

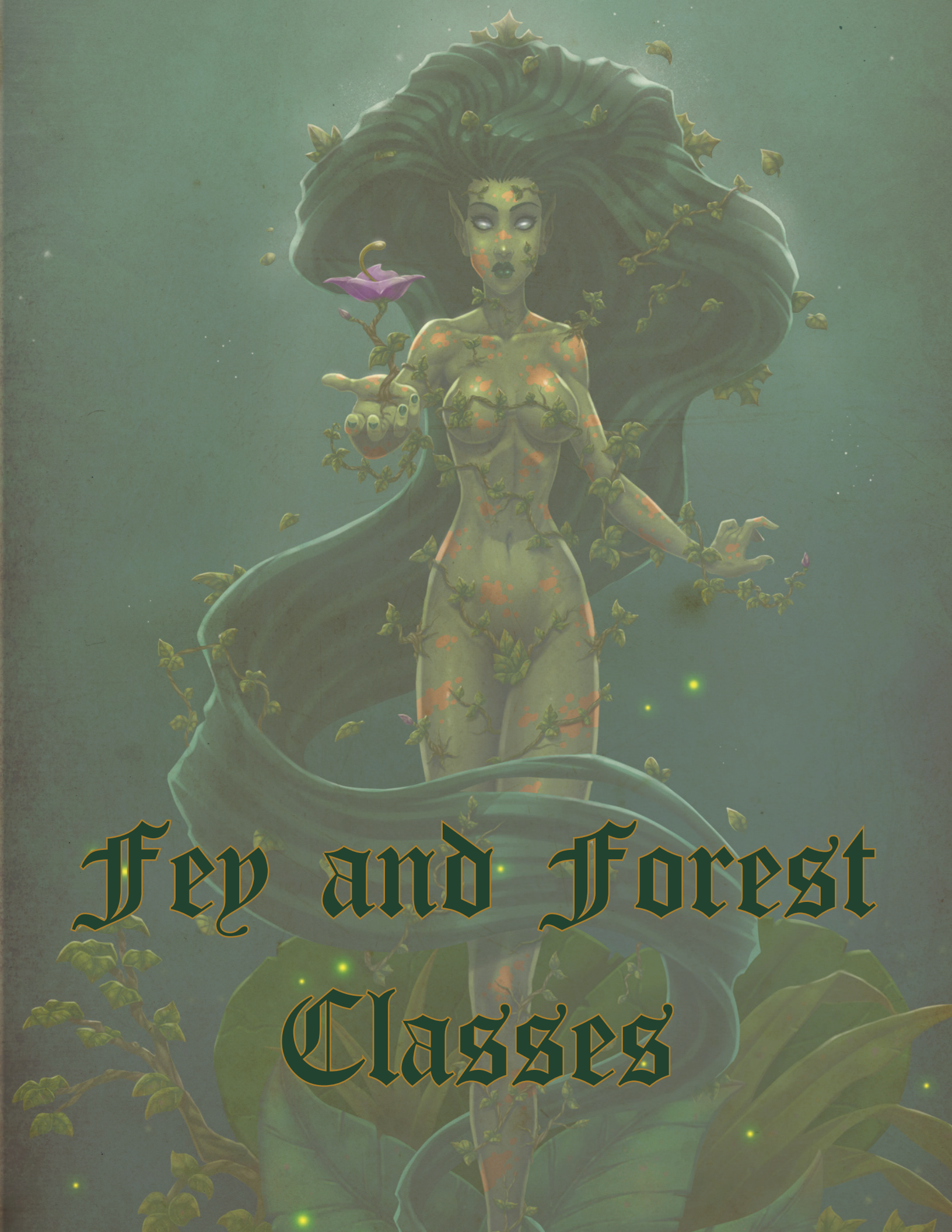


Fey and Forest Classes



by Jason Nelson, Julian Reale, Clinton
J. Boomer, and R. Jolly





Fey and Forest Classes

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SPECIAL THANKS: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for their excellent *Kingmaker* Adventure Path.

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ISBN-13: 978-1977750228

ISBN-10: 1977750222

First printing October 2017

Printed in USA.



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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and [5eSRD](#). If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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What You Will Find Inside Forest Kingdom Options

When your heroes strike out into the wooded wilderness, they'll be prepared to face any challenge with the amazing options you'll find in **Forest Kingdom Options**, whether they are hacking their own fledgling domain out on the borderlands of civilization or taking their first steps into the verdant realms of creatures that call the forest their home. You'll find nearly a dozen incredible archetypes like the **explorer** ranger, **deep wilderness** druid, **jester** bard, and **woodlands cavalier** fighter. You'll also find new class features like warlock invocations and spells.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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Introduction

Wilderness campaigns have been a staple of fantasy gaming since the earliest days, though once upon a time the wilderness was mostly just a dangerous road you traveled to get to the dungeon and then carry your loot back to town. The idea of the epic journey, however, is as timeless as adventure stories themselves, and in many campaigns the journey itself is the adventure, not just something that happens along the way. Entire campaigns can be built around overland travel and exploration of the vast and empty wild beyond the guarded borderlands of civilization. Hacking a kingdom of your own out of the wilderness is a glorious destiny for any hero, who inevitably discovered that just because the wild has not been settled does not mean it is uninhabited. Many and dangerous creatures lurk in the hills and vales, in the caves beneath and the cliffs above, and in the misty miles of vast forests that have never known the bite of the lumberjack's axe or saw, nor the tilling of a plow. Your heroes are blazing a trail into a fair green country, and when they do they had best be prepared!

This book is designed for wilderness campaigns, especially those that feature abundant forest terrain. However, it does not stop at the borders of the natural boreal landscape of leaf and tree but goes beyond into the supernatural world where dwell the fair folk, the Faerie Realm that overlays and suffuses the wilderness with its immanent and untrammled beauty. Whether your heroes are personally touched by the fey or seek to call upon their sparkling and winsome lords and ladies in their courts beyond, or if you'd rather keep most of the options in this book as the exclusive province of NPCs and faerie creatures they encounter to maintain an aura of strangeness and magical mystery, you'll find an abundance of options, including archetypes and class options.

The following class options for are ideal characters wishing to focus on wilderness adventures in and around the borderlands of the endless woods and hollow hills, or set among the petty states and fledgling kingdoms that the boldest of adventurers seek to hack out of the unforgiving lands of the wild. In most cases the abilities they gain also retain some utility in other situations, but they will be most effective in campaigns where a significant portion of the PCs' time is spent in natural settings, especially in the forest.

Bard Colleges

The following options are available to bards at 3rd level for the Bard College class feature.



COLLEGE OF FEY MAGIC (BARD COLLEGE)

Bards of this college have studied under moonlight from a fey tutor. Perhaps they have fey ancestry themselves. Bards of this tradition are masters of influence and magic.

Mesmerism

Starting at 3rd level, once per turn when you cast a spell, you can expend one Inspiration Die. Roll the die and subtract it as a penalty on the target's initial saving throw against being charmed.

Fey Influence

When you are 3rd level, any time you apply your proficiency bonus to a Charisma check, that bonus (if any) is doubled against non-fey.

Additional Magical Secrets

At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Fey Resistance

Starting at 14th level, you gain advantage on saving throws against spells and magical effects.

JESTER (BARD COLLEGE)

A jester is a humorist par excellence, a joking prankster whose ribald tales bring laughter and whose capering antics spread glee, but whose tongue is sharp as a dagger and whose japes and insults put acid to shame. A jester never takes herself or any situation too seriously, but those who mistake her for a prancing fool may find she always gets the last laugh.

Antagonize

At 3rd level, you learn how to use your wit to antagonize others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed. If the creature is in a rage or frenzy (such as a barbarian's rage), your Bardic Inspiration die cannot be used to subtract from the creature's damage roll.

Ridiculous Weaponry

Also at 3rd level, you can add your proficiency bonus to attack rolls with improvised weapons. You can juggle light and thrown weapons and hand-held objects as though you had an extra free hand, switching freely between the items or weapons.



Trickster

Starting at 6th level, when you make a contest in combat, such as shoving a creature, you may add double your proficiency bonus when it applies.

The Joke's on You

Starting at 14th level, you can confound your enemies as an action. For one round, an enemy that has advantage instead has disadvantage you, and instead of disadvantage, you have advantage against them. On your turn, you can use a bonus action to maintain this trait for another round, to a maximum of 1 minute in total. If you are wounded, you must make a concentration check as though you were maintaining a spell or the effect ends. You must finish a short or long rest before using this trait again.

Cleric Domains

HUNT (CLERIC DOMAIN)

In some ways, clerics of the Hunt domain hearken back to earlier times. They are expert trackers and hunters, not esoteric priests, calling upon the spirits of legend and the land. Despite representing an older tradition, there are plenty of huntsmen in the current day. They have much in common with druids and rangers.

Hunt Domain Cleric Spells

Level	Spells
1st	<i>protection from evil and good, hunter's mark</i>
3rd	<i>locate animals or plants, pass without trace</i>
5th	<i>conjure animals, spirit guardians</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>dispel evil and good, scrying</i>

Bonus Proficiency

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

Tracker

You gain proficiency in the Survival skill. Whenever you make a Wisdom (Survival) check, you add double your proficiency bonus.

Channel Divinity: Channel Spirit

Starting at 2nd level, you can use your Channel Divinity to call on a guiding spirit. This requires performing a quick seance that takes 15 minutes. You take on powerful characteristics of the spirit. While under its influence, you have advantage on saving throws against being charmed, frightened, or possessed. Pick one ability, such as Strength, to be enhanced for the duration, you have advantage on all ability checks and saving throws related to that ability. You

also take a penalty to a different ability of your choice; for the duration, you have disadvantage on all ability checks and saving throws related to that ability. The effect lasts for 8 hours, or until you use a bonus action to end the effect.

If you are at least 6th level, while using this feature, you are immune to being charmed, frightened, or possessed.

Pack Leader

Starting at 6th level, when you conjure a beast with a spell, add your proficiency bonus to its AC, attack rolls, and damage rolls, as well as any ability checks or saving throws with which it is proficient.

Hunter's Strike

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

Master Hunter

Starting at 17th level, once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use



this feature before or after the roll, but before any effects of the roll are applied.

Druid Circles

The following options are available for the Druid Circle class feature.

CIRCLE OF THE FOREST KINGDOM (DRUID CIRCLE)

Druids of the forest kingdom have a connection to the deep and dark wilderness and its fey inhabitants. They are strange in habits and outlook, often living far away from ordinary mortals. Their connection to the green is primal, and while druids of the deep wilderness can be kind, they can also be unfathomably cruel.

Bonus Cantrip

When you choose this circle at 2nd level, you gain druidcraft as a bonus cantrip.

Feybark

Starting at 2nd level, you can cast *barkskin* on yourself without using a spell slot.

Circle Spells

Your mystical connection to the forest kingdom infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to your aspect. Choose that aspect—deep wilderness, greenweaver, or true child of the forest—and consult the associated list of spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Deep Wilderness (Aspect)

You have eyes without number or name; you know where your enemies and allies sleep, and you may find things better left lost. All that your potent sight requires is a little time ... and sacrifice.

Deep Wilderness Druid Spells

Level	Spells
3rd	<i>locate animals or plants, locate object</i>
5th	<i>clairvoyance, speak with plants</i>
7th	<i>arcane eye, locate creature</i>
9th	<i>legend lore, telepathic bond</i>

GREENWEAVER (ASPECT)

Your communion with the green goes far deeper than that of other spellcasters. You truly become one with the green, with your roots extending into the supernal soil of the faerie realms.

Greenweaver Druid Spells

Level	Spells
3rd	<i>barkskin, pass without trace</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>blight, conjure woodland beings</i>
9th	<i>commune with nature, tree stride</i>

TRUE CHILD OF THE FOREST (ASPECT)

Some seek command over plants and beasts; you are a much more subtle master, preferring to seduce and guide rather than to assert some rude, fumbling control. At one with the teeming and wild green, you exude potent pheromones from every pore, slowly becoming more spirit than flesh with every sunrise. A beautiful and inhuman creature capable of manipulating the weak-willed with ease, you are most comfortable when tending to the minds of the brutish, simple animals around you as if they were a part of your private garden: with care, perhaps, but little sympathy.

True Child of the Forest Druid Spells

Level	Spells
3rd	<i>locate animals or plants, suggestion</i>
5th	<i>plant growth, vampiric touch</i>
7th	<i>compulsion, dominate beast</i>
9th	<i>dominate person, telepathic bond</i>

Plant Shape

Starting at 6th level, when you use Wild Shape, you can take the form of a plant creature with a CR no higher than one-third your druid level, abiding by all other restrictions on your Wild Shape.

Nature's Ward

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Green Majesty

Starting at 14th level, you can cast *speak with plants* at will.



CIRCLE OF SHAPELESS AND PRIMAL TERROR (DRUID CIRCLE)

You walk, unseen and unmolested, through the tangled, twisted forests and the clanging, stinking cities where timid humans huddle and press against one another in the delusion of warmth and safety. These oily cesspools of sweat and glass, sawdust and rust are not safe from your predations: instead, you are living proof that the darkness at the heart of the woods is forever lurking outside the door, baying in the cold wind and scratching at the windowpane.

Bonus Cantrips

At 2nd level, you learn *chill touch* and *ray of frost* as druid cantrips.

Circle Spells

Your mystical connection to the forest kingdom infuses

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

Shapeless and Primal Terror Druid Spells

Level	Circle Spells
3rd	<i>detect thoughts, suggestion</i>
5th	<i>major image, vampiric touch</i>
7th	<i>blight, greater invisibility</i>
9th	<i>mislead, modify memory</i>

Mind-killer

You are truly terrifying to look upon, for you are death unmasked. Starting at 6th level, as an action, you can spend a use of your Wild Shape to force all creatures within 30 feet of you who can see you to make a Wisdom saving throw against your spellcasting DC. On failed saving through, a creature is frightened until the end of its next turn, and paralyzed while it is frightened in this way. A creature who makes their saving throw is immune for 24 hours.

Predator's Cry

Starting at 10th level, you can use an action to fill the hearts of creatures around you with abject, mortal horror. All creatures within a 30 foot radius who can hear you must make a Wisdom saving throw against your spellcasting DC. On a failed saving throw, a creature must drop whatever it is holding and becomes frightened for 1 minute. While frightened by this feature, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature. You must finish a long rest before using this feature again.

Unseen Voice

Starting at 14th level, as long as you are in darkness or dim light, you possess telepathy with a range of 100 feet.

Fighter Martial Archetypes

The following archetypes are available to fighters at 3rd level.

KNIGHT-SURGEON (MARTIAL ARCHETYPE)

A knight-surgeon is a fighter trained in the arts of healing, whether on the battlefield or away from it. This vital function is especially important when divine spellcasters are not available, or in low-magic settings. Knight-surgeons also receive a small amount of mystic training, enabling them to treat various conditions.

Healer Expertise

At 3rd level, your proficiency bonus (if any) is doubled for Wisdom (Medicine) ability checks.

Steel Will

Also starting at 3rd level, you have advantage on saving throws against being frightened.

Lay on Hands

Starting at 7th level, your mystic touch can heal wounds. 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 fighter level $\times$ 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.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Aura of Courage

Starting at 15th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Cleansing Touch

Beginning at 18th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to



your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

WOODLANDS CAVALIER (MARTIAL ARCHETYPE)

A fighter who belongs to the order of the woodlands has pledged himself to protecting the wild country and those that dwell under the forest boughs. They may have pledged themselves to a forest king or a fairy queen, or simply appointed themselves as guardians of the green places of the world. A woodlands cavalier does not attack animals, plants, or fey unless they are being overtly hostile. He does his best to protect natural areas from exploitation and the ravages of invaders and despoilers.

Rider

Starting at 3rd level, whenever you add your proficiency bonus to a Wisdom (Animal Handling) check, your bonus is doubled. You always safely dismount, unless you are unable to take actions.

Forest Guardian

Starting at 3rd level, when you make an Intelligence or Wisdom check related to a forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in forest

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.

Summon Mount

Starting at 7th level, you can cast *find steed*, without expending a spell slot or having the spell prepared. You must finish a long rest before using this feature again.

Dragoon

Starting at 10th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they



have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell. If you are on a mount, your mount gains these benefits as well.

Greensight

Starting at 15th level, you can use an action to gain the ability to see through thick plant matter within 60 feet as though it were transparent. Leaves, vines, greenery, and undergrowth offer no concealment, though solid wood still blocks your line of sight. This feature lasts for 1 minute. You may use this feature a number of times equal to your Wisdom modifier (minimum 1). You must finish a long rest to regain uses of this feature.

Fey Lorica

Starting at 18th level, you have resistance to the damage of spells, and you cannot be charmed by fey or elemental creatures.

Ranger Archetypes

The following options are available for the Ranger Archetype class feature at 3rd level.

Variant Rangers: If you are playing a variant ranger that gains another archetype feature at 5th level, these archetypes gain Extra Attack at 5th level like a core ranger.

EXPLORER (RANGER ARCHETYPE)

An explorer is a far-ranging traveller but he never wanders. He strikes out purposefully into the great unknown by land or sea, set to expand the boundaries of the known and to bring back the secret routes that lead the way to glory.

Explorer Spells

Explorers gain a special selection of spells. You gain access to these spells at the levels specified. Once you gain access to an explorer spell, you always have it prepared. Explorer spells don't count against the number of spells you can prepare each day. If you gain an explorer spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

Level	Ranger Spells
3rd	<i>comprehend languages</i>
5th	<i>pass without trace</i>
9th	<i>tongues</i>
13th	<i>freedom of movement</i>
17th	<i>Telepathic bond</i>

Navigator

Starting at 3rd level, any time you add your proficiency bonus when using cartographer's tools or navigator's tools, you add twice your proficiency bonus (if any).

Polyglot

At 7th level, you gain an additional language proficiency. You gain an additional language at 11th level.

Additional Favored Terrain

At 7th level, you gain an additional favored terrain for Natural Explorer. You gain an additional favored terrain at 11th level.

Unlimited Horizons

At 15th level, when you roll a 1 on the d20 for a saving throw, you can reroll the die and must use the new roll. You can use this trait after you have already used another reroll, such as a halfling's Lucky trait, but only once per round.

HIDDEN GUARDIAN (RANGER ARCHETYPE)

Hidden guardians represent an old ranger tradition. They tend to be secretive and only train family members, but maintain contact with others of their kind, forming a loose organization. Hidden guardians seek to fight evil as best they can, but know that discretion is sometimes the better part of valor. More powerful hidden guardians learn how to better protect their minds.





Lay on Hands

Starting at 3rd level, your blessed touch can heal wounds. 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 ranger level $\times$ 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.

Additional Fighting Style

At 7th level, you can choose a second option from the Fighting Style class feature.

Impregnable Mind

Starting at 11th level, you have advantage on saving throws against divination spells or any magical effect that would sense your emotions or read your thoughts. You have resistance to psychic damage.

No Mind

Starting at 15th level, you are immune to psychic damage and any effect that would sense your emotions or read your thoughts, divination spells, and the charmed condition. The spell even foils *wish* spells and spells or effects of similar power used to affect your mind or to gain information about you.

UNICORN CHARGER (RANGER ARCHETYPE)

A unicorn charger is the living embodiment of purity

and attunement with nature. Most often female, unicorn chargers form a chaste yet passionate devotion to the horned guardians of the forest and fey realms and their wild spirit of freedom and purity. This immanent communion allows them to confer the semblance and powers of a true unicorn on another mount. The mount of a unicorn charger is elevated in mind, heart, and spirit to a creature of surpassing grace and loveliness, yet also courage and ferocity when threatened by those with evil in their hearts. A unicorn charger and her mount form a potent alliance to drive back the forces of darkness and to bring light and healing wherever they tread.

Ex-Unicorn Chargers: Some unicorn chargers may not fulfill their roles as guardians of good. At the GM's option, a unicorn charger that permanently acquires a non-good alignment or goes against the natural world may lose their powers. If this becomes a permanent loss, the ranger should choose another archetype. On the other hand, the GM may allow the unicorn charger to act as a force of corruption, profaning their duty and allegiance and becoming as impure as others are pure.

Unicorn Mount

At 3rd level, you acquire the ability to cast *find steed* without expending a spell slot or having the spell prepared. Your steed boasts a unicorn-like horn that as an Action deals 1d8 piercing damage and uses its Strength and proficiency bonus.

If you are at least 7th level, you can choose to summon a powerful steed. It has the statistics of a unicorn, but has only the multiattack, hooves, and horn Actions. It cannot perform Legendary Actions.

If you are at least 17th level, your steed has all the Actions of a unicorn, but still cannot perform Legendary Actions.

Three times per day, it can use its action to magically regain 11 (2d8 + 2) hit points.

You must finish a long rest before using this feature again.

Lambent Smite

Starting at 3rd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a fey or fiend.

Aura of Courage

Starting at 11th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Warlock Patrons and Pact Boons

The following options are available for the Otherworldly Patron and Pact Boon class features.

THE BLACK WOODS (OTHERWORLDLY PATRON)

Your patron is of the deepest wilderness. You may have connections to monsters like the Jabberwock, legendary hags, or one of the fey in the deepest, darkest places. Your patron may be an unidentified presence, perhaps a manifestation of the woods themselves.

People confuse the term “natural” with “sane” or “healthy” all the time; the most natural thing in the world, after all, is to be eaten alive by a bear. You've seen the secret prehuman paths below the world and between the trees, where nameless things grow fat and dark on the still-twitching bodies of bursted horrors and gods-most-foul. You can stride along those blood-warm, twisted and organic roads, plunging down into places outside all mortal comprehension ... and back, again.

The black woods howl within you.

Expanded Spell List

The Forest lets you choose from these additional spells when you learn a warlock spell. They are considered warlock spells for you.

Level	Spells
1st	<i>entangle</i> , <i>fog cloud</i>
2nd	<i>pass without trace</i> , <i>spike growth</i>
3rd	<i>plant growth</i> , <i>speak with plants</i>
4th	<i>dominate beast</i> , <i>phantasmal killer</i>
5th	<i>dominate person</i> , <i>tree stride</i>

Howls and Screeches

Starting at 1st level, you can cast *speak with animals* at will, without expending a spell slot. For the purposes of prerequisites, you are considered to have the Beast Speech invocation.

Baleful Glance

Starting at 6th level, as a reaction, you can apply disadvantage to one attack roll made by a creature you can see within 60 feet against you. Creatures that are immune to being frightened are immune. You must finish a short or long rest before using this feature again.

Umbral Ward

When you reach 10th level, you can't be charmed or frightened by fiends or fey, and you are immune to poison and disease.

Palisade of Thorns

Starting at 14th level, you can cast *wall of thorns* without expending a spell slot or having the spell prepared. When you use this invocation, you can choose to concentrate on the spell; if you do, on your next turn, you can use an action to double the length of the wall or the diameter of a sphere, ending your concentration, and affecting creatures as though you just cast the spell. You must finish a long rest before using this invocation again.



PACT OF THORNS (PACT BOON)

You can cast *barkskin* on yourself at will, without expending a spell slot. In addition, on your turn you can grow or retract thorns from your hand. The thorns turn your fist into a weapon that deals 1d4 piercing damage. You are proficient with this attack. You can, if you wish, turn both your hands into spiked weapons that have the light property.

New Warlock Invocations

BLAZING EYES AND MAD HOWLS OF THE JABBERWOCK

The strange trauma which gifted you with occult power is tied -- in some way you cannot yet fully comprehend -- to the legendary magic of that terrible dragon of wind, insanity and flame which haunts the deepest of this world's dark woods ... and the far-off nightmares of all Fair Folk. When you cast *eldritch blast*, you may manifest it as a blast of energy from your eyes, ignoring cover and not suffering from disadvantage from having a hostile creature within 5 feet of you.

If you have and use the Dreadful Word invocation, you may choose to burble. This blast of strange noises and shouted nonsense in all the languages known to you -- and several languages you do not know -- affects all creatures other than you within a 30-foot-radius spread, rather than the usual range and area.

When you use this invocation, your eyes grow huge, bright and strange, like those of the Jabberwock, often looking in different directions. Your teeth and nails lengthen, becoming sharper and more ragged as your voice takes on a raspy and sing-song quality, and your limbs become gangly and thin, with knobby and awkward joints, as your gut distends into a pot-belly. This changes last until the end of your next turn. During this time, if you are struck by a vorpal weapon, you are frightened for 1 round, and you are unable to look directly at anyone wielding a vorpal weapon, causing that creature to gain three-quarters cover against you.

CLOAK OF COILING THORNS

Prerequisites: Pact of Thorns, 12th level

When you Dash or Disengage, you may leave a [wall of thorns](#)^{SRD} which fills the spaces through which you move. The thorns last for 1 round. You can't do so again until you finish a long rest.

FRUMIOUS QUILLS OF THE BANDERSNATCH

The incandescent fury and wickedly-barbed quills of a raging, fairy-tale monster churn deep inside you ... and, with a roar, you can let them rip-forth in a tremendous cascade. When you use *eldritch blast*, you can impale your target, changing the damage type to magical piercing. A

creature that takes damage must make a Dexterity saving throw; on a failure, the target is stuck with 1d4 quills. As long as the target has quills impaled in them, the creature has disadvantage on attack rolls and ability checks. Removing a quill requires a Wisdom (Treatment) check against your spellcasting DC; success removes one quill, plus an additional quill for every 5 points by which the check succeeds. Once removed, a quill swiftly fades back into ash and nothingness.

This invocation cannot be used in conjunction with an invocation that changes the base damage of *eldritch blast* to a damage type other than piercing.

HORRID SHRIEKS OF THE JUBJUB BIRD

Prerequisite: 12th level

The sharp and hateful screams of something enormous, vicious and far too stupid to die echo incessantly in your head. With only a little bit of effort you can slice open your soul and let those razor-sharp cries tear out into the aching world. As an action, you can scream, causing all creatures within 60 feet of you that are capable of hearing you to make a Constitution saving throw. On a failed saving throw, a creature is stunned for 1 minute. At the end of each its turns, a creature can make a new saving throw; on a success, it is no longer stunned. When you use this invocation, until the end of your next turn, you sprout incandescent feathers of many shifting, unsightly and otherworldly colors -- especially a grotesque, livid purple -- upon your elongated neck, back and arms. The rest of your limbs becomes patchy and pale, gruesomely emaciated and scaly.

After you scream, the next time you take acid, cold, fire, lighting, or thunder damage within 1 minute, you have resistance against that damage until the next of your next turn. If you take damage from more than one of those types from an attack, spell, or effect, you have resistance against all the damage types from that effect.

You must finish a long rest before using this invocation again.

Howling Beasts

Prerequisite: 7th level

You can cast *conjure animals* once using a warlock spell slot. You can't do so again until you finish a long rest.

Thorny Blast

Prerequisite: *eldritch blast* cantrip, Pact of Thorns

You can cast *eldritch blast* as a flying tendril of phantasmal thorns. The damage type becomes magical piercing. A target that is hit must make a Strength saving throw; on a failed saving throw it is restrained for 1 minute. A creature restrained by the thorns can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

This invocation cannot be used in conjunction with an invocation that changes the base damage of *eldritch blast* to a damage type other than piercing.

Feats

The following feats, inspired by fairy tales and fanciful stories, are designed to represent creatures that have been radically changed by an encounter with the Faerie Realms. The strange and weirdling touch of such a surreal yet supernally beautiful and wonderfully wild place can change a person forever, in ways greatly unexpected by ordinary mortals. The particular nature of how a character should qualify for such feats is up to each individual GM to establish.

FAIRY BLESSING

Through your service to one of the fey, whether in passionate love or chaste friendship and alliance, you have been granted a token of faerie favor. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- Creatures with the fey type regard you as equivalent in social status to a fey yourself. Thus, you may enter places only fey may go, request audiences of fey nobility, and so forth. This may not extend to creatures that are enemies of your fey ally, depending on the foe's sense of honor.
- Your proficiency bonus, if any, is doubled when making Charisma checks against fey creatures.
- You have advantage on saving throws against being charmed or frightened by a spell or magical ability.

TRUE LOVE'S KISS

Prerequisite: non-evil alignment

True Love's Kiss can break the darkest curse; as the most powerful of magic lives in the hopeful heart of every dreamer. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- Choose any one character – PC or NPC, subject to GM approval – as your true love; alternatively, the GM might select a specific character, without your knowledge, as your true love. The selected character does not necessarily have to choose you as his or her true love in the event he or she also selects this feat: a mother might have true love for her young son, but the son might gain the benefits of this feat for another at a later time. As an action, you can kiss your true love, removing all curses and ending any one spell affecting them. Additionally, as long as you live, your true love automatically stabilizes from dying.

You may replace this feat and its benefits when you gain a level, in the event that your true love dies, or you become evil.

Spells Of The Forest

The following spells are available to the members of the listed classes. At the GM's option, appropriate spells can be substituted for spells of the same level for cleric Domains, druid Circle Spells, and so forth.

SPELL LISTS

Bard Spells

3rd level

Silverlight

4th level

Dream Dalliance

Out of Sight

Shadow of Doubt

6th level

Dirge of the Victorious Knights

Mantle of Doubt

Cleric Spells

1st level

Unwelcome Halo

2nd level

Burst of Radiance

3rd level

Silverlight

4th level

Burst with Light

Shield of Dawn

Druid Spells

2nd level

Burst of Radiance

3rd level

Silverlight

5th level

Wall of Light

Paladin Spells

1st level

Unwelcome Halo

3rd level

Silverlight

4th level

Shield of Dawn

Sorcerer Spells

1st level

Umbral Blade

Unwelcome Halo

2nd level

Burst of Radiance

Corpse Lanterns

Light Prison

Psychic Leech

3rd level

Dark-Light

Silverlight

4th level

Shadow Barbs

5th level

Wall of Light

Warlock Spells

1st level

Umbral Blade

2nd level

Psychic Leech

3rd level

Dark-Light

Silverlight

4th level

Shadow Barbs

Shadow of Doubt

6th level

Mantle of Doubt

Wizard Spells

1st level

Umbral Blade

Unwelcome Halo

2nd level

Burst of Radiance

Corpse Lanterns

Light Prison
Psychic Leech

3rd level
Dark-Light
Silverlight
Twine Double

4th level
Shadow Barbs

5th level
Wall of Light

7th level
Subjective Reality

Burst of Radiance

2nd level evocation

Casting Time 1 action

Range 150 feet

Components V, S, M (a piece of flint and a pinch of silver dust)

Duration instantaneous

This spell fills a 10-foot-radius sphere with a brilliant flash of shimmering light. Creatures in the area must make a Dexterity saving throw. On a failed saving throw, a creature is blinded until the end of its next turn; on a success, a creature has disadvantage on attack rolls and ability checks until the end of its next turn, unless it is immune to being blinded. Fiends and undead in the area take 3d6 radiant damage, with no saving throw.

Burst with Light

4th level evocation

Casting Time 1 action

Range 30 feet

Components V, S

Duration Concentration, up to 1 minute

The target becomes filled with intense magical light and must make a Wisdom saving throw. On a failed saving throw, the creature takes 2d8 radiant damage as the light bursts from its wounds and orifices (if the target is an undead creature, it instead takes 4d8 points of damage). In addition, the creature radiates bright light in a 30-foot radius and dim light an additional 30 feet beyond that area.

Creatures adjacent to the target must make a Dexterity saving throw. On failed saving throw, a creature takes half as much damage as the target and is blinded until the end of its next turn; on a success, a creature takes half as much damage (one-fourth as much as the target) and is not blinded.

The caster may use an action to repeat the effect. If the caster does not use an action, the spell ends.

On a successful Wisdom saving throw, the target takes half damage and the effect ends.

Corpse Lanterns

2nd level necromancy

Casting Time 1 action

Range 120 feet

Components V, S

Duration Concentration, up to 10 minutes



You create up to four torch-sized lights within range, each of which glows a sickly pale green. These corpse lanterns shed dim light in a 20-foot radius. The radiance of corpse lanterns provides a strange contrast, giving all creatures in the area disadvantage on Dexterity(Stealth) checks. In addition, the hue interferes with illusion spells, giving all creatures in the illuminated area advantage on any saving throws against such spells, but not Intelligence (Investigation) checks.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Dark-Light

3rd level evocation

Casting Time 1 action

Range 60 feet

Components V, S, M (a pinch of earth)

Duration 1 minute

You evoke a powerful light that affects all creatures in a 20-foot-radius sphere that do not possess light or sunlight sensitivity. The targets must make a Constitution saving throw. On a failed saving throw, a creature is blinded; on a success, a creature treats the area as lightly obscured. Creatures who are immune to being blinded are immune.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

Dirge of the Victorious Knights

6th level illusion

Casting Time 1 action

Range Self (120-foot line)

Components V, S, M (a medal from a dead noble martialist or a copy of an opera script, either worth at least 100 gp)

Duration instantaneous

By performing part of an opera, you call forth spectral illusions of mounted knights to trample your foes under the hooves of their glorious steeds. The shadowy knights appear in your square and ride forward in the direction you indicate, forming a line 120 feet long and 10 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 5d6 cold damage and 5d6 force damage on a failed save, or half as much damage on a successful one. The knights cannot pass through barriers that block incorporeal creatures or undead.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the cold damage increases to 6d6. When you cast this spell using a spell slot of 8th level or higher, the force damage increases to 6d6.



Dream Dalliance

4th level illusion

Casting Time 1 action

Range 60 feet

Components V, S

Duration Permanent

You create a comforting phantasm, which leeches onto the psyche of a nearby target. The creature can attempt a Wisdom saving throw to prevent the phantasm from entering its psyche; on a failed saving throw it takes up permanent residence in the target's mind. The phantasm fills its target's dreams with happy visions, comforting manifestations of loved ones, and incredible vistas, feeding the target a perfect fantasy life it never wishes to leave. After the target's next night's sleep, the target must succeed at a Wisdom saving throw to wake up; otherwise, it remains asleep for the rest of the day and following night. Each night it must succeed at a new saving throw or remain asleep for days or weeks on end as it slowly starves to death (presuming it normally needs to eat to survive). Loud noises, jostling, and even pain won't rouse the slumbering target. Dealing damage awakens the target, but the target awakens with a level of exhaustion and has disadvantage on all saving throws against spells and effects that may put it back to sleep until the phantasm has been banished.

The phantasm remains in its host's mind indefinitely, requiring a new Wisdom saving throw to wake up every time the target rests. *Greater restoration* will end the spell.

Light Prison

2nd level evocation

Casting Time 1 action

Range 30 feet

Components V, S

Duration Concentration, up to 1 minute

Rays of light burst forth from your outstretched hand, encircling a target's space with a cage of light. The target must make a Dexterity saving throw. On a failed saving throw, it becomes enclosed in the light prison. A creature enclosed in a light prison can attack, cast spells, and otherwise act normally as long as it stays within the light prison. However, if a creature passes through the walls of a light prison enclosing it, it takes 1d8 radiant damage and is blinded until the end of its next turn. Once a creature passes through the walls of a light prison surrounding it, the effect ends for that creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Mantle of Doubt

6th level illusion

Casting Time 1 action

Range personal

Components V, S

Duration Concentration, up to 1 minute

You wrap your mind in phantasms of crippling doubt that assail any who dare harm you. When a creature within 30 feet attacks you or attempts to affect you with a harmful effect, it must make a Wisdom saving throw as these spectres of uncertainty force themselves into its mind. Ongoing effects trigger the mantle only if the creature consciously directs them against you. A given creature need only roll a saving throw against your mantle of doubt at most once per round. If the creature's attack or effect against you causes psychic damage or the charmed or frightened condition, that creature's saving throw is made with disadvantage. A creature that fails its saving throw against your mantle of doubt is frightened for 1 minute and takes 2d10 psychic damage. A creature that is frightened may make a new saving throw at the end of each of its turns; on a success, that condition ends for that creature.

Out of Sight

4th level enchantment

Casting Time 1 action

Range personal

Components V, S, M (a strip of black cloth)

Duration Concentration, up to 10 minutes

The spell inhibits the memories of creatures that perceive you. While creatures can perceive you normally, when a creature stops observing you, it must attempt a Wisdom saving throw. If it fails, it loses all memory of its awareness of you and your actions while you were under the effects of this spell. The spell's duration measures how long the *out of sight* effect lasts on you, but the memory alteration is instantaneous and can be reversed only by magic such as [modify memory](#).

The creature is still aware of any other changes to itself or its environment. For instance, a guard will remember running, and may notice a newly unlocked door, but will not remember that he was chasing after you. Creatures that cannot be charmed are immune to this spell.

Psychic Leech

2nd level enchantment

Casting Time 1 action

Range 30 feet

Components S

Duration Concentration, up to 10 minutes

One creature you can see must make a Wisdom saving throw. On a failed saving throw, the target experiences feelings of ennui and lethargy, gaining one level of

exhaustion for the spell's duration. While the target is within the spell's range, you gain advantage on Strength and Dexterity checks and saving throws and attack rolls. On a successful saving, the target only suffers one level of exhaustion until the end of their next turn and you receive no advantage. This spell has no effect if it targets a creature that already has exhaustion.

Shadow Barbs

4th level illusion

Casting Time 1 action

Range Self

Components V, S, M (a link from a spiked chain)

Duration Concentration, up to 10 minutes

When you cast this spell, you create a shadowy spiked chain that shimmers and pulses with darkness. The chain exists as long as you carry it; if you ever drop the chain, give it to another, or are disarmed, it immediately vanishes and the spell's duration ends.

You can use your action to make a melee spell attack with the shadowy chain. On a hit, the target takes 1d8 piercing damage and 5d6 necrotic damage.

The chain magically casts dim light in a 10-foot radius.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the necrotic damage increases by 1d6 for every two slot levels above 4th.

Shadow of Doubt

4th level illusion

Casting Time 1 action

Range 30 feet

Components V, S

Duration Concentration, up to 1 minute

You create a shadowy aura of doubt fueled by a foe's own inner flaws. The target must make a Wisdom saving throw. On a failed saving throw, the target perceives bright light as dim light and dim light as darkness. Fleeting mental shadows of regrets and anxieties distract the spell's target; the target can't use reactions and on its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

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.

Shield of Dawn

4th level evocation

Casting Time 1 action

Range Self

Components V, S, M (a piece of pale amber or a shimmering insect wing)

Duration 10 minutes

You create a disk of sunlight on one arm, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The sunlight provides you with a shimmering shield or a blazing shield, as you choose. The shimmering shield grants you resistance to radiant damage, and the blazing shield grants you resistance to necrotic damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with light. The attacker takes 2d8 radiant damage.

You can only have one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as *fire shield*.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 and the radius of bright and dim light each increase by 10 feet for every two slot levels above 4th.

Silverlight

School evocation [light]; **Level** bard 3, cleric 3, druid 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Range 60 feet

Components V, S, M (1 silver piece)

Duration 10 minutes

A 20-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 40 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

A creature that has damage immunities or resistances that can be overcome by silvered weapons, such as a werewolf, that begins its turn within the bright light of its spell treats the area as lightly obscured and must make a Constitution saving throw; on a failed save, it is sickened until the end of its next turn.

Subjective Reality

7th level illusion

Casting Time 1 action

Range Self

Components V

Duration Concentration, up to 1 minute

Choose one object or creature you can see within 120 feet. You alter your perceptions to become convinced the target is an illusion. For you, the target becomes transparent and does not create sound or smell. Until the spell ends, you can move through the target's space unimpeded and the target can move through you. The target's nonmagical attacks cannot harm you, and you have resistance to the target's magical attacks and effects. You are immune to any of the target's abilities that require you to be able to hear them. You have advantage on saving throws against the target's spells and abilities.

However, your attacks deal no damage to the target, and your magical abilities do not affect the target at all. You or the target can affect each other normally through intermediaries. For instance, while the target would be immune to the direct effects of your *earthquake* spell, if the spell caused a room's ceiling to collapse, the target would not be immune to the effects of the collapse.

Twine Double

3rd level illusion

Casting Time 10 minutes

Range Touch

Components V, S, M (cloth and twine)

Duration 10 minutes

You shape an illusory duplicate of yourself. The duplicate is a creature, partially real and formed from cloth and twine, and it can take actions and otherwise be affected as a normal creature. The double looks exactly like you except its eyes are balls of twine (DC 10 Intelligence [Investigation] check to recognize double's strange eyes). It wears clothing and gear that appear exactly like what you are wearing at the time of casting. Its copies of your magic items are nonfunctional but radiate magic and have the same auras as your items. Its aura is identical to yours. It is an animated object, a creature of the construct type, that has half your hit point maximum, cannot attack, has no special abilities, and has a +0 bonus on all saves and checks.

The twine double is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. You know what the double is experiencing, and when controlling it telepathically you can see and hear everything it sees and hears, though events at your location may drown out the sensory inputs from the double.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

Umbral Blade

1st level illusion

Casting Time 1 action

Components V, S, M (a pair of miniature swords)

Range Touch

Duration Concentration, up to 1 minute

You touch one weapon, imbuing it with subtle and deadly magic. A shadowy afterimage trails behind the targeted weapon, potentially damaging foes even when the weapon misses. For the duration, when the wielder of the weapon uses the Attack action, they gain an additional single attack with it. On a hit, instead of its usual damage, the shadowy afterimage deals 2d6 necrotic 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.

Unwelcome Halo

1st level evocation

Casting Time 1 action

Range 60 feet

Components V, S

Duration 10 minutes

This spell causes one creature you can see to glow as if surrounded by a halo of light. The target must make a Wisdom saving throw. On a failed saving throw, the halo sheds bright light in a 20-foot radius from the creature, and dim light for additional 20 feet. This light effectively gives away the creature's location, and imposes disadvantage on Dexterity (Stealth) checks when the creature is able to hide at all.

At the end of each of creature's turn, it may make a saving throw; on a success, the ends.

Wall of Light

5th level evocation

Casting Time 1 standard action

Range 120 feet

Components V, S, M (a chip of mica)

Duration Concentration, up to 10

An immobile, blinding curtain light that blocks line of sight existence. You can make the wall long, and 20 feet high, or a ringed feet in diameter and 20 feet high. blocks line of sight. The wall sheds a range of 60 feet in all directions for an additional 60 feet.

A creature that is adjacent to the wall must close their eyes or make a Constitution saving throw; on a failed save, the creature is blinded until the end of their next turns. A creature that passes through the wall is automatically blinded, even if its eyes are closed. An undead that fails a saving throw has their maximum hit points reduced by 5; this reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. An undead that passes through the wall must make a saving throw to avoid this effect even if its eyes are closed.



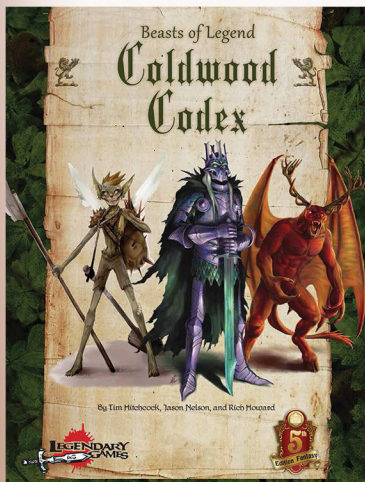


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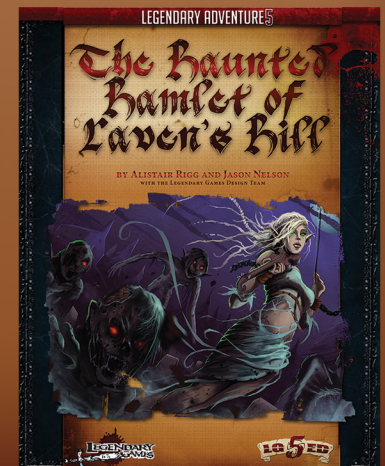
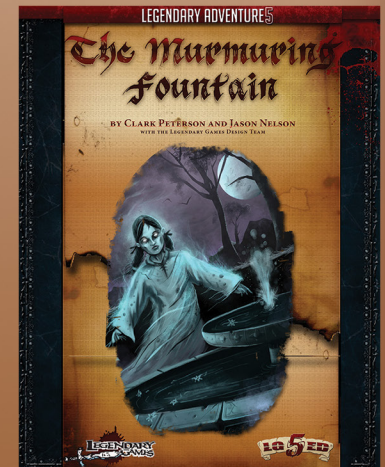
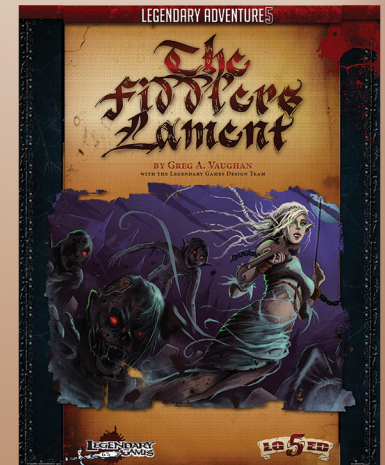
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ISBN-13: 978-1977750228
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