has not been fervent enough in their worship.) They are instructed to

ambush and slay the enemy of the Spider Queen (the drow who is actually being tested). When the target is attacked, she is spoken to by Lolth who informs her of the test and that the outcome of the battle will determine her fate. This is above all a test of loyalty, to discern whether the target is willing to kill an ally at the Spider Queen's orders.

The test is also about power and resourcefulness. For PC's subjected to the test, the attacker is always a drow NPC of a suitable challenge rating. The encounter should be difficult, and the subject often has to expend all of her resources to succeed. The attacker must be slain to satisfy Lolth.

If the subject passes the test, she receives a Blessing of Lolth for one month and may claim any items she wishes from her fallen enemy. Upon failing the test, Lolth sucks the subjects soul dry. If the subject refuses to fight, fails to defeat the attacker, or is knocked unconscious but left alive, she is turned into a drider and often leaves her home in shame. Other drow are used to strange disappearances, and those who fail are rarely mentioned again.

DMs are encouraged to run the Test of Lolth however they see fit. If your player is not in a location where undergoing the test makes sense, or their character hasn't quite progressed to that point by 6th level, take your time! If you prefer not to use someone close to the character for the test, use any random drow or a creature that serves the Spider Queen(another low level arachne would also be an excellent choice). The encounter should be a solo encounter designed to challenge the player receiving the title. It should be defeatable, but that does not mean easy. Players should have to think carefully about their resources and abilities to make it through the fight.



THE BLESSING OF LOLTH

The Blessing of Lolth is intended to be used as a boon for completing her tests, but may be gifted for other reasons as well.

Receiving the blessing grants the subject advantage on attacks, saves, and ability checks for (up to) one month.

SPIDER QUEEN DOMAIN

At 1st level, a cleric gains the Cleric Domain feature. Provided is an alternate option for that feature, intended for followers of the Spider Queen.

SPIDER QUEEN DOMAIN SPELLS

Cleric Level	Spells
1st	Compelled Duel, Earth Tremor
3rd	Spider Climb, Web
5th	Erupting Earth, Fear
7th	Giant Insect, Phantasmal Killer
9th	Geas, Modify Memory

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons and the Abyssal language.

ARACHNID ALLY

At 1st level, you gain the ability to cast the Find Familiar spell, which counts as a cleric spell for you and may only be used to summon a spider familiar. Once you have used this feature, you can't use it again until you finish a long rest.

CHANNEL DIVINITY: VENOMOUS STRIKE

Starting at 2nd level, you gain the ability to utilize the venom produced by most of Lolth's favored creatures. As a bonus action, you can use your Channel Divinity to coat a melee weapon you are holding with venom. The next time you make a successful melee attack against a creature with the coated weapon, the creature must make a Constitution saving throw against your spell save DC. A creature that is immune to being poisoned automatically succeeds the saving throw. On a failed save, the creature takes poison damage equal to your cleric level and becomes poisoned for one minute. On a successful save, the creature takes half as much damage and is not poisoned. A creature poisoned by this ability can make a Constitution saving throw at the end of each of its turns, ending the effect on a successful save.

LOLTH'S SWARM

Starting at 6th level, you can use your action to summon a Swarm of Insects to a point that you can see within 30 feet. The swarm is made up of spiders and lasts for one minute, or until the swarm is destroyed.

If the swarm is not destroyed at the end of one minute, the spiders explode in a puff of smoke. Any creature within 5 feet of the smoke must make a DC 12 Constitution save, or be stunned for one round. Once you have used this feature, you can't use it again until you have finished a short or long rest.

DIVINE STRIKE

At 8th level, your weapons are imbued with toxins. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage. When you reach 14th level, the extra damage increases to 2d8.

IMPROVED SWARM

Upon reaching 17th level, the number of swarms that you can summon with the Lolth's Swarm feature increases to four. When you use this feature to create more than one swarm, you can't use it again until you have finished a long rest.

ARACHNE SPECIALTY CLASS

REQUIREMENTS

Race: Drow, half-drow, or other underdark race with DM permission

Gender: Female presenting

Alignment: Evil (lawful, neutral, or chaotic)

Patron: Lolth

Spells: Ability to cast 3rd level spells

Special: Must have passed the Test of Lolth

THE ARACHNE

Level Requirement Features

1st	6th level	Divine Mount, Divine Resistance
2nd	12th level	Undead Servants, Domination
3rd	18th level	Handmaiden of Lolth

When taking the Arachne class, you gain the following class features

- **Hit Dice:** 1d8 per Arachne level
- **Language:** Abyssal

DIVINE MOUNT

Upon passing the test of Lolth and taking the 1st level of the Arachne class, you are considered one of Lolth's chosen. You learn the Find Greater Steed spell, and can use it only to summon a Giant Spider mount. You can use this feature once per long rest.

DIVINE RESISTANCE

Starting at 1st level, you gain resistance to poison damage. Additionally, any spider webs that would cause an area to become difficult terrain do not affect you.

UNDEAD SERVANTS

Upon taking the 2nd level of this class, Lolth grants you the ability to create zin-carla to do your bidding. You learn the Create Zin-Carla spell, included at the end of this class description.

DOMINATION

Starting at 2nd level, spells that you cast to charm creatures ignore immunity.

HANDMAIDEN OF LOLTH

Becoming a Handmaiden of Lolth is one of the greatest honors. Upon taking the 3rd level of this class, you gain the ability to transform into a Yochlol. This transformation lasts for 1 minute, or until you are reduced to 0 hit points. If damage taken in this form would reduce you below 0 hit points, you take the excess damage after reverting to your normal form. After using this ability you can't use it again until you have finished a short or long rest.

CREATING ZIN-CARLA

Translated from Undercommon, zin-carla means "spirit-wraith". Lolth only grants access to the creation ritual to her most powerful Arachne, under the agreement that they may never be used purely for revenge or to bring harm to the drow. To summon a zin-carla, the arachne forcibly returns a creatures soul to its corpse. While the creator has complete control over the zin-carla, if anything severs that control the zin-carla seeks only vengeance on its creator.

CREATE ZIN-CARLA

3rd level necromancy

Casting Time: 1 minute
Range: 10 feet
Components: V S
Duration: Instantaneous
Classes: Arachne

This spell creates an undead servant. Choose any small or medium corpse in range, of a creature with an Intelligence of 4 or higher. Your spell forces the creatures spirit to reunite with their corpse, raising it as an undead creature. The target becomes a zin-carla, retaining its former ability scores but losing any special abilities or actions it may have had. On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you. If you control multiple creatures (up to 5 at

any given time), you can command any or all of them at the same time, issuing the same command to each one. You decide what action the creature will take and where it will move during its next turn, or you can issue general commands such as guarding locations. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until the task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to five creatures you have animated with this spell, rather than animating a new one. Additionally, after 24 hours you may cast this spell on the creature again to destroy it. Using the spell this way only destroys one zin-carla at a time, and does not animate a new one.

ZIN-CARLA

Medium undead, Neutral Evil

Armor Class 13
Hit Points 24 (4d8)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
— (—)	— (—)	— (—)	— (—)	— (—)	— (—)

Damage Immunities Poisoned
Condition Immunities Poisoned
Languages Understands All Languages It Spoke In Life
But Can't Speak
Senses Darkvision 60 ft
Challenge —

Attacks The zin-carla retains any unarmed or melee attacks of their previous form, as long as they still have the ability to make them.

THE CAT LORD

The first Cat Lord is said to have been the creator of the Tabaxi, blessed with powers by Sharess herself. The Cat Lord operates as an emissary of the goddess, concerning themselves primarily with the wellbeing of their people. While the extent of their power is unknown, the tabaxi have many a folktale

about the Cat Lord's power. Some say they are omnipotent, knowing and recording every slight against the tabaxi so that justice may be enacted. There are rumors of the Cat Lord bestowing magical gifts on the most downtrodden of the tabaxi, or guiding lost wanderers to safety.

While the current Cat Lord is granted an extended lifespan amongst their blessings, they must find and train a successor during their last years. This successor is usually a lone nomad, orphan, or someone else with few personal ties. Often times, during their earlier years, the Cat Lord will bestow small magical gifts to an assortment of potential successors. How they use these gifts is watched closely over the years to full gauge their merit. A PC may receive a blessing or gift from the cat lord at any time, but can only obtain the title after reaching 20th level.

Once the time comes for the mantle to be passed down, the current Cat Lord will whisk the successor away to bestow upon them their new powers and responsibilities. In recorded history, a potential successor has never turned down the mantle.

BECOMING THE CAT LORD

Becoming the Cat Lord is something that plenty of young tabaxi dream about, and it is common to see them pretending to be the lord in play.

Those wishing to be the current Cat Lord's successor must be of tabaxi decent, but can be of any gender. While the lord may grant blessings to those who aide the tabaxi, that is the extent of what they can receive. While access to spell slots is not necessary to become the Cat Lord, those favored to become the successor usually have access to some sort of magic. The bard, rogue, and warlock classes are all recommended when considering this path. The Cat Lord warlock patron is designed to emulate a character being considered for successor and receiving gifts from the Cat Lord.

CLASS OPTIONS

Becoming the Cat Lord is no small feat, and as such is only recommended for characters of 20th level and up. If you wish to commemorate a retired character with the title, you might simply say that the training required for the position leveled them significantly. For characters who wish to incorporate the Cat Lord aspect before they can take on the title, this section contains two options: the Cat Lord warlock patron, and the Blessing of the Cat Lord feat. The abilities of the Cat Lord themselves are also included for epic level play, or to use for an NPC.

FEAT: BLESSING OF THE CAT LORD

With your DMs permission, this feat may be taken instead of an ASI that you would receive upon leveling up. Alternatively, your DM may choose for you to be visited by the Cat Lord and granted this blessing at an appropriate moment in-game.

Blessing of the Cat Lord. Roll 1d4 to determine the nature of the blessing received from the Cat Lord.

Result Blessing

- 1 You gain a familiar in the form of a black cat. This familiar functions as if summoned by the Find Familiar spell, with the exception of being able to dismiss the familiar.
- 2 You gain expertise in Stealth, and your climbing speed increases to 30 feet.
- 3 You gain superior darkvision, and expertise in perception
- 4 Increase your dexterity by 1, to a maximum of 20. Once per long rest, when you succeed on a claw attack you can choose to do maximum damage.



THE CAT LORD PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. Provided is an alternate option for that feature, intended for tabaxi favored by the Cat Lord.

CAT LORD EXTENDED SPELLS

Spell Level Spells

1st	Beast Bond, Speak with Animals
2nd	Animal Messenger, Pass Without Trace
3rd	Catnap, Conjure Animals
4th	Greater Invisibilty, Guardian of Nature
5th	Reincarnate, Wrath of Nature

BLESSINGS OF THE CAT LORD

Because of the Cat Lord's interest in you, he has granted you powers similar to his own. Starting at 1st level, you can use an action to lick your wounds to restore hit points equal to 1d8 + your Charisma modifier. You can use this feature a number of times per day equal to your Charisma modifier(a minimum of once), and you regain all expended uses when you finish a long rest.

CAT'S MEOW

Starting at 1st level, you can telepathically communicate with any feline that is within 120 feet of you. The creature can understand you and can respond telepathically.

TIME OF NEED

You know that the Cat Lord is watching you, and can call on them for assistance. At 6th level when you make an ability check or saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a long rest.

PARALYZING HOWL

By 10th level, you have become more in tune with your feral nature. As an action, you can emit a howl filled with magic that is capable of stunning enemies within 30 feet. When you do so, choose up to two non-feline enemies that can hear you. The chosen creatures must make a Constitution saving throw against your spell save DC or be Stunned until the beginning of your next turn. You can use this feature a number of times equal to your Charisma modifier, and regain all expended uses when you finish a long rest.

CAT LORD'S CHOSEN

Being the most likely successor to the Cat Lord, they are willing to occasionally provide you with special favors. As an action, you can choose one of the following favors from the Cat Lord. Once you use either effect, you can't use this feature again until you finish a long rest.

- **Transport.** You and up to five willing creatures of your choice that you can see within 30 feet of you are magically teleported to a point of your choice within 100 miles that you have visited within the last 24 hours.

- **Feral Assistance.** The Cat Lord summons wild felines to your aid. The creature that appear range from small, wild cats to grand creatures such as the displacer beast depending on your location. You choose up to 5 creatures that you can see within 30 feet of you for the felines to attack. Each target must make a dexterity saving throw against your spell save DC. On a failed save, the creature takes 6d10 slashing damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone. The summoned creatures then vanish.

ABILITIES OF THE CAT LORD

After a Tabaxi PC has been chosen as the successor to the current Cat Lord and reached 20th level, they gain an array of abilities. As the Cat Lord is a quasi-deity, the following abilities are not recommended for balanced play. Obtaining the title of Cat Lord is recommended to commemorate former or retired characters and give them a recurring role, or for epic level games where all PCs have a similar power level. The current Cat Lord can:

- Lick their wounds or the wounds of others up to 9 times per long rest, restoring hit points equal to 1d8 + their spell attack modifier.
- Communicate telepathically with any feline that they can see. emit a howl filled with magic that is capable of stunning enemies within 30 feet. When doing so, choose up to five non-feline enemies that can hear them. The chosen creatures must make a Constitution saving throw against the Cat Lord's spell save DC or be Stunned until the end of their next turn. The Cat Lord can use this feature a number of times equal to their charisma modifier(minimum of once) per long rest.
- Summon wild felines to their aid, with the same specifications as the Cat Lord's Chosen: Feral Assistance feature.
- Transform into any feline(up to a CR 1), retaining their own AC, hit points, and ability scores, for up to 8 hours at a time. After using this feature, they must finish a short or long rest before using it again. When the Cat Lord reverts to their normal form, they return with the same hit points as they had in feline form. If the Cat Lord is reduced to 0 HP while in feline form, they revert back with 10 HP.
- Has spell slots equal to a 17th level Wizard, with a list of prepared spells equal to 17 + their charisma modifier. Charisma is their spellcasting modifier for these spells, and they may prepare spells from any spell list. If they were a spellcaster prior to becoming the cat lord, they take the spell slots of the higher class level.

DREADMASTER

The ultimate tyrants, dreadmasters seek nothing short of absolute rule (preferably through terror). To become a dreadmaster, one must accumulate a following—churches, political followers, and entire villages are all viable examples—over which they can exert their rule. A dreadmaster is also always lawful evil, and serves an evil deity such as Bane. A PC who wishes to become a dreadlord must be of at least 10th level. A dreadmaster wants to know all of the goings on of their followers; every detail is scrutinized with an obsessive need to control. They love to hoard objects that may enhance their power or personal presence, in order to better intimidate or win over followers. Fear and loyalty are employed by a dreadmaster in equal measure as tools of control. Most dreadmasters accumulate a wealth of enemies—whether real or imagined—in their pursuit to reach the heights of any society or organization they are part of. In a dreadmaster's mind, only they are capable of maintaining control and order.

CREATING A DREADMASTER

Anyone can become a dreadmaster. The only things they all seem to have in common is an evil alignment, a following, and a thirst for power. For players who wish to become dreadlords, any following—however small—counts. Maybe you have amassed a small group of loyalists from your hometown, or have worked your way into a position of power within a church or guild. Some dreadmasters are brutish, while others operate primarily on charisma. Both methods seem to be equally effective.

CLASS OPTIONS

Included in this section are two options for aspiring dreadlords: the Imposing Presence feat and the Dreadmaster specialty class.

DREADMASTER SPECIALTY CLASS

REQUIREMENTS

Alignment: Any evil alignment

Special: A following, at DMs discretion

THE DREADMASTER

Level Requirement Features

1st	6th level	Dominating Aura
2nd	12th level	Dreadmaster's Insight, Insidious Leadership
3rd	18th level	Fanatical Loyalty

As a dreadmaster, you gain the following class features

- **Hit Dice:** 1d8 per dreadmaster level

DOMINATING AURA

As a dreadmaster, when you take the 1st level of this class you gain immunity to fear; magical or otherwise. Additionally, you can use an action to cause any creatures within 10 feet that you can see (and that can see you) to make a Wisdom saving throw or become frightened by you for up to 1 minute. The DC for the saving throw is 8 + proficiency + your Charisma modifier.

DREADMASTER'S INSIGHT

You may be paranoid, but you are exceptionally good at ferreting out the true motives of others. At 2nd level, you gain Expertise with the Insight skill.



INSIDIOUS LEADERSHIP

Starting at 2nd level, you gain advantage on Intimidation or Persuasion checks made to gain the loyalty or support of someone who is not already one of your followers.

FANATICAL LOYALTY

Upon reaching 3rd level in this class, your followers loyalty to you is surpassed by none. They will not balk at putting their lives on the line, or performing actions outside of their usual moral compass. As a bonus action, you can use this feature to accomplish one of the following:

- A spell that you cast on members of your following that normally grant a saving throw no longer require one
- A check made to Intimidate or Persuade your followers automatically succeed.
- You convince a follower to travel and fight with you, though their stats are up to the DM.

You can take advantage of this feature a number of times equal to your charisma modifier, and regain spent uses after finishing a long rest.

FEAT: IMPOSING PRESENCE

With your DMs permission, this feat may be taken instead of an ASI that you would receive upon leveling up. Alternatively, your DM may decide to grant this feat once your following has gained enough significance.

Imposing Presence. Increase your Strength or Charisma score by 1, to a maximum of 20. On your turn you may use an action to force each creature within 30 feet of you to make a wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you.

On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success. You can use this feature a number of times equal to your charisma modifier, and regain spent uses after completing a long rest.



DWEOMERKEEPER

Dweomerkeepers are skilled arcanists and followers of Mystra, also known as Shepherds of the Weave. They are carefully chosen by Mystra to protect the weave against anything that may threaten it, though the details of how are kept secret. Most dweomerkeepers frequently seek to explore magical theories and create new uses for magic, such as spells and magic items.

Anywhere in the world can be home to a Dweomerkeeper without anyone ever knowing, as they are often hermits (and always secretive about their title). Some keepers spend years at a time locked away in an isolated location, wholly consumed by their studies. How exactly one is appointed a dweomerkeeper is a mystery, though it is believed that Mystra chooses only her followers who are most responsible with

the raw force that is magic. Appointment as a dweomerkeeper may happen to a PC who is a responsible follower of Mystra anytime after 6th level.

CREATING A DWEOMERKEEPER

A dweomerkeeper may be of any race, so long as they worship Mystra and have practiced magic responsibly. They are most commonly elves, humans, or half-elves. They may be of any gender and any alignment, except for chaotic evil.

Most dweomerkeepers are sorcerers or wizards, though bards and warlocks that heavily study the magic and the weave may be chosen as well. Because it is required that dweomerkeepers have access to second level spells, they will have at least a handful of levels in one of these classes.

How will your character come in to their title? Have they always been a follower of Mystra, or did something convert them? Do they struggle to understand the raw nature of magic, or do they revere it?

DWEOMERKEEPER SPECIALTY CLASS

REQUIREMENTS

Race: Any, most commonly elf or human

Alignment: Any, except for chaotic evil

Patron: Mystra

Spells: Ability to cast 2nd level spells

Special: Must be chosen and appointed by Mystra

THE DWEOMERKEEPER

Level	Requirement	Features	Extra Spell Slots	Slot Level
1st	6th level	Darkvision, Weave Focus	1	1st
2nd	10th level	Counterspell	2	2nd
3rd	14th level	Invoke the Weave	3	3rd
4th	18th level	Cloak of Mysteries	4	4th

As a dweomerkeeper, you gain the following features

- **Hit Dice:** 1d6 per dweomerkeeper level

DARKVISION

Upon taking this class, you gain Darkvision, so as better to perceive treacheries against the weave. If you already have darkvision, you gain Superior Darkvision.

WEAVE FOCUS

At 1st level, you are granted a spell focus by Mystra herself. This focus can be used for spellcasting of any class, and grants a +1 bonus to both your spell save DC and spell attack bonus.

COUNTERSPELL

Starting at 2nd level, your intimate knowledge of magic has also helped you learn to stop it. You learn the Counterspell spell. You can cast this spell once without expending a spell slot, at any level you have spell slots for. You must finish a long rest before you can do so again.

HAMMER OF MORADIN

An elite order of warrior-priests, the hammers of Moradin stand ready to defend the dwarven people against any enemies. While the regular army is quite capable of defending cities, the hammers actively seek to bring justice to their enemies doorsteps. Most all dwarves serve a cause loyally; whether that cause be a king, ale, or coin. Hammers of Moradin pride themselves on serving the most noble cause—the protection of their kind, and the honor of Moradin.

These dwarves are unmatched in their prowess and loyalty to dwarvenkind. Any soldier who has ever done battle with a hammer of Moradin, with them or against them, will tell you that one is worth two warriors of any other race. They are masters of the dwarven fighting arts, knowing how to rely on their allies as much as their own resilience. The most successful of the hammers find themselves personally blessed by Moradin, granting them powers beyond that of their peers.

CREATING A HAMMER OF MORADIN

Hammers of Moradin are always dwarves. If your setting includes half-dwarven races, you may choose to allow them to become hammers of Moradin as well. They can be of any gender, and all genders are treated as equals among the hammers.

Since hammers of Moradin are usually devout followers of Moradin, the Cleric and Paladin classes are recommended. The Fighter class is also recommended if using the included Dwarven Defender subclass.

Seeking out dwarvenkind's enemies and defeating them can go hand in hand with adventuring. You may already be fighting these enemies, or you may have to go out of your way to bring them down. How will you convince your party to help your cause, if it doesn't align with their own?

INVOKE THE WEAVE

At 3rd level, your connection to the weave has lead you to discover magical secrets. Choose one 7th level spell from any spell list. You can cast this spell once without expending a spell slot. You must finish a long rest before you can do so again.

Upon reaching 4th level in this class, you can choose one 8th level spell from any spell list. You can cast this spell once without expending a spell slot. You regain all uses of this feature when you finish a long rest.

CLOAK OF MYSTERIES

You are shrouded in a cloak of ever-flowing magic. Upon reaching 4th level in this class, you cannot be the target of scrying magic.



CLASS OPTIONS

Included in this section are two class options: the Dwarven Defender martial archetype, and the Hammer of Moradin specialty class. Both options are restricted to dwarven characters.

DWARVEN DEFENDER

At 3rd level, a fighter gains the Martial Archetype feature. Provided is an alternate option for that feature, intended for dwarves.

STEADFAST

Beginning when you choose this archetype at 3rd level, you gain advantage on checks made to resist being knocked prone, grappled, or pushed. This advantage also applies to spells that require a save and would have one of the mentioned effects.

HAMMER THROW, HAMMER RETURN

At 7th level, you gain the ability to form a magical connection to one light hammer or war hammer. If this weapon does not already have the *thrown* property, it gains a thrown range of 20/30. If it already has the thrown property, the range is doubled. The hammer also gains a special *returning* property. After throwing the hammer, you can use a bonus action to recall it to your hand. The hammer flies through the air, returning to your hand at the beginning of your next turn.

DWARVEN FORTITUDE

At 10th level, the combination of your heritage and training allows you to shrug off attacks. When you are successfully hit by a melee attack, you can use your reaction to halve the damage that you would take. This feature can be used a number of times equal to your Constitution modifier (with a minimum of once), and you regain expended uses when you finish a long rest.

SUPERIOR CRITICAL

Your strength allows your hits to pack more of a punch. Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

HAMMER OF MORADIN SPECIALTY CLASS

REQUIREMENTS

Race: Dwarf

Patron: Moradin

Special: Must be a Hammer of Moradin

HAMMER OF MORADIN

Level	Requirement	Features
1st	6th level	Aura of Courage
2nd	12th level	Far Shot, Quake
3rd	18th level	Power Throw

When taking the Hammer of Moradin class, you gain the following class features

- **Hit Dice:** 1d8 per Hammer level

AURA OF COURAGE

Starting when you take the 1st level in this class, you and friendly creatures within 10 feet of you can't be frightened while you are conscious. The range of this aura increases to 30 feet when you reach 3rd level.

Far Shot Upon reaching 2nd level, you can throw your hammer faster and more efficiently. If you already have the Hammer Throw, Hammer Return feature granted by the Dwarven Defender, your war hammers thrown range increases to 40/80. If you do not already have this feature, you gain it with the standard range.

QUAKE

At 2nd level, you can use an action to violently strike the ground with your warhammer. This creates a shockwave that causes all creatures touching the ground within a 60 foot cone from the point of impact to make a Constitution saving throw. The DC is 8 + proficiency + your Strength modifier. On a failed save, a creature takes 4d8 thunder damage and is knocked prone. On a successful save, a creature only takes half damage and is not knocked prone. You can use this feature once per long rest.

POWER THROW

Starting at 3rd level, your hammer does extra damage and can hit up to two additional targets when thrown. When throwing the hammer, make a single ranged attack roll against up to three targets within a 60 foot cone from your position. Roll damage separately for each creature hit and add your proficiency to the damage. You can use this feature once, and can use it again after finishing a short or long rest.



HAMMER OF MORADIN

OCULAR ADEPT

Every beholder believes that they represent true perfection. Occasionally, among society's outcasts and degenerates, you will find humanoids who agree. It is these humanoids who are rumored to make pacts with beholders, attempting to obtain even a sliver of their perfection.

Ocular adepts—typically outcasts of their society for one reason or another—have pledged themselves to the service of one or more beholders, and have sworn religious loyalty to the strange entity known as the Great Mother. It is not uncommon for a fallen cleric or wayward paladin to become an ocular adept in an attempt to fill the void left by their previous duties. An ocular adept may believe themselves to be important to their masters' success, but most beholders view them as no more than mindless pawns.

In order to become an ocular adept, there is a ceremony which must be performed. In this ceremony, the central eye of a beholder-kin is removed and implanted into a niche in the ocular adept's forehead. Blasphemous incantations restore functionality to the eye, granting the adept new avenues of sight. After the ritual, an adept's mind is tainted by the dying beholder-kin's personality, causing their demeanor to change in strange ways. An ocular adept may serve their beholder master in a variety of ways; negotiating slave trade, delivering correspondence and trade goods, or serving as an intermediary between powerful beholders and political leaders when the presence of a beholder is not advised. Rarely are there multiple adepts in service to the same beholder, and adepts of rival beholders never work together.

The beholders' hatred of "imperfect" beholders is also prevalent among adepts.

CREATING AN OCULAR ADEPT

Outcasted adventurers, fallen clerics, oathbreaker paladins; all of these make excellent choices for an ocular adept. Adepts may come from a wide range of backgrounds, but almost all find themselves outside of society's norms one way or another. The only requirement is that one becoming an ocular adept is lawful of neutral evil. Through trial and error, beholders seem to have learned that those with chaotic evil leanings lack the ability to make agreeable minions.

More important than how a character has come to essentially worship the beholders is how that character interacts with a party. While an ocular adept might fit right in with an all evil party, they could still find themselves traveling with your standard band of adventurers. What information does the adept share with the party? Do they hide their mysterious third eye, or have some other explanation for it?

CLASS OPTIONS

Included in this section are two class options: the Great Mother warlock patron, and the Ocular Adept specialty class. The Ocular Adept specialty class may only be taken after a player has undergone the ritual to become an adept, typically around 6th level or higher.



GREAT MOTHER PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. Provided is an alternate option for that feature for those with an affinity for the matron deity of the beholders.

GREAT MOTHER EXTENDED SPELLS

Spell Level	Spells
1st	Detect Magic, Sleep
2nd	Calm Emotions, Silence
3rd	Bestow Curse, Slow
4th	Arcane Eye, Dominate Beast
5th	Dominate Person, Telekinesis

INSPIRE FEAR

At 1st level you learn the Cause Fear spell. This does not count against your known spells, and can be cast once without expending a spell slot. You must finish a long rest before you can do so again.

ANTIMAGIC AURA

Starting at 6th level whenever you or a friendly creature within 10 feet of you must make a saving throw against a spell or magical effect, you grant a bonus to the saving throw equal to your Charisma modifier (with a minimum of bonus of +1). You must be conscious to grant this bonus.



OCULAR ADEPT

PARANOIA

As a side effect of your association with beholders and the Great Mother, their paranoia has rubbed off on you. Starting at 10th level, you gain advantage on perception checks and gain a +5 bonus to your passive perception.

PARALYZING STRIKE

By 14th level, you have begun to mimic a beholder's rays. Whenever a creature that you can see within 60 feet hits you with a weapon or spell attack, you can use your reaction to fire a paralyzing bolt of energy. The creature must make a Constitution saving throw against your warlock spell save DC or be paralyzed until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

OCULAR ADEPT SPECIALTY CLASS

REQUIREMENTS

Alignment: Lawful or Neutral Evil

Special: The character must renounce all deities and swear devotion to the Great Mother, and undergo a transformative ritual.

THE OCULAR ADEPT

Level	Requirement	Features	Rays Learned
1st	6th level	Beholder's Rays	+1
2nd	12th level	—	+1
3rd	18th level	—	+2

When taking the Ocular Adept class, you gain the following class features

- **Hit Dice:** 1d8 per Ocular Adept level
- **Language:** Deep Speech

BEHOLDER'S RAYS

The new eye you have been gifted with grants you powers not unlike those of beholders themselves. At each level in this class you gain access to a variety of rays. Each ray may be used once, and regains uses after finishing a long rest. The effects of the rays resemble a spell cast by a sorcerer of the adept's total class level, unless the sorcerer has levels in another spell casting class. The rays are functionally the same as the spells for which they are named, with the following exceptions:

- All rays have a range of 100 feet
- All rays can only affect a single target

When you take the 1st level, you can choose from the following rays: *charm person*, *inflict wounds*. At 2nd level, you can choose a level 1 ray or one of the following: *slow*, *cause fear*. At 3rd level, you can choose any two previous rays or one of the following: *disintegrate*, *flesh to stone*

SIAMORPHE

A title of divine power, the title of Siamorphe is passed to a successor upon the death of the elder Siamorphe. Preferably the successor is a blood descendant of the previous power, but anyone of noble blood will suffice in times of desperation. While not a deity, the current Siamorphe has complete domain over the divine right of nobility. They are responsible for encouraging nobility to rule well and lead wisely for those beneath them. The Siamorphe is commonly worshiped among nobility and their council, especially those who seek a reason for their rule.

Aside from the current Siamorphe, there are the Scions of Siamorphe. These priests and priestesses often act as advisors (both spiritual and practical) to nobility. Most members of the church are nobility themselves, though there are a few exceptions. When confronted with a ruler of noble birth who is not fit for rule, it is the responsibility of the Siamorphe and their followers to either rectify the ruler's shortcomings or engineer their succession. A PC may be designated the successor to the current Siamorphe at any time, but cannot obtain the full powers until after reaching 20th level.

BECOMING THE SIAMORPHE

Like the Cat God, Siamorphe is a title best obtained after 20th level. It is something for players to aspire to, and potentially use in epic level play or to commemorate a character. A character who aspires to become the Siamorphe should take the provided variants for the Noble background. How they feel about their lineage may affect what class you choose as well. A character who aspires to become the Siamorphe may become a cleric or paladin, with similar goals to that of the Scions of Siamorphe. An heir looking to escape the title may become a rogue, hiding from their lineage in back alleys, or a bard who travels to escape. The sorcerer class is thematically appropriate as well, regardless of how you decide to play the character.

VARIANT NOBLE: SIAMORPHE SUCCESSOR

You are a direct descendant of the current Siamorphe, and as such are the most likely to be named their successor. If you wish to be the Siamorphe Successor, select the Siamorphe Lineage feature instead of the Position of Privilege or Retainers features.

Maybe you are running from your calling, or maybe you have embraced it and set out to right the wrongs of nobility. You might include among your equipment a token or letter that gives merit to your relationship to the current Siamorphe or the church. Your view of what seems to be your destiny may influence your bond.



VARIANT FEATURE: SIAMORPHE LINEAGE

If your character has the noble background, you may select this background feature instead of Position of Privilege or Retainers.

Thanks to your upbringing, you are happily welcomed into high society. Other nobles, especially those in positions of power, make an effort to accommodate you and avoid your displeasure. You can easily secure an audience with most nobles, though they are more inclined to attempt to hide their more unsavory actions from you.

ABILITIES OF THE SIAMORPHE

The Siamorphe is a vessel of semi-divine power, passed down when the current Siamorphe is near death. While the successor is usually a direct descendant of the previous Siamorphe, it is not required as many an heir has disappeared to avoid receiving the title. The only requirement

for a successor is that they be recognised, noble blood. The Siamorphe is responsible for providing the Divine Right of nobility to rule, and ensuring that those in power rule properly. Most nobility revere the Siamorphe alongside their deities, with each noble house having their own unique holiday to celebrate them. The powers of the current Siamorphe are as follows:

- The Siamorphe has an unarmed AC of 12 + their Charisma modifier + their dexterity modifier.
- When hitting with any weapon attack, the Siamorphe does an additional 2d8 radiant damage.
- While not a magical ability, the Siamorphe can effectively dethrone any noble ruler that she does not find fit, and instate a new noble family in their place.
- The Siamorphe has spell slots equal to a 17th level cleric, following the rules for the cleric's spellcasting ability. They can learn spells from the cleric and paladin spell lists.

SWORD DANCER

Sword dancers are followers of the Dark Maiden, Eilistraee, responsible for leading migrations of drow and fostering harmony between drow and surface-dwelling races. A follower of Eilistraee who wishes to become a sword dancer must spend at least one month on the surface, dancing in the moonlight each night and taking in the dawn. It is also required that they are quick and agile, proficient in the arts of either dance or song, and skilled negotiators. Eilistraee puts great importance on acts of kindness and the nourishment of art and beauty, and sword dancers are expected to do the same.



CREATING A SWORD DANCER

Eilistraee's followers are among the most varied. All walks of life can find peace through the teachings of the dark maiden. Most commonly her followers are elves, particularly drow that have fled life in the underdark, or half-elves. Rarely are Sword Dancers of other races, though it is possible for those who wholly devote themselves to Eilistraee's cause. Characters who wish to become sword dancers must have access to at least 2nd level spells. Clerics, paladins, and rangers are all recommended builds. The included paladin Oath of Harmony is intended to represent followers of Eilistraee, and is recommended over other paladin oaths.

CLASS OPTIONS

Included in this section are two class options: the paladin Oath of Harmony, and the Sword Dancer specialty class. While the Sword Dancer specialty class is intended for the most devout followers of Eilistraee, the Oath of Harmony has been left vague enough to serve multiple purposes.

OATH OF HARMONY

At 3rd level, a paladin gains the Sacred Oath feature. Provided is an alternate option for that feature, designed for those who seek to bring balance and harmony.

TENETS OF HARMONY

- **Hospitality.** Strangers are your friends. The homeless must be given shelter from the storm, under your own roof if need be.
- **Protection.** Repay violence with swift violence, so that the fewest may be hurt and danger is removed from the lands.
- **Redemption.** Redemption is possible for all individuals. Foster and assist them in their journey.
- **Beauty.** Seek out, appreciate, and encourage beauty in art in all its forms.
- **Honor.** Do as much good as possible while causing the least amount of harm.

OATH OF HARMONY SPELLS

Paladin Level Spells

3rd	Guiding Bolt, Shield
5th	Moonbeam, Warding Wind
9th	Beacon of Hope, Nondetection
13th	Freedom of Movement, Guardian of Faith
17th	Hallow, Scrying

CHANNEL DIVINITY

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

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Graceful Combatant. The way you move about the battlefield is almost like a dance. After activating your Channel Divinity as an action, you can take the Dodge and Disengage actions as bonus actions. You cannot use this feature while wearing armor that imposes disadvantage to Dexterity (Stealth) rolls. Additionally whenever you make your first attack against a new creature, you do so with Advantage. These effects last for one minute.

MOONFIRE

At 7th level you gain the ability to imbue your weapons, and those of your allies, with moonfire. Melee attacks made by you and friendly creatures within 10 feet of you do an additional 1d6 cold damage and count as magical for the purpose of overcoming resistances. The range of this feature increases to 30 feet at 18th level.

DIVINE PROTECTOR

Starting at 15th level, when a creature within 5 feet of you takes damage you can use your reaction to magically reduce the damage by half. Instead of the creature taking the full damage, it is split between the two of you.

DIVINE CHAMPION

At 20th level, as an action, you can emanate an aura of stunning moonlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that. Whenever an enemy creature starts its turn in the bright light, it suffers the effects of the Moonbeam spell. In addition, for the duration, you have advantage on saving throws against spells cast by fiends or drow.

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

SWORD DANCER SPECIALTY CLASS

REQUIREMENTS

Spells: Ability to cast 2nd level spells

Patron: Elistraee

Special: The character must have watched the sunrise at least once, and have spent one consecutive month living on the surface and dancing under the light of the moon.

THE SWORD DANCER

Level	Requirement	Features
1st	6th level	Sword Song
2nd	12th level	Battle Dancer
3rd	18th level	Maiden's Sword

When taking the Sword Dancer class, you gain the following class features

- **Hit Dice:** 1d8 per Sword Dancer level

SWORD SONG

Upon taking the 1st level in this class, you form a bond with one melee weapon of your choice. If not already magical, this weapon now counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, you can use a bonus action to engulf the sword with moonfire. You gain an additional 1d4 cold damage to damage rolls made with this weapon. This feature lasts for 1 minute, or until a turn passes without you dealing damage with the sword. You can use this feature a number of times per day equal to your Charisma modifier, and regain expended uses when you finish a long rest.

BATTLE DANCER

Starting at 2nd level, your movement on the battlefield is unmatched. Whenever you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn. Additionally, whenever you use your reaction to make an attack of opportunity, you may move 10 feet as part of that reaction.

MAIDEN'S SWORD

Maiden's Sword At 3rd level, whenever you use your Sword Song feature it gains the following upgrades:

- Your attacks do an additional 1d8 cold damage instead of 1d4.
- Your sword emanates bright light for up to 30 feet, and dim light for another 30 feet beyond that.
- Whenever you strike your first hit against a new creature, they must make a Constitution saving throw against your spell save DC or be blinded for one round.
- This feature no longer expires when you fail to damage for a round, and instead always lasts the full duration.