

DIVINE DOMAIN

Clerics have the following domain option, in addition to those offered in the *Player's Handbook*, with your DM's permission.

KNIFE DOMAIN

There exists a certain sect of driven, sometimes vengeful, priests. Founded long ago in a faraway land, the secretive **Church of the Knife** accepts followers of any faith among their ranks, so long as they agree to serve the ideals of this matriarchal institution. Disciples acquire vast understanding of subtle yet visceral arts with the blade.

Tales of a mysterious robber girl rescuing a princess, a determined mother hunting and slaying a great beast from within its belly to save her two children, and more help to inspire petitioners to seek out the church. Legends of these "knife saints" (sometimes "knife ticklers") often end in violence, warning listeners to never cross their paths.

The symbol of the church is a black dagger, overlaid by a black ring, upon which is etched an ideal, such as:

- Pick up your knife, and deal with your problems.
- Ask questions, take action, and always be direct.
- Do no harm to children, and hurt those who do.

KNIFE DOMAIN SPELLS

Cleric Level Spells

1st	<i>hunter's mark, wrathful smite</i>
3rd	<i>branding smite, cloud of daggers</i>
5th	<i>blinding smite, nondetection</i>
7th	<i>locate creature, staggering smite</i>
9th	<i>banishing smite, steel wind strike</i>

DISCIPLE OF THE KNIFE

When you choose this domain at 1st level, you bind yourself to the strictures of the Church of the Knife, and you become trained in their ways of cunning and intuitive combat.

You become proficient in the Deception and Stealth skills.

Also, when using daggers, you may use your Wisdom for attack and damage rolls in place of other ability scores.

CHANNEL DIVINITY: GUIDED STRIKE

Starting at 2nd level, you can use your Channel Divinity to guide your knife to your target's most vulnerable areas.

You can use your Channel Divinity as a bonus action to treat your next weapon attack with a dagger as if you rolled a natural 20, instead of rolling as normal. You ignore advantage, disadvantage, and up to three-quarters cover for this attack.

SOUL OF THE KNIFE

Starting at 6th level, your growing mastery of the knife grants you a few special abilities. Any nonmagical dagger that you use becomes a *+1 dagger* when you attack with it, and you may choose to have it fly back to your hand if thrown.

When you reach 14th level, your affinity for the knife grows even further. Daggers you wield instead become *+2 daggers* when you attack with them, may return to you as described above, and foes you successfully hit with your daggers have disadvantage on attacks against you until your next turn.

BLADE CALL

Starting at 8th level, you are so attuned to carrying a knife that you are only ever unarmed if you choose to be.

You can spend your action to bring an unattended dagger that you can see within 60 feet of you to your hand. If there is no such weapon in range, you may instead summon a dagger to your hand. If this summoned dagger leaves your person for any reason, it vanishes at the end of your turn.

SAINT OF THE KNIFE

At 17th level, your divine bond to the Church of the Knife reaches its zenith. You are regarded among the figureheads of the church, and you become one with the will of the blade.

When you or an ally that you can see hits an enemy with a dagger, you or one creature of your choice within 60 feet of you gains 10 temporary hit points and may move up to 10 feet without provoking opportunity attacks.

INSPIRED BY *What the Folklore?*

This material was inspired by the fine folks of the comedy folklore podcast, *What the Folklore?* You can find them on [iTunes](#), [Twitter](#), [Facebook](#), and your favorite podcasting app.

Check out Ep184 "*Robber Girl's Nightly Knife-Tickles*" and Ep192 "*The Church of the Knife*" for more about the stories behind this concept!



OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. Below is a new option for patron, with your DM's permission.

THE CRIMEWEAVER

There is said to be a singular entity responsible for inventing the concept of criminal activity and projecting its twisted will onto the mortal plane. Some worship this force as an elder god of thieves, but only those rare few chosen directly to serve as instruments of the **Crimeweaver** are granted a portion of its fell power. It may be that the entity plans to enact the greatest crime of all, and its warlocks are naught more than simple tools to help accomplish this ultimate goal.

EXPANDED SPELL LIST

The Crimeweaver 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.

CRIMEWEAVER EXPANDED SPELLS

Spell Level	Spells
1st	<i>disguise self, floating disk</i>
2nd	<i>knock, silence</i>
3rd	<i>bestow curse, stinking cloud</i>
4th	<i>confusion, greater invisibility</i>
5th	<i>mislead, telekinesis</i>

IDLE HANDS

Starting at 1st level, your patron helps to guide your actions when you commit a crime. Your hands twitch in anticipation.

You become proficient in the Sleight of Hand skill and with the use of thieves' tools. You also gain a climb speed equal to your walking speed, as long as one of your hands are free.

SMOOTH CRIMINAL

Starting at 6th level, your patron grants you the strange ability to have your body become lighter and slick with otherworldly oils, to better escape those who would halt your crimespree.

You can spend a bonus action to choose an enemy that you can see. For 1 minute, you gain the effects of the *freedom of movement* spell, you leave no tracks behind, and your speed increases by 10 feet. You must finish a short or long rest before you can use this feature again.

TRUE GIFT

Beginning at 10th level, the will of the Crimeweaver shields you from all attempts at discovering your nefarious actions.

You can no longer be detected using magical means, and you are immune to any magical effect that can expose your true nature, such as *zone of truth* and similar. The DM uses their discretion to decide which magical effects apply.

THE PERFECT CRIME

Starting at 14th level, you have become a key element of the Crimeweaver's final goal. Your patron has big plans for you.

You gain advantage on one ability check of your choice each round while doing crime (DM's discretion). You must make this choice before you make the ability check.

OTHER OPTIONS

DEATHBORN HUMAN

Also known as "children of bone," "gravekin," or simply "bonies," these rare humans are the descendants of a god named **Koschei the Deathless**, an ancient king of the underworld who is sometimes called "**Immortal Bony**."

Koschei had twelve daughters, who bore powers of shapechanging, illusion, and more. Stories tell that these daughters escaped their father's domain and sought love in the living world with humans, especially with royalty.

Their children were the first deathborn, who inherited certain elements of their ancestors' powers over death and trickery. They have frightening, green eyes, live a bit longer than most humans, and males often develop full beards.

DEATHBORN TRAITS

Deathborn have acquired some of their forebear's qualities. Replace the Ability Score Increase trait of the human (or the Skills and Feat traits of variant human) with the following:

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

Death Glare. You have proficiency in the Intimidate skill.

Undying Gift. You have advantage on death saving throws.

Unnatural Life. You have resistance to necrotic damage.

Trickster Legacy. You know the *thaumaturgy* cantrip.

When you reach 3rd level, you can cast the *silent image* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *magic mouth* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

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Check out Ep105 "*Immortal Bony's Antique Roadshow*", Ep161 "*Briefly a Treasonous Horse*", and Ep177 "*The Bony Connection*" for more!

BACKGROUND: FOLKLORIST

You've always been enchanted by legends, and your frustrated love for sharing these tales is often met with delight. You have taken it upon yourself to teach others the moral lessons of old stories, and have some laughs along the way.

Skill Proficiencies: History, Performance

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of artisan's tools (your choice), a book of stories, a blanket, an ink pen, a bottle of ink, a set of common clothes, and either a belt pouch containing 10 gp or a pet cat

BACKGROUND FEATURE: CURIOUS ANECDOTE

You have a knack for storytelling, and your words captivate listeners. If you spend an hour sharing a folktale with others in a public place (such as an inn or a town square), you may receive free food and lodging for that day and night. Also, you may impress people enough to sometimes receive other gifts.

THE CHERRY-MAN

Spoken of only in hushed tones, the repugnant fey called "cherry-men" primarily appear in obscure folktales, in which they often take the form of beguiling humanoids. They are aggressive, persistent tricksters that delight in deceiving poor mortals into accepting what they believe to be cherries. These are actually tumorous growths from the cherry-man's own bloated body. Consuming these foul things causes the creature to suffer an almost assuredly fatal blight.

The cherry-man comes when it pleases, but never lingers in one place for more than an hour, after which it disappears by casting *invisibility* and walking away to watch its victims suffer from a safe distance. Sometimes it records the awful deaths it engenders by writing its own embellished fiction of the events. Finding such tales could help expose the creature.

Disgraced Deity. It is believed by some scholars that the first cherry-man was a minor sylvan god of the harvest from a thousand years ago. When its ancient brethren chose to retire from the mortal plane, the cherry-man stayed behind to help feed the hungry. The other fey felt betrayed, and cursed the cherry-man with a twisted body and mind. The cherry-men that wander the world are shadows of this fallen god.

Strange Visitor. When a cherry-man goes to meet a mortal or enter a village, it does so in the guise of a simple merchant or farmer. Its attire is often a confusing blend of roughworn elegance, such as a shabby straw hat and a fine vest, or with well-groomed hair and a pair of old boots. The cherry-man brings along boxes or bags of "cherries" it has produced by spitting up its foul growths, which it passes off as simple produce to be sold at a bargain or even given away. These fruits seem authentic, but *detect magic* and similar spells reveal that there is more to these than meets the eye.

Fruit of Fate. Some say the cherry-man's gifts can grant power enough to change one's destiny. This is partly true. Cherry-men sometimes experience a flickering memory of what they once were, and temporarily set about earnestly helping living creatures in the area, offering food produced with its *goodberry* and *heroes' feast* spells. These momentary lapses in its evil nature never last for more than a day, after which it forgets itself again and resumes its wicked deeds.

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Check out Ep171 "*Cha Boi and Savior*" and Ep197 "*Ramblecast 103.5*" for more!

CHERRY-MAN

Large fey, chaotic evil

Armor Class 18 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Skills Deception +8, Insight +5, Perception +5

Saving Throws Constitution +8, Charisma +8

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, Infernal, Sylvan

Challenge 9 (5,000 XP)

Innate Spellcasting. The cherry-man's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, with no material components:

At Will: *charm person*, *goodberry*, *invisibility*

2/day each: *heroes' feast*, *locate creature*, *sleep*

Actions

Change Shape. The cherry-man magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Evil Fruit. The cherry-man spits up 1d20 cancerous, red growths that seem identical to fresh cherries. It can eat these as part of the same action to heal itself for 1 hit point per fruit. If a living creature other than a cherry-man eats any of this fruit, it is cursed. After one hour, the creature begins to lose hit points at a rate of 5 per round. If the cursed creature's hit points are reduced to 0, it dies. The curse lasts until the cherry-man is killed, or removed by *greater restoration* or similar magic.

Vile Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 14 (2d10 + 3) piercing damage plus 6 necrotic damage. The cherry-man heals an amount of hit points equal to the necrotic damage dealt.