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Player's companion dnd 5e pdf

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Schwalb, Steven Schubert Aarakocra..... 3Insytors: David Noonan, Stacey Janssen Deep Dwarf..... 5Interior Illustrators: Mark Behm, Eric Belail, Noah Bradley, Genasi..... 7 Goliath..... 10 Anna Christenson, Emrah Elmasli, Klaus Pillon, Claudio Pozas, Lee Smith Chapter 2: Spells..... 12Wizards of the Coast Spelling Lists..... 12 Spelling Description..... 15D-D Leading Designers: Mike Myrtles, Jeremy Crawford Managing Editor: Jeremy Crawford Foreword Design: Rodney Thompson, Peter Lee, Matt Sernett Producer: Greg Bilsland In The Adventures of The Princes of the Apocalypse, SpaceArt Directors: Kate Irwin, Shona Narciso Threat of Elementary Evil Reaches Forgotten Realms.Cover Illustrator: Raymond Swanland This addition provides new options for the player These options can be used in other Project Management: Neil Shinkle, John Hay campaigns as well. Manufacturing services: Cynthia Callaway, Jefferson Dunlap, Genasi in Chapter 1, and all spells in chapter David Gershman 2 appear in the apps of Princes of the Apocalypse.Brand and Marketing: Nathan Stewart, Liz Shue, Chris Lindsay, Shelley Mazzanoble, Hilary Ross, John Feil, Laura Tommervik, Kim Lundstrom, Trevor Kiddtesters: Theos Abadia, Robert Alanis, Rory Alexander, Jay Anderson, Paul Baalham , Tim Eagon, Pierce Gate, T. E. Hendricks, Sterling Hershey, Paul Hughes Matthew Jording, Ian Laccharite, Shane Leahy, Ryan Leary, Jonathan Longstaff, John Machnich, Pharrell Madden, Matt Maranda, Paul Melamed, Sean MervynLu Micheli, Rob Mikunas, Mike Michalas, John Proudfoot, Rob Kwillen II, Carl Sherry, Sam Sherry, Harper Ther , in this scene scene Raymond Swanland. 640'3276001 EN Published March 2015 Disclaimer: For the safe use of elementary magic, remember the following guidelines. You can drink water, but not fire. You can breathe air, but not the ground. You can walk on the ground but not on water (if you have the right pair of boots or a spell). You can do a lot of things with fire, but almost all of them are bad ideas. DUNGEONS - DRAGONS, D and D, Wizards of the Coast, Forgotten Kingdoms, Elementary Evil, Dragon Ampersand, Princes of the Apocalypse, Player's Handbook, Monster Guide, Dungeon Masters Guide, all other Wizards of The Coast product names, and their respective logos are trademarks of the Wizards of the Coast in the U.S. All characters and their distinctive likeness are the property of the Wizards of the Coast. This material is protected under United States copyright laws. Any reproduction or unauthorized use of material or works of art contained in this one is prohibited without explicit written permission from the Wizards of the Coast. Sasquatch Game Studio and the Sasquatch Game Studio logo are trademarks of Sasquatch Game Studio LLC. MADE IN USA ©2015 Wizards of Coast Ltd., PO Box 707, Renton, WA 98057-0707, UNITED States. Manufactured by Hasbro SA, Rue Emile-Bo'chat 31, 2800 Delemont, CH. Presented by Hasbro Europe, 4 Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, United Kingdom. Rine Gouldbeck (order #6932249)Chapter 1: Racing Bird mannerism Its head presents three new aarackora similarities with birds is not limited to races in addition to those in the physical features of the player. Aarakocra display many of the same Handbook: aarakocra, genasi, and manners like ordinary birds. They're fastidious goliaths, Dwarf subrace-deep about their plumage, often tending to feathers, gnome-also included. These new cleaning and scratching of any tiny passenger options they have available when you do may have picked up. When they deign to come down from character, provided that your DM allows the sky, they often do so near pools where they can catch them in your campaign. fish and swim yourself. Aarakocra Many aarakocra interspersed their speech with chirp, sounds that they use to convey the accent and shadeSequestered in the high mountains on top of tall trees, meaning, just like human power through facialaarakocra, sometimes called birdfolk, cause fear and expressions and gestures. Aarakocra can become awonder. Many aarakocra is not even native to frustrated people who are unable to pick up on a mathory plane. They come from a world beyond it - from nuance; The threat of aarakocra can be taken as a joke by the boundless perspective of the elementary plane of the air. and vice versa. They are immigrants, refugees, scouts and explorers, their outposts, functioning the springboards in the world as the idea of property confuses most aarakocra. aarakocra. and alien. everyone who owns the sky? Even when they are explained, they first find the concept of property mysterious. The beak and feather Result, aarakocra that have little interaction with other people can be a nuisance as they fall from the bottom below, aarakocra look just like a big bird. Heaven to snatch the cattle or loot crops for fruitss for example, when they descend to roost on a branch or walk and grain. Brilliant, sparkling objects catch their eyes.across the earth makes them humanoid appearance They are hard not to pluck the treasure and bring itreveal themselves. Standing upright, Aaracokra can return to his settlement to decorate it. Aarakocra is five feet tall and they have long, narrow legs that narrow to herald years among other races you can learn to discourage the scharp of claws. these impulses. Feathers cover their bodies. Their plumage is usually the conclusion of scares aarakocra. To be grounded means membership in a tribe. Males are vividly trapped underground, or imprisoned cold, colored, with feathers of red, orange or yellow. Females are unwavering earth torment a few aarakocra canhave more muted colors, usually brown or gray. They're being sustained. Even when perched on a high branch or atheads complete the bird's appearance, being something to relax in their homes at the top of the mountain, they appear alert, with similar parrot or eagle with different tribal variations. eyes moving and bodies ready to fly. Sky Wardens HomelandsNowhere are aarakocra more comfortable than most aarakocra live on a rudimentary Air.the sky aircraft. They can spend hours in the air, and some go like Aarakocra can be sucked into a material plane, as long as the days are, locking the wings in place and allowing occasional pursuit of enemies or thwarting their enemies' thermals to keep them in the air. In battle, they turn out to be dynamic projects out there. Accident can also send a nest and acrobatic flyers, moving with remarkable speed and aarakocra tumbling tumbling into the world on this plane. A few, diving to whip opponents with weapons or claws to find their way to such a world through portals on their advance turn and departure. own a plane and set nests in the high mountains or in the sheds of old forests. Once in the air, aarakocra leaves the sky with a hundred-ball. On their home plane, they can fly for days after the aarakocra tribes settle in the area, they shareor months, landing only to lay eggs and feed the hunting area that stretches through the area to those young before starting themselves back 100 miles on the side, with each tribe hunting in the landsthe air. Those that make it into the world in the material closest to his colony, starting on should gamePlane find his strange place. They forget to become scarce.or ignore vertical distances and they have nothing but those earthy people forced to live and work Typical colony consists of one one open roof on the ground. nest of woven vines. The elder acts as a leader with the support of a shaman. Chapter 1 Racing 3Rune Gouldbeck (#6932249)Aarakocra in the Forgotten Kingdoms of Aarakocra Names never well established in Faer'n, aarakocra there are only four Like most of their speech, aarakocra names include the main colonies: in the Star Mountains within the High Forest, in cliques, trills, and whistles to the point that other peoples of storm horn in Kormyr, in the cloven mountains at have a hard time pronouncing them. Usually, Vilhon Reach, and mistcliffs in Chult. The name has two or four syllables with sounds protruding as connectors. Interacting with other races, those colonies created on the Star Mountains, the nearest aaracocrats can use nicknames derived from the people they received in the Dessarine Valley, were ever secretive and protected encounters or shortened forms of their full names. people seen only during their flights over the High Forest. The brutal and predatory green dragon almost destroyed the aaracocrat of any gender, possibly one of these populations and scattered survivors. These aarakocra and short names: Aera, Aial, Aur, Deekek, Errk, Heehk, their descendants have sworn to avenge the dragon Ikki, Klek, Usorra, Uuz, Kuaf, Kierku, Sallek, and you can see how he scours the lands of the North and Cormir Urrek, or See. for signs of his enemy. Their only remaining settlement is on the slopes of the southernmost mountains of the Star Mountains. In the head waters of unicorn Run, The Last Aerie is home to several dozen aarakocra. Recently, the elders of the aaracokra discovered changes in the prevailing winds, which they considered a bad omen. Unlike the aaracocrats of other worlds on the Material Plan, the aarakra of the kingdoms rarely travels to the Elementary Air Plane. Most of them have less interest in communicating with others and are less interested in spending time on the ground. For this reason, it takes an exceptional circumstance for aarakocrato to leave his tribe and take the life of an adventurer. Neither treasure nor glory is enough to lure their tribes; a terrible threat to their people, the mission of revenge, or catastrophe, usually underlies the chosen path of the adventurer aarakocra. Two other circumstances may call aarakocra toad. First, Aaracokra has historical ties to the Dukes of Akaa. Exceptional personalities honor that connection and can look for the missing parts of TheRod seven parts, the remains of an artifact fashionedby Wind of Dukes long ago to defeat the queen of the monstrous champion Chaos, Miska Wolf-Spider.When plunged into the body of The Bowl, chaos in his blood-filled rod and scattered his pieces on the themultiverse. Restoring parts means receiving honor and respect in the eyes of the waati forged it and could possibly recover a powerful weapon to defend against agents of elementary evil. Secondly, the aaracocras are sworn enemies of the elementary land, in particular the gargoyles that serve Ogremokh, prince of the Earth. The word Aarakocra for gargoyleis freely translates as a flying stone, and battlesbetween aarakocra and gargoyles raged through the elementary planes of Earth and air, sometimes sleeping in the world on a material plane. Aarakocraon that plane can leave their colonies to assist toothpick humanoids committed to fighting the cults of the earth and twarting their efforts. Chapter 1 Racing 4Rune Gouldbeck (order #6932249) Aarakocra Traits your hair back into braids or cut it to keep it from getting in their way as they work. As an aarakocra, you have certain traits in common with your people. The ability to fly at high speed Svirfneblin is well adapted for their underground start at level 1 is exceptionally effective in a certain existence. They have an excellent dark vision, and manycircumstances and are extremely dangerous in others. of them there are magical talents that rival the innate How the result, playing aarakocra requires a special spell of sleep and duergar. They are inattentive to your DM. surprisingly strong for their size, enduring labor and dangers that will overwhelm most other people. Ability Assessment Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1. Master Miners Age. Aarakocra reach maturity at the age of 3 years. Compared to their protected nature, svirfneblin does not joyless.to people, aarakocra usually do not live longer They admire skillful work and delicate craftsmanship than 30 years. like any other gnome. Svirfneblin loves gems of all kinds and they boldly look for gems in alignment. Most aarakocra are good and rarely the deepest and darkest tunnels. They also expertchose parties when it comes to law and chaos. Tribal gemcotters and miners, and they value rubies primarily, may be legitimate, while explorers of other gemstones and adventurers may seek chaos. The size of deep inhabitants. Aarakocra is about 5 feet tall. They have thin, light bodies that weigh between 80 and 100 Svirfneblin known as deep gnomes because they are subunds. Your size is average. choose to live much below. the Earth's surface. Most svirfneblin never see daylight. Their home speed. Your base walking speed is 25 feet. well-hidden fortresses, hidden labyrinth-like passages and clever illusions. The vast network of Aarakocra Mine Fountains Tunnels ring the most svirfneblin settlements, protected backgrounds that are most suitable for aarakocra include outlander, hermit, and sage. The small colonies of aaracokra are insular and remote, and few aarakocrats live away from their nastists. In the Star Mountains of the High Forest in the Forgotten Kingdoms, kingdoms, more than a few dozen aarakocrats live away from the nests of their families. Those that are usually rangers or fighters are constantly patrolling for external threats. Flight. You have a flight speed of 50 feet. To use this speed, you can not wear medium or heavy armor. Claws. You own your unarmed punches, which cause 1d4 cuts on the punch. Language. You can talk, read and write Common, Aarakocra, and Auran.Deep GnomeForest Dwarves and Rock Dwarves are the dwarves most commonly found in the lands of the surface world. There is another subrac of dwarves, rarely meeting any inhabitant of the surface: deep gnomes, also known as surerfinblyin. Protected, and suspicious outsiders, svirfneblin is cunning and silent, but can be justas kind-hearted, faithful and compassionate as theirsurable cousins. Born from the Deep EarthSwirfneblin are more like stone creatures than they are. Their leathery skins tend to be a gray, brown, ordoun hue that acts as a natural camouflage with therock around them. Their bodies are gnarled with a solid pit or fat, and they are heavier than their little prompts; svirfneblin often weigh 100 pounds or more, but rarely cost much more than 3 feet in height. Men svirfneblin are bald from early childhood, although adults can grow tight beards or moustaches. Females have full head hair and they usually tie Chapter 1 Racing 5Rune Gouldbeck (order #6932249) deadly traps and hidden sentinels. Once the traveler, where they come from and what they are up to, but 6 passes through external defenses, the tunnels open somewhat eventually learn to trust kind-hearted people up in the wonderful cave towns carved from the surface world. surrounding the stone with exquisite care. svirfneblin are strict in their amenities compared to their surface A few svirfneblin become merchants who deal with cousins, but they are proud of their masonry. other races, both above ground and underground. Sleep, duergar, and other nations know that svirfneblin are deep dwarves doing their best to remain hidden. Even usually neutral in outlook and usually honest in if surface travelers managed to find a svirfneblin their relationship. Serving as intermediaries between the races of the community, gaining their trust can be even more hostile to deal with each other directly can be difficult. Those are rare travelers who excel in the lucrative, and it serves an important defensive function; Befriend deep dwarves believe they are loyal and svirfneblin facilitaters tend to know more about the rumors of courageous allies against any enemy. and threats between rival traders than anyone else. Scouts and Spies Deep Gnome Surface Names of Residential Dwarfs Often Take Svirfneblin prefer less vivid names than their lives out of pure curiosity about the world around rock gnome or forest cousins of dwarves. The clan calls them, wanting to see new things and meet new people. People. skills or professions that a particular family By comparison, most svirfneblin possess very little to do with and sometimes change if a remarkable passion for wandering and rarely travel far from home. They are individually struck out in a new direction. see the superficial world as a bewildering place without borders and filled with unknown dangers. Male names: Belvar, Brickers, Durtmek, Firble, However, some Svirfneblin understand that it is Krieger, Krontud, Schneltek, Schniktik, you need to know something about what is happening in Tulvar, Walshud on the surface near their hidden refuge. As a result, some swirls become scouts, spies or messengers of female names: Beliss, Durthee, Fricknarti, Ivridda, who go abroad, doing everything possible to avoid attention. Creevy, Lulthiss, Nakvarti, Schnella, Tulmarra, These travelers are known to be close-mouthed about WirsiddaRune Guldb'k (order of #6932249) Clan Names: Crystalfist, Gemcutter, Ironfoot, Rockhewer, Seamfinder, Stonecutter Chapter 1 RacesDeep Gnome Traits Intelligence - this is your ability to spell for these 7 spells, and discard their lowest levels. When you create a dwarf character, you can choose a deep gnome as an alternative to sub-race in the Genasi Player's Handbook. For your convenience, the features of a gnome and a deep dwarf are combined here. Those who think of other planes at all consider them remote, remote realms, but planar influences can feel the ability to score an increase. Your intelligence score is everywhere. Sometimes it manifests itself in creatures increases by 2, and your Dexterity score increases by 1. who, as a result of an accident of birth, carry the power of the planes in their blood. Genasi is one of those people, Age. Deep dwarves are short-lived for dwarves. They are descendants of genies and mortals. mature with the same speed people make and are considered full-grown adults 25. They live 200 to 250 years, Elementary planes are often inhospitable, though difficult to labor and the dangers of Underdark natives Material Plane: crushing the earth, searing often claim that they are up to their time. flames, boundless skies and endless seas make visiting these places dangerous even for a short time. Alignment. Svirfneblin believes that survival depends on powerful genies, but does not face such problems, avoiding confusion with other beings rather than venturing into the mortal world. They adapt well by making enemies, so they advocate neutral alignment. They mix elements of the Material Plane and rarely wish others to get sick, and they are unlikely to take the risk they sometimes visit, whether of their own free will or on behalf of others. forced by magic. Some genies can take a mortal appearance and travel incognito. Size. A typical svirfneblin costs about 3 to 31/2 feet in and weighs 80 to 120 pounds. Your size is small. During these these The mortal can catch the eye of the genie. Forms of friendship, romance blossoms and sometimes speed. Your base walking speed is 25 feet. Children's result. These children are genasi: the faces of Superior Darkvision. Your dark vision has a radius with connections to two worlds, but belonging to none. Some of the 120 feet. genasi are born from mortal genie unions, the other have two Gnome Cunning. You have an advantage at all genasi as parents, and the rare ones of the genie of further intellect, wisdom and charisma economy casts their family tree, showing an elementary legacy against magic. it's been lying dormant for generations. Stone camouflage. You have an advantage on Dexterity (stealth) checks to hide in rocky terrain. Sometimes, genasi is the result of exposure to a splash of languages. You can speak, read and write Common, Elementary Power, through phenomena such as gnomes, and Undercommon. The eruption of the Svirfneblin dialect from The Inner Flats or the planar convergence. is more gutted than the surface of Gnomish, and most elementary energy saturates any creatures in the area of svirfneblin know only a little in common, but those and can change their nature enough that their offspring who deal with outsiders (and that includes you, like other mortals are born as genasi. adventurer) pick up enough common to pass in other lands. The heirs of the Elemental Force optional feat of Genasi inherit something on both sides of their dual nature. They resemble people but have unusual skin If your DM allows you to use exploits of Chapter 6 colors (red, green, blue or gray) and there's something to guide the player, your deep dwarf character has a weird one about them. Elementary blood flowing through access to the next special feat. their veins appear differently in each genasi, often as a magical force. Svirfneblin Magic Seen in silhouette, genasi can usually pass for Prerequisites: Gnome (deep gnome) of a person. Those from the ground or water descent are usually heavier, while air or fire is usually lighter. A You have inherited the innate ability to spell your given genasi may have some features resembling ancestors. This ability allows casting the unluc bred mortal parent (pointed ears from the elf, stocker on himself of their choice, without the need for a material frame and thick hair from the dwarf, small hands and component. You can also throw each of the following feet from half, extremely large eyes from spells once with this ability: blindness/deafness, blur, gnome, and so on).and disguise yourself. You regain the ability to give away these spells when you finish a long rest. Genasi almost never have contact with their elementary parents. Geniuses are rarely interested in their mortal deep dwarves in Forgotten Kingdoms, seeing them as accidents. Many feel nothing for their children genasi at all. In the Forgotten Kingdoms, deep dwarves live in underworld, known as Underdark. This maze Some genasi live as outings, banished to exile for their caves and tunnels is home to some of the most terrifying disturbing appearances and strange magic, or assuming creatures in Faer'n. Because of this, svirfneblin that guide wild humanoids and strange cults in live here is much more incredulous and cautious than their indomitable land. Others acquire positions of great influence, related in other worlds. Rarely do they allow strangers inside, especially where elementary beings are revered. A few of them are among, and those that they have to deal with kept genasi leave the Material Plane to find refuge in the length of the weapon. If someone is lucky enough to trust their parents' genie households. deep dwarves, they are each for life. For the svirfneblin of Underdark, genuine trust is a commodity much more Chapter 1 Racing valuable than gold. 4e Gouldbeck (order #6932249) Wild and self-confident people living on the border, however, have much more difficult. People there tend to be less accepting OfHasy rarely lack confidence, seeing themselves different. Sometimes the cold shoulder and aas equal almost any challenge in their way. This suspicious glare are the best genasi can be hoped for; in certainty can manifest itself as a graceful self-confidence of more backward places, they face ostracism and even in one genasi and as arrogance in another. Such self-insatism from people who take them for fiends.confidence can sometimes blind genasi risk, and their facing difficult life, these genasi seek isolation in thegreat plans often get them and others into trouble. wildlife, making their homes in mountains or forests, near lakes, or underground. Too many failures can chip away even genasi'sense self, so they constantly push themselves to most of the air and fire genasi in Realms areimprove, honing their talents and checking their craft. descendants of the genie and effritus that once ruled Kalimshan. When these rulers were overthrown, theirs were scattered. For thousands of years, the ancestry of these genes have spread. While far from common, air and firewithout collide with another of its kind. There genasi are more likely to be found in the western regionsare no large genasi or empire cities. Genasi is rare from Faeran, along the coast from Kalimshan to the north to their own communities and tends to take the Sword Coast, and in the Western Heartlands tocultures and the societies in which they were born. To the east. Some remain in their ancient homeland. Many genes lose themselves in teeming cities, unlike water and land genasi have no common ground where their identity hardly raises an eyebrow in it is difficult to track down their own places, accustomed to different people. lines, and pedigrees sometimes miss a generation or two. Many terrestrial genes originated in the North, and Genasi on Atas spread from there. Water genes come from coastal areas, the largest concentration of them hails from any world, which includes one or more elementary regions surrounding the Sea of Fallen Stars. Planes can include genasi, at Athas, the world of the Dark Sun campaign setting, elementary forces to hold more influence of the distant land of zahara known only in legends than in other worlds. How the people touched the majority of the inhabitants of Faeran. There the genins and the elementary force, the genes are seen as straits, prophets, spellers enter into transactions, and the genes can lead and the chosen. The birth of the Genasi, be it a slave, from such covenants. These genes were the sources of the noble, or a member of the desert tribe, is the auspicious great flight and grief in the history of this land. Event. Most Atasians believe that this genasi is intended for greatness or shame. Chapter 1 Racing 8Rune Gouldbeck (order #6932249)Genasi Fon air Genasi Each genasi subrace has its own temperament, which can Like air genasi, you descended from the gen. How to make some backgrounds more appropriate than others. Changing like the weather, your moods shift from calm to wild with little warning, but these storms of air genasi pride themselves on their heritage, sometimes rarely long. arrogance point. They can be bright, and eager to have an audience. They rarely stay in one place for long, air genes usually have light blue skin, hair and eyes. always looking for a new sky to see and breathe. Air genasi Weak but constant breeze accompanies them, tousling, who do not live in cities favoring open lands such as plains, hair and stirring clothes. Some air deserts are genashi, and high mountains. Fitting backgrounds include a voice-breathing, marked by a faint echo. A few charlatans, artists and nobles. Display the odd patterns in their flesh or grow crystals from their scalps. Earth genes are more closed, and their connection to the earth keeps them from comfort in most cities. Ability Assessment Increase. Your dexterity score their unusual size and strength making them naturally increased by one. soldiers, however, and with their stoic behavior, can encourage disorder and because they are gnarled and bulky, they are underestimated. Elements of the Material Plane and rarely wish others to get sick, and they are unlikely to take the risk they sometimes visit, whether of their own free will or on behalf of others. forced by magic. Ability Assessment Increase. Your intelligence score increases by 1. Elemental Power. Your base walking speed is 30 feet. Language. You can talk, read and write Common and Terran. Earth genasi Appropriate the ability to throw it this way when you finish a long vacation. Constitution your spelling Fire genasi often get themselves into difficulty with their ability to do this spell. fiery manners. Like their cousins, they sometimes flaunt their supposed superiority over ordinary people. But they also want others to share their high opinion of themselves, so they are constantly striving to enhance their reputation. As a land genasi, you descend from brutal likely backgrounds to fire genasi include criminal, folk and greedy tac, although you are not necessarily evil. You're a hero, and noble. inherited some measure of control over the land, enjoying superior strength and firm strength. You usually water genasi almost all have some experience on board to avoid reckless decisions by stopping long enough to consider or around ships. They make excellent sailors and your options before you take action. Like the land of genasi, however, the water genasi prefer silence and solitude; wide shores are their natural homes. They are elemental earth manifested differently than one to go where they want, do what they want, and rarely feel bound by personality to the next. Some land genasi always have something. Good backgrounds for the water genasi include pieces of dust falling from their bodies and mud clinging to the hermit and sailor. to their clothes, never becomes clean no matter how often they bathe. Others are as shiny and polished as Genasi Gem names, with skin tones deeply brown or black, eyes sparkling like agates. Land genasi can also haveGenasi use naming conventions of people among smooth metallic flesh, dull iron skin spotted with rust, pebbles and rough hide, or even covering the tinywhom they were raised. Later they can assume built-in crystals. Most arrests have cracks in their flesh from which the faint light shines. Distinctive names to capture their heritage, such as increasing ability to score. Your power scoreFlame, Amber, Wave, or Onyx. 1.Genasi Traits Earth Walk. You can navigate through difficult terrain from the ground or stone without expendingYs genasi character has certain characteristics in additional movement.common with all other genasi. Merger with Stone. You can throw a pass without a trace spell once with this trait without requiring a material increase in ability to score. Your Constitution score components and you regain the ability to throw it that way when you finish a long vacation. The Constitution is yours. the ability to spell for this spell. Age. Genasi mature at about the same speed as fire Genasiand people reach in his late teens. They live like a fiery genasi, you have inherited an unstable mood and a sharp mind of ephrit. You're prone to non-remembering, which is longer than people, until the age of 120. and make hasty judgments. Instead of Your distinctive appearance, you rejoice in it. Independent and independent, genashi tend to have almost all fiery genes feverishly hot, as if burning in neutral alignment. Inside, the impression is enhanced by blazing red, charcoal-black, or ash-grey skin tones. The larger the man-look size. Genasi is as diverse as their mortal parents' fiery red hair, which writhes under extreme emotions, while more exotic sports patterns of actual flamesbut are usually constructed as people standing anywhere dancing on their heads. Fire genasi voices can sound from 5 feet to more than 6 feet tall. Your size is average. Speed. Your base walking speed is 30 feet. Languages. You can talk, read and write Commonand Primordial. The original is the guttural language, filled with harsh syllables and rigid consonants. The subbras. The four main sub-race of genashi are found in the world of DMO: air genes, earthen genes, firegenases and water genes. Choose one of these sub-race. Chapter 1 Racing 9Rune Gouldbeck (order #6932249) as the flames crackle and their eyes flash when angry. tribe, while man's heroic efforts can ensure TheSome is accompanied by a faint smell of gray. survival of the whole group. Ability Assessment Increase. Your intelligence score goliaths, therefore, place the premium on self-sufficiency and at 1. individual skill. They have the compulsion to keep score, counting their affairs and counting their Darkvision achievements. You can see in dim light within 60 feet to compare with others. Goliaths love to win, but they see it as if it's a bright light, and in the dark, as if it were a defeat, as a push to improve their skills. Your connection to the elementary plane of fire makeyour darkvision is unusual: everything you see in the dark This dedication competition has a dark side.is in the shade of red. Goliaths are fierce competitors, but above all they are forced to surpass their past efforts. If goliath's fire resistance. You have resistance to fire damage. Kills the dragon, he or she can look for more, more Reach Blaze. You know, produce a powerful flame wyrm in battle. Few Goliath adventurers reach the cantrip. Once you reach level 3, you can quit old age as most die by trying to outdo their pastburning hands to spell once with this trait as level 1 accomplishments.spell, and you regain the ability to throw it this way when you finish a long rest. The Constitution is your spelling fair playability for these spells. For goliaths, competition exists only when it is maintained on equal terms. Competition measures talent, dedication and effort. These factors determine the wash-out of the waves, the splashes foam in the wind, survival in their native territory, not relying on magical ocean depths - all this calls to the heart. items, money or other items that can tip the scales You freely wander wander be proud of their independence, one way or another. Goliaths are happy to rely on such, although others may consider you selfish. benefits, but they are careful to remember that such an advantage can always be lost. Goliath, who relies most water genasi to look as if they have just finished bathing, too much on them can grow smug, a recipe with beaded moisture gathering on the skin and hair. disaster in the mountains. They smell like fresh rain and clean water. Blue or green is common, and most of them are somewhat overlarge This trait manifests itself most strongly when goliaths, blue-black. Hair of the water geneshi can interact with other people. The relationship between the float is loose, swaying and swinging as if underwater. Some peasants and nobles are puzzled by the Goliaths. If the king lacks thehave voices with a subtext reminiscent of whale song exploration or leadership to lead, then obviously mostor seeps streams. talented man in the kingdom must take his place. Goliaths rarely keep such opinions to themselves, and the ability to score increases. Your assessment of Wisdom mocks a nation that relies on the structure of society or the rule to increase by one. maintain power. Acid resistance. You have resistance to acid damage. Survival of the fittest amphibians. You can breathe air and water. Swim. You have a swimming speed of 30 feet. Among the Goliaths, any adult who can not contribute to the call to the wave. You know, the shape of the water cantrip tribe banished. A lone goliath has little chance (see chapter 2). When you reach level 3, you can quit survival, especially older or weaker. Goliaths create or destroy a water spell as a Level 2 spell have little pity for adults who can't take care of that trait, and you restore the ability to throw it yourself while a sick or injured person is so when you finish a long vacation. The Constitution is your cure, the result of Goliath's concept of honest play.spellcasting ability for these spells. The permanently wounded Goliath is expected to continue to pull his or her weight into the tribe. Typically, such goliath dies trying to keep up, or Goliath slips into the highest mountain peaks - far above the slopes at night in search of a cold will of fate. Few folk can, in some ways, Goliath's drive outdo itself, and less can still claim to channels in the grim inevitability of their decline and friendship with them. Goliaths roam the grim death of the kingdom. Goliath is more likely to die in battle, on rock, wind and cold. Their bodies look as if they are the peak of strength and skill than endure the slow decay carved from the mountain stone and give them Aging. The people have ever and elderly goliaths are physical force. Their spirits are tempered by wandering wandering these goliaths who left their people grapplewind, making them more likely to give up their lives as their physicians peak. Their hearts are imbued with a cold attitude of decay.of the Goliath tribes suffer from the chronic lack of experience offered by long-term competitors. They pose for innate wisdom, and their leadership, because they are forced to rely only on the wisdom every day challenge to Goliath. Every crown with power, water, and shelter are in upper mountainpeaches. One mistake could bring the death of the entire Chapter 1 Racing 10Rune Gouldbeck (order #6932249)Goliath Names The Constitution is a modifier to the number of rentals, and you can reduce the damage by that amount. After using this trait, youEvery Goliath has three names: the birth name assigned can not use it again until you finish the short or long rest.by the mother of the newborn and the father, nicknameassigned tribal chief, and family or clan name. Powerful build. You consider one size larger when the birth name is up to three syllables in length. Clan names determine your payload capacity and the weight of syllables or more and end in vowels. can push, drag or lift. Birth names are rarely related to gender. Goliaths see Mount Bourne. You are acclimatized to high altitude, women and men are both equal in all things, and they find including heights above 20,000 feet. You also communicate with the roles divided by gender to be mysterious or naturally adapted to the cold climate, as described unworthy of ridicule. For Goliath, the man who is the best chapter 5 in the Masters dungeon Guide.at job should be one challenge to do so. Languages. You can speak, read and write the nickname Goliath is a description that can change the general and giant.on whims of a leader or tribal elder. It refers to an anotable business, or success or failure, committed goliath. Goliaths prescribe and use nicknames with friends of other races, and change them to refer to the notable deeds of man. Goliaths represent all three names when identifying the land, in order of birth name, nickname, and clan name. In a casual conversation, they use their nickname. Birth names: Aukan, Eglat, Ge-Al, Gautak, Ilikan, Keothi, Kuori, Lo-Kag, Manneo, Maweit, Nalla, Orilo, Paavu, Pethani, Talai, Totham, Outal, Vaunea, ViamakNiknam: Bearkiller, Dawncaller, Fearless, Flintfinder, Horn. Rootsmasher, Skywatcher, Steadyhand, Threadtwister, Twice Orphaned, Twistedlimb, WordpainterClan Names: Anacalatai, Elanithino, Gathakanathi, Kalagano, Kato-Olavi, Kolae-Gileana, Ogolakana, Tuliaga, Tunukalati, Vaimei-Laga Other. Ability Assessment Increase. Your power scoreincreases at 2, and your Constitution scoreinses at 1. Age. Goliaths have a life expectancy comparable to humans. They enter adulthood in their late teens and are generally more lifeless than a century. Alignment. Goliath society, with its clear roles and objectives, has a strong legal bias. Goliaths of justice, balanced by an emphasis on self-sufficiency and personal accountability, push them towards neutrality. Size. Goliaths are 7 to 8 feet tall and weigh between 280 and 340 pounds. Your size is average. Speed. Your base walking speed is 30 feet. A natural athlete. You have knowledge of the skills of the valettics. Stone's stamina. You can focus too often to shrug off the injury. When you take damage, you can use your reaction to roll down the d12. Add your Chapter 1 Racing 11Rune Gouldbeck (order #6932249)Chapter 2: Level 2 Spells Its Chapter offers new spells for the Dust of the Devil (spell) many classes in the Earthbind Player (Transmutation) Handbook. Spells provide different Skywrite (transmutation, ritual) ways to use the power of wind Warding (exclamation) four elements. Level 3 Of Your DM determines whether these spells are available to create a character, erupting the earth (transmutation), whether they are discovered in the Treasure Flame Arrows (transmutation) trove, or whether you stumble upon them in an ancient tidal wave (spell) library or another warehouse of magical knowledge. Water Wall (evocation)Spell Lists level 4 Following spell lists show which of the new spells is the Elementary Scourge (transmutation) for the class. School magic spells are celebrated in water sphere (spell) brackets after its name. If the spell can be a caste ritual, the ritual tag also appears in the 5th Levelparentheses. Control of winds (transmutation)Bard Spells Maelstrom (evocation) Transmutation (transmutation)Cantrips (0 Level) 6th LevelThunderclap (evocation) Earth Bones (transmutation)1st level Of Flame Investment (transmutation) Ice investment (transmutation)Earth tremor (evocation) Investment Wind Investment (transmutation)2nd level Primordia Chamber (abys) Pyrotechnics (transmutation) 7th LevelSkywrite (transmutation, ritual)Warding wind (evocation) Whirl (evocation) Druid spells Ranger SpellsYour DM can add only a few of these spells to the list of spells of your 1st Leveldruid.ru. For example, if your druid is from the Acoastal region, the druid may only have access to Absorb elements to new spells on the water theme. Beast Communication (Divination)Cantrips (0 Level) Level 3Creation of the Bonfire (Spell) Flame Arrow (Transmutation)Control of flame (transmutation)Frostbite (exclamation) Sorcerer SpellsGust (transmutation)Magic stone Cantrips (0 Level)Mold Of the Earth (Transmutation) Water Form (Transmutation) (transmutation) (exclaim) Control of the Flame (Transmutation) Frostbite (exclamation)1st level Gust (transmutation) Land Mould (transmutation)Absorb elements (acroutation) Form of water (transmutation)Beast of Communication (divination) Thunderclap (exclamation)Ice knife (spell)Earth tremor (evocation) Chapter 2 Spells 12Rune Gouldbeck (order #6932249) Level Chapter 2 Spells 13 Catapult (Transmutation) Ice Knife (Spell) Earth Tremor (exclamation) 2nd level Aganazzar in scorching (exclamation) Devil's Dust (spell) Earthbind (transmutation) Maximilian earthy grip (transmutation) Pyrotechnics (transmutation) Snilloc in the snow Transmutation) Minute Meteors Melfa (exclamation) Wall of Water (exclamation) 4th level Storm sphere (exclamation) Vitriolic sphere (exclamation) Water sphere (spell) 5th level Wind Management (transmutation) Immolation (evocation) 6th level Nest of flame (transmutation) Investment of ice (transmutation) Investment of wind (transmutation) Abi-Dalzima's Horrible Withering (Necromantion) Warlock Spells Cantrips (0 Level) Create Bonfire (Spell) Frostbite (exclamation) Magic Stone (transmutation) Thunderclap (evocation) 2nd level Earthbind (transmutation) 4th level flame (transmutation) Investments (transmutation) Transmutation) Rania (order #6932249)The Wizard of Spells 1st LevelCantrips (0 Level) Absorption of Elements (abysion) Catapult (transmutation) Create a bonfire (spell) Ice knife (spell) Frostbite (evocation) Gust (transmutation) 2ndMol Leveld land (transmutation)Form of water (transmutation) scorched (exclamation) Aganazzar's scorcher (evocation)Thunderclap (exclamation) Devil's Dust (spell) Earthbind (transmutation) Maximilian earth grip (transmutation) Pyrotechnics (transmutation) ritual) Snow pack of the Slocknil (evocation) 3rd level (transmutation) Flame arrows (transmutation) Minute meteors Melfa (evocation) Tidal wave (spell) Sand Wall (exclamation) Wall of Water (exclamation) 4th level Elementary ban (transmutation) Sphere Storm (evocation) Vitriolic sphere (evocation) 5th level Of Wind Management (transmutation) Immolation (evocation) Transmut Rock (Transmutation) Level 6 Flame Investment (Transmutation) Ice Investment (Transmutation) Investments stone (transmutation) Wind Investment (transmutation) 7th level Whirlwind (evocation) 8th level Abi-Dalzim in horrid Spells 14Rune Guldb'k (#6932249) Spell Description fails if the intelligence of the beast is 4 or higher. Up to 15 spells The link is active while you and the beast spells are presented in alphabetical order. within sight of each other. Through the link, the beast can understand your telepathic messages to him, the horrible Wilting Abi-Dalzima, and he can telepathically communicate simple emotions and concepts back to you. While the link is active, the Level 8 necromance beast gets the edge in attacking the rolls against any creature within 5 feet of you that you can see. Casting time: 1 Range: 150 feet Bones Earth Components: V, S, M (a little sponge) Duration: Instant 6 level transmutation You draw moisture from each creature in 30-foot Casting Time: 1 cube action focused on the point you choose within range. Each range: The 120-foot creature in this area must make the Constitution save components: V, S throw. Designs and undead are not affected, and duration: Instant plants and water elementals make this saving throw with a disadvantage. The creature takes 10d8 necrotic damage. Plants and beasts wilt and wither, and water elements in the area take 10d8 acid damage. Every creature in the area must succeed on Dexterity throw saving or - You are immune to cold damage and resistance 2d6 cold damage. fire damage. At higher levels. When you cast this spell with help - you can navigate through difficult terrain. Pole. Casting time: 1 action Range: 30 feet Components: V, S, M (a small pole) Duration: Instant 2 level transmutation You can use your action to create a 15-foot cube. The pole is suspended in the air