

hellmouth

5E BUFFYVERSE HOMEBREW



VOLUME II:
WITCH & CIVILIAN

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witch

PRACTITIONERS OF WITCHCRAFT

A witch is someone who is skilled in channeling magical energy through themselves to practice witchcraft. The life of a witch is complicated. Most practice their spellcraft in secret, a necessity for safety in human society. Humans tend to see the source of a witch's power, and the witch themselves, as evil. While witches are human and have souls, they also possess a supernatural power that far surpasses what normal humans are capable of. Because of this, they are a necessary addition to any group dealing with the forces of darkness.

A LIFE OF MAGIC

Witches exist on both sides of the war between good and evil. Because of the seductive nature of their powers, it isn't uncommon for a witch to switch sides. High level witchcraft is dangerous. It can be devastatingly destructive to a witch's enemies. Not only that, it can completely consume the witch themselves. The dark path that witches walk in their pursuit of power is tricky to navigate. However, if they can withstand the siren call of the darkness, there are no limits to their power.





CREATING A WITCH

The creation of a witch character begins with their connection to magic. Were you a normal human that got seduced by the power and euphoria of spellcraft? Were you born into a family of witches, sealing your fate as a witch when you took your first breath? Or perhaps you learned about the world of magic through late nights online, browsing the internet. You must also decide how far you are willing to go to become powerful, and how much you are willing to sacrifice.

THE WITCH

Level	Prof. Bonus	Features	Cantrips Known	Spell Slots per Spell Level									
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Magical Connection, Spellcasting, Human Frailty	3	2	---	---	---	---	---	---	---	---	---
2nd	+2	Transcendent Casting, Magical Kickback	3	3	---	---	---	---	---	---	---	---	---
3rd	+2	Creative Spellcraft, Dark Energy Sense	3	4	2	---	---	---	---	---	---	---	---
4th	+2	Ability Score Improvement, Energy Conversion	4	4	3	---	---	---	---	---	---	---	---
5th	+3	Power Of The Coven	4	4	3	2	---	---	---	---	---	---	---
6th	+3	Magical Connection feature	4	4	3	3	---	---	---	---	---	---	---
7th	+3	Energy Conversion	4	4	3	3	1	---	---	---	---	---	---
8th	+3	Ability Score Improvement	4	4	3	3	2	---	---	---	---	---	---
9th	+4	Spell Creation	4	4	3	3	3	1	---	---	---	---	---
10th	+4	Magical Connection feature, Energy Conversion	5	4	3	3	3	2	---	---	---	---	---
11th	+4	Creative Spellcraft	5	4	3	3	3	2	1	---	---	---	---
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	---	---	---	---
13th	+5	Energy Conversion	5	4	3	3	3	2	1	1	---	---	---
14th	+5	Magical Connection feature	5	4	3	3	3	2	1	1	---	---	---
15th	+5	Wrath Of The Witch	5	4	3	3	3	2	1	1	1	---	---
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	---	---
17th	+6	Creative Spellcraft	5	4	3	3	3	2	1	1	1	1	---
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1	---
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1	---
20th	+6	Signature Spells	5	4	3	3	3	3	2	2	1	1	---



CLASS FEATURES

Witches may only be human. “Witch” is a gender neutral term, though some male witches prefer to be called “warlock”. A witch may multiclass as a watcher or a civilian. They may also be transformed into a half demon or vampire. As a witch, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per witch level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per witch level after 1st

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: Constitution and your spellcasting ability as determined by your Magical Connection

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- 1 “Witchcraft” book
- A book bag to carry your spellbook collection
- A components pouch
- (a) a practitioner’s chest or (b) an emergency magic pack



MAGICAL CONNECTION

At 1st level, you have discovered a connection to the powers of magic. You may choose Academic, Legacy, or Technopagan. Each is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

SPELLCASTING

As a practitioner of magic, you have a collection of spellbooks containing spells that hold the basis of your power.

Cantrips

At 1st level, you know three cantrips of your choice from the “Witchcraft” book spell list. You learn additional

cantrips of your choice at higher levels from various books in your collection, as shown in the Cantrips column of the Witch table. You may also prepare different cantrips as you would spells of 1st level or higher, as described under Preparing and Casting Spells (*see below*).

Spellbook Collection

At 1st level, you have “Witchcraft”, the most basic spell book. The spells contained within this book can be found on page 8. Your spellbook collection contains the entirety of your spells. There is no prescribed list of witch spells you are limited to. You may cast any spell so long as you have a spellbook containing it in your collection. You may add additional spellbooks to your collection as you find them to add more spells to your repertoire. Additional spellbooks can be costly and hard to find.

Preparing and Casting Spells

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of spells that are available for you to cast. To do so, choose a number of spells from your spellbooks equal to your spellcasting ability modifier + your Witch level (minimum of one spell).

For example, if you’re a 3rd-level Witch, you have four 1st-level and two 2nd-level spell slots. With a spellcasting ability modifier of 16, your list of prepared spells can include six spells, in any combination, chosen from your spellbooks. If you prepare the 1st-level spell detect magic, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn’t remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your spellbooks and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Your spellcasting ability for your spells is determined by your chosen Magical Connection. Depending on your choice, it will either be Intelligence, Wisdom, or Charisma. You use this spellcasting ability whenever a spell refers to your spellcasting ability. In addition, you use your spellcasting ability modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.



*Spell save DC = 8 + your proficiency bonus +
your spellcasting ability modifier*
*Spell attack modifier = your proficiency bonus +
your spellcasting ability modifier*

Ritual Casting

You can cast a spell as a ritual if that spell has the ritual tag and you have the spell in a spellbook in your collection. You don't need to have the spell prepared.

HUMAN FRAILITY

As a human, you are not built for the harsh nightly war between good and evil that you are a part of. When you take a long rest, you do not regain all of your lost hit points. Instead, you roll your total remaining hit dice pool to recover hit points. You then recover hit dice as normal when you've finished your long rest. Additionally, when monsters identify your class they will usually make you the target of their attacks.

TRANSCENDENT CASTING

Beginning at 2nd level, you may riskily cast spells beyond your means. You may cast a spell of any level you have prepared using a spell slot of any level you have available. You take 1d8 psychic damage per spell level beyond the slot you used to cast it.

MAGICAL KICKBACK

Also at 2nd level, you are exposed to the dangerous aspect of magic. Whenever you cast a spell at a high level, you must make a roll to resist the mystical energy consuming you. When you cast a 5th-level spell or higher, roll an Arcana check + your spellcasting ability modifier and consult the Magical Kickback table. If you fail, you take the amount of damage shown on the Magical Kickback table below. If you succeed, you do not have to make another Magical Kickback roll for the next 24 hours.

<i>Spell Level</i>	<i>DC</i>	<i>Damage</i>
<i>5th-level</i>	14	<i>1d8 psychic</i>
<i>6th-level</i>	16	<i>1d8 psychic</i>
<i>7th-level</i>	18	<i>1d10 psychic</i>
<i>8th-level</i>	20	<i>1d10 psychic</i>
<i>9th-level</i>	22	<i>1d12 psychic</i>

CREATIVE SPELLCRAFT

When you reach 3rd level, at the cost of your own vitality, you gain the ability to tailor the spells you cast. You gain two of the following Creative Spellcraft options of your choice. You gain another one at 11th and 17th level. You can use only one Creative Spellcraft option on a spell when you cast it, unless otherwise noted.

Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can take 1d4 psychic damage to double the range of the spell. When you cast a spell that has a range of touch, you can take 1d4 psychic damage to make the range of the spell 30 feet.

Disturbance Spell

When you cast a spell that requires concentration, you can take 1d4 psychic damage to create a 15 foot radius of electrical energy around yourself that lasts for the duration of your spell. When a creature first enters the area it must succeed a Constitution saving throw or take 1d6 lightning damage. Additionally, electronic disturbances occur in the area. This includes electronic devices overcharging, street lights flickering, light bulbs popping, outlets sparking, etc.

Explosive Spell

When you roll damage for a spell, you can take 1d4 psychic damage to deal an additional 1d8 of force damage.

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can take 1d4 psychic damage to double its duration, to a maximum duration of 24 hours.

Preservation Spell

When you cast a spell and a creature is within 5 feet of you, you can take 1d4 psychic damage and push all creatures within 5 feet of you 15 feet away in a straight line. This does not trigger attacks of opportunity.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can take 2d4 psychic damage to change the casting time to 1 bonus action for this casting.

Screaming Spell

When you cast a ranged attack spell or cantrip that targets only one creature and doesn't have a range of self, you can take 2d4 psychic damage and cast it in a 30 foot cone instead. The cone originates from your mouth as a scream and affects all creatures in its path.



Subtle Spell

When you cast a spell, you can take 1d4 psychic damage to cast it without any somatic or verbal components.

DARK ENERGY SENSE

Also at 3rd level, you can use your action to focus your awareness on the area around you. For 1 minute you can sense spells that have been cast over the last 24 hours within 60 ft. You can also determine what level the spell was cast at.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ENERGY CONVERSION

At 4th level, you've developed the ability to manipulate and convert your own magical energies. As an action, you can regain a 1st-level spell slot by taking 1d8 psychic damage. Alternatively, you can expend a 1st-level spell slot to regain 1d8 hit points. Any spell slot you create with this feature vanishes when you finish a long rest.

This feature allows you to convert between higher spell slots and hit points as you gain witch levels. At 7th level, you can use Energy Conversion to regain 2nd-level spell slots or 2d8 hit points as described above. This increases again at 10th level (3rd-level spell slots / 3d8 hit points), and again at 13th level (4th-level spell slots / 4d8 hit points).

POWER OF THE COVEN

When you reach 5th level, you are able to increase the scale of your spells when casting as a group. You may touch 2 willing, friendly creatures that you share a close bond with and use their energy to enhance your spell. This requires the use of both creatures' next actions. Your spell gains one of the following effects:

- You may reduce the duration spent casting a ritual spell by half.
- You may double the duration of time the effects of the spell last.
- You may double the damage that the spell attack deals.
- You may target an additional creature with the spell.

Once you use this feature, you must finish a short or long

rest before you can use it again. Additionally, when casting using Power Of The Coven, you do not suffer the effects of the Magical Kickback feature.

SPELL CREATION

At 9th level, your experimentation with the principles of magic allows you to begin creating spells of your own. To do this, you must work with the DM. Together, you need to agree on what you want the spell to achieve, what level the spell should be based on that effect, the school of magic, casting time, range, components, and duration.

WRATH OF THE WITCH

When you reach 15th level, your power can overtake you in times of emotional instability. When you are overwhelmed by anger, fear, or grief you must pass a DC 18 Wisdom saving throw or slip into an all-consuming wrathful state. Alternatively, you could choose to accept this wrathful state.

While in a wrathful state, you gain the following features:

- Your alignment shifts to chaotic evil.
- You are fixated on the circumstance that brought on your wrathful state and cannot focus on anything else.
- You do not have to sleep and cannot become exhausted.
- You are resistant to bludgeoning, piercing, and slashing damage from non-magical weapons.
- You suffer 1d4 psychic damage every time you cast a 1st-level spell or higher.
- You do not suffer the effects of the Magical Kickback feature.

You slip out of your wrathful state when you reach a conclusion or resolution to what induced your wrath, when you drop to 0 hit points, or when your emotions are calmed by magical means.

SPELL MASTERY

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level spell and a 2nd-level spell that are in your spellbook collection. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. Spells cast in this way cannot be modified with the Creative Spellcraft feature.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.



SIGNATURE SPELLS

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest. If you want to cast either spell at a higher level, you must expend a spell slot as normal. Spells cast in this way cannot be modified with the Creative Spellcraft feature.



MAGICAL CONNECTION

Every witch is connected to the forces of magic. This connection allows them to manipulate reality and shape the world around them to their will. A witch's connection to mystical forces usually finds them, not the other way around.

ACADEMIC

An academic witch learns their magic the hard way, through old fashioned research and determination. They spend countless hours in study and practice, honing their magical prowess. Generally, witches of this type of magical connection have the most potential for power.

Astounding Intellect

Intelligence is your spellcasting ability for your spells, since you learn your spells through dedicated study and memorization. Additionally, you are proficient in Intelligence saving throws.

Thirst For Knowledge

Starting at 1st level, your insatiable pursuit of information has afforded you an extensive library. You may select any two additional spellbooks to accompany "Witchcraft" in your starting spellbook collection.

Overachieving Sorcery

At 6th level, your intensive study allows you to reach beyond the means of other witches. You gain two additional Creative Spellcraft options of your choice.

Information Drain

When you reach 10th level, you can absorb knowledge. You place your hands on a book and assimilate all the information it contains in an instant. This leaves the book blank, and the information forever committed to memory. You may only have 5 books committed to memory in this way at a time. If you assimilate a 6th book, you must erase one of the others from your memory.

Magical Mimicry

At 14th level, your attunement to those around you allows you to mimic their abilities. You can copy 1 feature or ability from a creature within 60 feet that you are familiar with. The effects of Magical Mimicry last for 1 hour. Once you use this feature, you must finish a short or long rest before you can use it again.



LEGACY

Those born into families that practice magic are known as legacy witches. They have an inherent connection to magic that is realized in their early teen years. This connection is the culmination of generations of practicing witches.

Generational Wisdom

Wisdom is your spellcasting ability for your spells, since your magical abilities are an innate skill passed down through the generations of your family. Additionally, you are proficient in Wisdom saving throws.

Mystic Inheritance

Beginning at 1st level, you have access to the generations of magic in your blood. Choose a school of magic from abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. You learn 1 additional cantrip and 1 1st-level spell from this school of magic that are always prepared and do not count against your list of prepared spells.

Family Heirloom

At 6th level, you receive a magical artifact from your family that can be used as a focus for casting. This could be a crystal, a pendant, a charm, or any other object of value. You can cast any spell of your chosen Mystic Inheritance school of magic without material components when attuned to your family heirloom. This artifact cannot be destroyed and you magically always know where it is located.

Ancestral Coven

Beginning at 10th level, you can cast any spell of your chosen Mystic Inheritance school of magic as you would using your Power Of The Coven feature. You do not require 2 willing friendly creatures to do so, and Ancestral Coven doesn't count as using your Power Of The Coven feature. Once you use this feature, you must finish a short or long rest before you can use it again.

Hereditary Resistance

When you reach 14th level, you cannot be targeted by any negative effects of a spell of your chosen Mystic Inheritance school of magic. An attacker attempting to target you with a spell of that school of magic that would harm you must choose another target. Additionally, you don't suffer the effects of area of effect spells of that school of magic that would do you harm.

TECHNOPAGAN

Blending modern technology with ancient sorcery, a technopagan is a force to be reckoned with. Drawing on the vast information on the internet, they take a current and practical approach to their spellcraft.

Digital Charm

Charisma is your spellcasting ability for your spells, since your magical connection is rooted in your online relationships. Additionally, you are proficient in Charisma saving throws.

Technology Adept

Starting at 1st level, as someone focused on the modern age, you are well acquainted with technology. When doing research, you may halve the DC chosen by the DM to find what you are looking for when using the internet. However, not all information on the internet is accurate. Additionally, you may backup and store any learned information on an FTP site to share it or protect it from being destroyed.

Modern Witch Tech

Also at 1st level, you may add computers to your tool proficiencies. Additionally, add a laptop computer to your starting equipment.

Cyber Coven

At 6th level, you have discovered a reliable wiccan group online that has granted you access to a database of spells. When preparing your spell list, you may select any 3 2nd-level or lower spells of your choice to prepare, even if you do not own the book the spell is from.

Coven Administrator

Beginning at 10th level, you have gained deeper access in your online coven. When preparing your spell list, you may select any 2 additional spells of any level to prepare, even if you do not own the book the spells are from. These do not count against your list of prepared spells.

Computermancy

At 14th level, you have successfully blended your magical talents with your technological abilities. You may psychically access any computer within 60 feet and search its database, browse the internet, etc. Additionally, you may repair or break a computer, create computer viruses, throw up fire walls, and perform simple hacking using only your mind. The DM will determine the DC depending on what you are trying to accomplish.





WITCH SPELLBOOKS

WITCHCRAFT

A basic guide for magic. Though this is considered a beginner's handbook, it contains several advanced and dangerous spells. It is the most readily available of all spellbooks.

Cantrips

- Dancing Lights (*Players Handbook*)
- Fire From Ice (*Witch Spell*)
- Float Object (*Witch Spell*)
- Mending (*Players Handbook*)
- Prestidigitation (*Players Handbook*)
- Thaumaturgy (*Players Handbook*)

1st Level

- Alarm (*Players Handbook*)
- Detect Magic (*Players Handbook*)
- Shield (*Players Handbook*)
- Speak With Animals (*Players Handbook*)
- Synchronisation (*Witch Spell*)
- Fog Cloud (*Players Handbook*)

2nd Level

- Arcanist's Magic Aura (*Players Handbook*)
- Augury (*Players Handbook*)
- Darkvision (*Players Handbook*)
- Ionize Atmosphere (*Witch Spell*)
- Levitate (*Players Handbook*)
- Silence (*Players Handbook*)

3rd Level

- Counterspell (*Players Handbook*)
- Clairvoyance (*Players Handbook*)
- Dispel Magic (*Players Handbook*)
- Magic Circle (*Players Handbook*)

4th Level

- Banishment (*Players Handbook*)
- Divination (*Players Handbook*)
- Fabricate (*Players Handbook*)
- Resilient Sphere (*Players Handbook*)

5th Level

- Animate Objects (*Players Handbook*)
- Scrying (*Players Handbook*)

- Seeming (*Players Handbook*)
- Wall of Force (*Players Handbook*)

6th Level

- Find the Path (*Players Handbook*)
- Word of Recall (*Players Handbook*)

7th Level

- Reverse Gravity (*Players Handbook*)
- Teleport (*Players Handbook*)

8th Level

- Antimagic Field (*Players Handbook*)
- Mind Blank (*Players Handbook*)

9th Level

- Astral Projection (*Players Handbook*)
- Foresight (*Players Handbook*)

GRIMOIRE OF HECATE

A book dedicated to the goddess of creatures great and small. A perfect addition to any witch's library, this grimoire covers curses, trickery, and the transmutation of matter.

Cantrips

- Malediction (*Witch Spell*)
- Produce Flame (*Players Handbook*)
- Summon Four Elements (*Witch Spell*)

1st Level

- Charm Person (*Players Handbook*)
- Hellish Rebuke (*Players Handbook*)
- Delothrian's Arrow (*Witch Spell*)

2nd Level

- Blindness/Deafness (*Players Handbook*)
- Ray Of Enfeeblement (*Players Handbook*)
- See Invisibility (*Players Handbook*)

3rd Level

- Animate Dead (*Players Handbook*)
- Bestow Curse (*Players Handbook*)
- Remove Curse (*Players Handbook*)

4th Level

- Blight (*Players Handbook*)





WITCH SPELLBOOKS

Bloodstone Vengeance (*Witch Spell*)
Polymorph (*Players Handbook*)

5th Level

Antilife Shell (*Players Handbook*)
Modify Memory (*Players Handbook*)
Telekinesis (*Players Handbook*)

6th Level

Circle of Death (*Players Handbook*)
True Seeing (*Players Handbook*)

7th Level

Draconian Katra (*Witch Spell*)
Symbol (*Players Handbook*)

8th Level

Glibness (*Players Handbook*)
Incendiary Cloud (*Players Handbook*)

9th Level

Time Stop (*Players Handbook*)
True Polymorph (*Players Handbook*)

THE BLACK CHRONICLES

An informative text concerning demonic dimensions, dimensional portals, and hellmouths. It also contains a wealth of dimensional and demonic spells.

Cantrips

Eldritch Blast (*Players Handbook*)
Message (*Players Handbook*)
True Strike (*Players Handbook*)

1st Level

Demon Locator Spell (*Witch Spell*)
Hellish Rebuke (*Players Handbook*)
Unseen Servant (*Players Handbook*)

2nd Level

Darkness (*Players Handbook*)
Invisibility (*Players Handbook*)
Misty Step (*Players Handbook*)

3rd Level

Blink (*Players Handbook*)

Fireball (*Players Handbook*)
Ritual Of Mok'Tagar (*Witch Spell*)

4th Level

Dimension Door (*Players Handbook*)
Greater Invisibility (*Players Handbook*)
Phantasmal Killer (*Players Handbook*)

5th Level

Contact Other Plane (*Players Handbook*)
Corporealize (*Witch Spell*)
Planar Binding (*Players Handbook*)

6th Level

Demonic Summoning (*Witch Spell*)
Disintegrate (*Players Handbook*)

7th Level

Plane Shift (*Players Handbook*)
Sequester (*Players Handbook*)

8th Level

Demiplane (*Players Handbook*)
Dominate Monster (*Players Handbook*)

9th Level

Gate (*Players Handbook*)
Meteor Swarm (*Players Handbook*)

BYNUM'S HISTORY OF WITCHCRAFT

An old volume containing the histories of paganism and witchcraft. This book contains spells ranging from beginner to expert and includes a particularly notorious resurrection spell.

Cantrips

Druidcraft (*Players Handbook*)
Pagan Blessing (*Witch Spell*)
Resistance (*Players Handbook*)

1st Level

Bane (*Players Handbook*)
Bless (*Players Handbook*)
Entangle (*Players Handbook*)





WITCH SPELLBOOKS

2nd Level

Enhance Ability (*Players Handbook*)
Locate Animals Or Plants (*Players Handbook*)
Locate Object (*Players Handbook*)

3rd Level

Conjure Animals (*Players Handbook*)
Nondetection (*Players Handbook*)
Plant Growth (*Players Handbook*)

4th Level

Conjure Woodland Beings (*Players Handbook*)
Conjure Minor Elementals (*Players Handbook*)
Locate Creature (*Players Handbook*)

5th Level

Commune with Nature (*Players Handbook*)
Conjure Elemental (*Players Handbook*)
Creation (*Players Handbook*)

6th Level

Resurrection Ritual (*Witch Spell*)
Wall of Thorns (*Players Handbook*)

7th Level

Etherealness (*Players Handbook*)
Prismatic Spray (*Players Handbook*)

8th Level

Control Weather (*Players Handbook*)
Earthquake (*Players Handbook*)

9th Level

Prismatic Wall (*Players Handbook*)
Storm of Vengeance (*Players Handbook*)

DARKEST MAGICK

A forbidden tome with a lock on the binding. Contained within its pages are black magic spells that focus on unbridled destruction, instant death, and untold power.

Cantrips

Chill Touch (*Players Handbook*)
Drain Lifeforce (*Witch Spell*)
Shocking Grasp (*Players Handbook*)

1st Level

False Life (*Players Handbook*)
Inflict Wounds (*Players Handbook*)
Sleep (*Players Handbook*)

2nd Level

Darkness (*Players Handbook*)
Flaming Sphere (*Players Handbook*)
Shatter (*Players Handbook*)

3rd Level

Fear (*Players Handbook*)
Fly (*Players Handbook*)
Lightning Bolt (*Players Handbook*)

4th Level

Black Tentacles (*Players Handbook*)
Blight (*Players Handbook*)
Wall of Fire (*Players Handbook*)

5th Level

Contagion (*Players Handbook*)
Dominate Person (*Players Handbook*)
Insect Plague (*Players Handbook*)

6th Level

Eyebite (*Players Handbook*)
Harm (*Players Handbook*)

7th Level

Euphoria Spell (*Witch Spell*)
Finger of Death (*Players Handbook*)

8th Level

Flay Alive (*Witch Spell*)
Incendiary Cloud (*Players Handbook*)

9th Level

Ritual Of True Resurrection (*Witch Spell*)
Time Stop (*Players Handbook*)

KALDERASH TRANSLATION

The once lost annals of an ancient tribe of Romani people. Recently translated by a descendant of the Kalderash tribe, these histories hold forgotten and powerful magic.





WITCH SPELLBOOKS

Cantrips

Message (*Players Handbook*)
Spare The Dying (*Players Handbook*)
Summon Four Elements (*Witch Spell*)

1st Level

Charm Person (*Players Handbook*)
Comprehend Languages (*Players Handbook*)
Unseen Servant (*Players Handbook*)

2nd Level

Continual Flame (*Players Handbook*)
Detect Thoughts (*Players Handbook*)
Pass Without A Trace (*Players Handbook*)

3rd Level

Sending (*Players Handbook*)
Speak With Dead (*Players Handbook*)
Tongues (*Players Handbook*)

4th Level

Arcane Eye (*Players Handbook*)
Freedom Of Movement (*Players Handbook*)
Private Sanctum (*Players Handbook*)

5th Level

Dream (*Players Handbook*)
Hold Monster (*Players Handbook*)
Ritual Of Restoration (*Witch Spell*)

6th Level

Contingency (*Players Handbook*)
Forbiddance (*Players Handbook*)

7th Level

Etherealness (*Players Handbook*)
Sequester (*Players Handbook*)

8th Level

Animal Shapes (*Players Handbook*)
Mind Blank (*Players Handbook*)

9th Level

Imprisonment (*Players Handbook*)
Shapechange (*Players Handbook*)

HEBRON'S ALMANAC

A volume on mysticism that is said to contain a very powerful binding spell and other white magic.

Cantrips

Pagan Blessing (*Witch Spell*)
Resistance (*Players Handbook*)
Sacred Flame (*Players Handbook*)

1st Level

Cure Wounds (*Players Handbook*)
Protection From Evil And Good (*Players Handbook*)
Sanctuary (*Players Handbook*)

2nd Level

Arcane Lock (*Players Handbook*)
Find Traps (*Players Handbook*)
Lesser Restoration (*Players Handbook*)

3rd Level

Daylight (*Players Handbook*)
Nondetection (*Players Handbook*)
Protection From Energy (*Players Handbook*)

4th Level

Death Ward (*Players Handbook*)
Private Sanctum (*Players Handbook*)
Stoneskin (*Players Handbook*)

5th Level

Dispel Evil and Good (*Players Handbook*)
Greater Restoration (*Players Handbook*)
Hallow (*Players Handbook*)

6th Level

Blade Barrier (*Players Handbook*)
Heal (*Players Handbook*)

7th Level

Forcecage (*Players Handbook*)
Regenerate (*Players Handbook*)

8th Level

Antipathy/Sympathy (*Players Handbook*)
Hebron's Binding Ritual (*Witch Spell*)





WITCH SPELLBOOKS

9th Level

Imbued Magicks (*Witch Spell*)
Imprisonment (*Players Handbook*)

COMPENDIUM OF JANUS

A collection of works and spells drafted by a cult that worshipped the powers of chaos. Janus, the two-faced god of chaos, grants power to those that follow.

Cantrips

Malediction (*Witch Spell*)
Minor Illusion (*Players Handbook*)
Produce Flame (*Players Handbook*)

1st Level

Disguise Self (*Players Handbook*)
Illusory Script (*Players Handbook*)
Silent Image (*Players Handbook*)

2nd Level

Alter Self (*Players Handbook*)
Mirror Image (*Players Handbook*)
Pass Without A Trace (*Players Handbook*)

3rd Level

Hypnotic Pattern (*Players Handbook*)
Major Image (*Players Handbook*)
Tabula Rasa (*Witch Spell*)

4th Level

Confusion (*Players Handbook*)
Hallucinatory Terrain (*Players Handbook*)
My Will Be Done (*Witch Spell*)

5th Level

Awaken (*Players Handbook*)
Geas (*Players Handbook*)
Seeming (*Players Handbook*)

6th Level

Magic Jar (*Players Handbook*)
Mass Suggestion (*Players Handbook*)

7th Level

Euphoria Spell (*Witch Spell*)
Mirage Arcane (*Players Handbook*)

8th Level

Clone (*Players Handbook*)
Feeblemind (*Players Handbook*)

9th Level

True Polymorph (*Players Handbook*)
Weird (*Players Handbook*)

THE WATCHER'S CODEX

A standard issue text given to watchers upon their induction to the Watcher's Council. It contains low-level protective magic.

1st Level

Alarm (*Players Handbook*)
Aspect Of Demon Reversal (*Watcher Spell*)
Consecration (*Watcher Spell*)
Detect Evil And Good (*Players Handbook*)
Detect Magic (*Players Handbook*)
Identify (*Players Handbook*)
Revoke Invitation Ritual (*Watcher Spell*)
Witch Test (*Watcher Spell*)

2nd Level

Augury (*Players Handbook*)
Lifting The Veil (*Watcher Spell*)
Locate Object (*Players Handbook*)
Locate Animals Or Plants (*Players Handbook*)
Mangus Tripod (*Watcher Spell*)
Words of Anatole (*Watcher Spell*)

3rd Level

Circle of Kayless (*Watcher Spell*)
Dispel Magic (*Players Handbook*)
Magic Circle (*Players Handbook*)
Remove Curse (*Players Handbook*)
Tirer La Couverture (*Watcher Spell*)
Vision Quest (*Watcher Spell*)

4th Level

Divination (*Players Handbook*)
Enjoining Spell (*Watcher Spell*)
Breath of the Atropyx (*Watcher Spell*)
Locate Creature (*Players Handbook*)





WITCH SPELLS

BLOODSTONE VENGEANCE

4th-level necromancy

Casting Time: 10 minutes

Range: 5 miles

Components: V, S, M (An object belonging to the target, a pentagram, cauldron, and a doll)

Duration: 12 hours

You target a creature you are familiar with within 5 miles of you. They must succeed on a Constitution saving throw or become cursed for the duration of the spell. At first, the target shows symptoms of intoxication. However, over the course of the duration, the target suffers 1 point of exhaustion every two hours. By the end of the 12th hour, the exhaustion kills the target. A Remove Curse or Dispel Magic spell ends this effect.

CORPOREALIZE

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a red pentagram painted on the floor and a drop of human blood)

Duration: Instantaneous

You target an incorporeal demonic entity and give it a physical form. You target an incorporeal creature that is also an aberration, fiend, fey, elemental, monstrosity, or undead. If your target is unwilling, they must make a Constitution saving throw to resist the effects of this spell. On a failure, the entity manifests in a physical body that looks similar to its incorporeal appearance. It can now be harmed by physical attacks, effects, etc. This spell also negates the effects of invisibility.

DELOTHRIAN'S ARROW

1st-level conjuration

Casting Time: 1 action

Range: N/A

Components: V, S, M (a mote of Delothrian's ebb)

Duration: Instantaneous

You create a glowing dart of magical force that can hit any target in the world. You conjure the dart and fire it, sending

it like a homing missile to impact a creature, object, or structure that you are familiar with. It will hit your target no matter where in the world it is located. The dart deals 1d4 force damage, ignores cover, and cannot be avoided or deflected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell deals an additional 1d4 force damage for each slot level above 1st.

DEMON LOCATOR SPELL

2nd-level divination

Casting Time: 1 action

Range: 10 miles

Components: V, S, M (a map of the area you are in, candles, four crystals and powder crushed in a mortar)

Duration: Instantaneous

You illuminate a map with little lights that pinpoint the locations of nearby demonic activity. You blow a crushed powder over the map and are shown the pinpointed locations of any aberrations, fiends, and undead within a 10 mile radius from your location.

DEMONIC SUMMONING

6th-level conjuration (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a drop of blood and a magical musical instrument such as a pan flute, didgeridoo, or drum)

Duration: Concentration, up to 1 hour

You summon a demon from a hell dimension. Roll a d20, add your spellcasting modifier. Consult the table to determine the Challenge Rating of the creature you can summon. The creature you choose must be an aberration, fiend, or monstrosity. Once selected, it manifests in an unoccupied space that you can see within range. You must then roll a Charisma saving throw as shown in the chart to determine your control over the demon. If you choose a creature of a lower CR than you rolled, you may use that CR's saving throw DC on the chart. On a failure, the demon considers you an enemy and is hostile towards you. On a success, it is an ally to you. In combat, the creature obeys your commands and shares your initiative count, but it takes its turn immediately after yours. If you don't issue any commands, it attacks any creatures within range it considers enemies. The creature disappears when it drops to 0 hit points or when the spell ends.



<u>Roll</u>	<u>Demon's Challenge Rating</u>	<u>Charisma Saving Throw</u>
1-4	CR 1 or lower	DC 10
5-8	CR 2 or lower	DC 12
9-12	CR 3 or lower	DC 14
13-16	CR 4 or lower	DC 16
17-20	CR 5 or lower	DC 18

At Higher Levels. When you cast this spell using a spell slot of 7th level, you may summon 2 of the same demons at once. At 8th level, you may summon 3 of the same demons at once. And at 9th level, you may summon 4 of the same demons at once.

DRACONIAN KATRA

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a Draconian Katra device)

Duration: 1 week

Using an enchanted device, you are able to swap bodies with a humanoid creature. You touch a target with the Draconian Katra device and instantly swap bodies with them. All of your previous abilities and features are replaced with the creature whose body you took. In turn, they are now in possession of your body and previous abilities. When the duration of this spell is up, you are returned to your original body.

DRAIN LIFEFORCE

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You steal the vitality from one creature you can see in range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage. If you deal more than 8 points of necrotic damage, the target also falls prone. Additionally, you regain hit points equal to the amount of necrotic damage the target suffered.

At Higher Levels. This spell's damage, range, and amount of targets increase as you gain levels. When you reach 5th level (2d4, 10 feet, 1 target), 11th level (3d4, 15 feet, 2 targets), and 17th level (4d4, 20 feet, 2 targets).

EUPHORIA SPELL

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: 4 hours

You send a humanoid creature into a state of pure euphoria with magic. If the target is unwilling, they must succeed a Charisma saving throw to resist the effects of this spell. While in a state of euphoria, the creature is considered charmed by you and their alignment shifts to chaotic evil for the duration. Additionally, they are considered incapacitated with the exception of the ability to cast cantrips.

Euphoria is highly addictive. After the effects of this spell wear off, the target must make a Constitution saving throw or start to feel the effects of withdrawal. They take 2 points of exhaustion. These points of exhaustion are removed if they are the target of another Euphoria Spell.

FIRE FROM ICE

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You choose nonmagical ice that you can see within range and that fits within a 5-foot cube. You instantaneously transform it into fire. Any creature in the flame's space when you cast the spell must succeed on a Dexterity saving throw or take 1d6 fire damage. Alternatively, you can turn nonmagical fire into ice to deal 1d6 cold damage instead.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

FLAY ALIVE

8th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

With a wave of your hand you skin one creature you can see within range, causing them to die instantly. If the creature you chose has 100 hit points or fewer, it dies. Otherwise, it takes 4d6 necrotic damage and suffers cuts all over its skin.



FLOAT OBJECT

Transmutation cantrip

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: Concentration, up to 1 minute

You gain the ability to move or manipulate light weight objects by thought. You can move one object that you can see within range that isn't being worn or carried and weighs up to 1 pound. You can exert fine control on objects with your telekinetic grip, such as making a feather dance in the air, pouring the contents from a vial, or even staking a vampire with a pencil.

HEBRON'S BINDING RITUAL

8th-level abjuration (ritual)

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M (a magic circle with symbols traced on the floor and lit candles)

Duration: 1 hour

You create a ward against magical travel that protects up to 300 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the plane shift spell. This spell also closes open Hellmouths in its range or blocks rituals that would open a Hellmouth.

In addition, this spell damages otherworldly entities when you cast it. When an elemental, fey, fiend, or undead creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 6d10 radiant damage.

IMBUE MAGICKS

9th-level enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a collection of crystals worth \$1,000, enchanted candles)

Duration: Special

You can temporarily impart your magic to another person in times of desperation. You touch 1 willing creature and instantly lose consciousness. While in this state, you can see

through your target's eyes and hear what it hears, gaining the benefits of any special senses that the target has. During this time, you are deaf and blind with regard to your own senses.

The target now has knowledge of and access to all of your abilities, features, spell slots, and prepared spells. They use these features through their own body for the duration of the spell. Your spell slots are available to the creature in addition to their own.

Any damage or other effects that apply to the creature have no effect on your physical body, nor do they persist when you return to it. Attempts to use Dispel Magic automatically fail when cast against this spell.

The spell ends for you when you use your action to dismiss it. When the spell ends, your senses return to your physical body, and you awaken with your abilities, features, remaining spell slots, and prepared spells returned to you. Additionally, if your physical body drops to 0 hit points, the spell ends.

IONIZE ATMOSPHERE

2nd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a doll's eye crystal)

Duration: 10 minutes

You create a magical zone that ionizes the atmosphere in a 15-foot-radius sphere centered on a point of your choice within range. Within this area, electronics malfunction, lightbulbs pop, signal transmissions are blocked, and other static electricity effects occur.

MALEDICTION

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 hour

You curse one creature you can see within range to mentally suffer when hurt. If the target takes damage over the duration, they must succeed on a Charisma saving throw or take an additional 1d4 psychic damage.

At Higher Levels. This spell's damage increases by 1d4 when you reach certain levels: 5th level (2d4), 11th level (3d4), and 17th level (4d4).



MY WILL BE DONE

4th-level enchantment (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a circle of enchanted candles)

Duration: 1 day

Simply by speaking your will, you are able to magically set things in motion. The effects of this spell are out of your control, completely up to your DM. Anything you say can be taken literally when determining the effects of this spell. You could accidentally make two creatures charmed by each other, teleport creatures randomly to different locations, blind or deafen creatures, etc. Additionally, you take 1d4 psychic damage every hour that this spell is in effect. The spell ends for you when you use your action to dismiss it.

PAGAN BLESSING

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a quartz crystal, a lit candle)

Duration: 1 round

You touch one willing creature, blessing it with ancient power. Until your next turn, that creature may have advantage once when rolling an attack roll, ability check, or saving throw. If they do not use the advantage, it is lost when the spell ends. Once a creature has been targeted by Pagan Blessing, they cannot be targeted by it again for 24 hours.

RESURRECTION RITUAL

6th-level necromancy (ritual)

Casting Time: 10 minutes

Range: N/A

Components: V, S, M (grave dirt, an egg of the Ghora demon, a photo of the target)

Duration: Instantaneous

You set up a ritual circle in the home of a creature that has died within the last 3 months. That creature rises from their grave with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts. You then roll a d20, add your spellcasting modifier, and consult the table.

<u>Roll</u>	<u>Result</u>
1-5	The spell fails completely and the target is not resurrected. Additionally, you take 2d8 necrotic damage.
6-10	The spell fails completely and the target is not resurrected.
11-15	The target is resurrected as a mindless zombie. They are now undead, do not retain their memories, and their alignment is neutral evil.
16-20	The target is reanimated as a sentient zombie. They are now undead, but retain their memories and their alignment is chaotic evil.
21+	The target is successfully reanimated in its previous living form. They are not undead and retain their memories and previous alignment.

RITUAL OF MOK'TAGAR

3rd-level illusion (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a vial of animal blood)

Duration: 1 day

Through vile sorcery, you can steal a creature's soul while they sleep. You touch a sleeping target and fill their dreams with disturbing images and emotions. The creature then makes a Wisdom saving throw. On a success, they vaguely remember the nightmares but are unaffected by the other effects of this spell. On a failure, they take 3d6 psychic damage and their alignment shifts to your choice of lawful evil, neutral evil, or chaotic evil for the next 24 hours.

RITUAL OF RESTORATION

5th-level necromancy (ritual)

Casting Time: 10 minutes

Range: N/A

Components: V, S, M (an Orb of Thesulah, candles, animal bones, runes, and burning incense)

Duration: Instantaneous

You target a vampire, and that creature must succeed on a Wisdom saving throw at disadvantage or become cursed with their human soul. On a failure, that creature takes 2d8 psychic damage and their alignment reverts back to what it was in their human life. For the rest of eternity they wrestle with the horrors they committed as a soulless creature. They must succeed on a DC 12 Wisdom saving throw everyday or take 1d4 psychic damage.



If the re-ensouled vampire ever experiences a moment of true happiness, it will immediately lose its human soul, take 2d8 psychic damage, and shift back to the evil alignment it gained as a vampire.

RITUAL OF TRUE RESURRECTION

9th-level necromancy (ritual)

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (Urn of Osiris, Vino de Madre, enchanted black candles)

Duration: Instantaneous

You set up a ritual over the grave of a creature that has been dead for no longer than 100 years and that died from mystical causes (not mortal wounds, old age, etc.) Every 10 minutes while casting the ritual, you must succeed a DC 16 check using your casting modifier or suffer 2d6 necrotic damage. If you are still conscious at the end of the hour casting time, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs or limbs. The creature then reanimates where its body was laid to rest.

If the spell is interrupted, it may still work. This is at the discretion of the DM. If it does work, the target is raised as a fiend instead of whatever creature type it was before. The DM may also choose to change the creature's alignment depending on how much time you were able to concentrate on the ritual.

SUMMON FOUR ELEMENTS

Abjuration cantrip

Casting Time: 1 Action

Range: Self

Components: V, S, M (incense ash, salt, and water taken from a natural source)

Duration: 1 round

You call upon the elements of nature to protect you. Until the end of your next turn, you have resistance against cold, lightning, fire, and thunder damage.

SYNCHRONISATION

1st-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a single rose)

Duration: 1 hour

By mentally plucking petals from a rose together, you synchronize your energy with another magic user. You touch 1 willing creature who has the ability to cast spells. For the duration, whenever that creature is within 30 feet of you, both of you can reroll any rolls required by the spells you cast. You must use the new roll.

TABULA RASA

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bag of Lethe's Bramble, a crystal)

Duration: 1 day

You can temporarily erase the memories of a group of creatures. All creatures within 60 feet of the crystal used to cast this spell must make a Wisdom saving throw or suffer the effects of amnesia for the duration. They are unable to remember their names, lives, relationships, class features, special knowledge, etc. If the crystal used to cast this spell is destroyed, the spell is abruptly ended.





civilian

THE INNER CIRCLE

Very few humans are fully aware of the constant nightly battle between good and evil. Those that are usually are affiliated with the Watcher's Council or possess a connection to magic. But average human "civilians" that know what goes bump in the night actually stand a fighting chance. Though unextraordinary, they put their lives on the line to fight back against creatures that consider them food. By transforming themselves from prey to hunter, they give their contribution to the protection of the human race.

THE STRENGTH OF HUMANS

How could a civilian possibly face off with a creature of the night and survive? The strength of humans lies in their innovation and ingenuity. They study, learn, grow, create, and above all else, they fight for what really matters. Also, it helps that they greatly outnumber vampires and demons. Once aware of the underbelly of society, it's hard for them to stay away. Humans love to be heroic and will sacrifice a lot to protect and maintain their way of life.





CREATING A CIVILIAN

When creating your civilian character, you should think about where they were in life before they became aware of monsters and how that knowledge changed them. Some civilians become demon hunters to protect their communities. Others are just plain lucky, narrowly avoiding death at every turn. And then there are those who were chosen for this life, blessed with supernatural abilities for unknown reasons.

THE CIVILIAN

Level	Prof. Bonus	Features
1st	+2	Technology Adept, Human Frailty
2nd	+2	First Aid, Jack Of All Trades
3rd	+2	Conscription Circumstance, Modern Weapons
4th	+2	Ability Score Improvement
5th	+3	Limited Ritual Casting
6th	+3	Conscription Circumstance feature
7th	+3	Expertise
8th	+3	Ability Score Improvement
9th	+4	Modern Weapons
10th	+4	Conscription Circumstance feature
11th	+4	---
12th	+4	Ability Score Improvement
13th	+5	Expertise
14th	+5	Conscription Circumstance feature
15th	+5	Limited Ritual Casting (2 uses)
16th	+5	Ability Score Improvement
17th	+6	Modern Weapons
18th	+6	Conscription Circumstance feature
19th	+6	Ability Score Improvement
20th	+6	Human Resilience



CLASS FEATURES

Civilians may only be human. A civilian may multiclass as a watcher or a witch. They may also be transformed into a half demon or vampire. As a civilian, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per civilian level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per civilian level after 1st

PROFICIENCIES

Armor: None

Weapons: modern simple melee weapons, modern simple ranged weapons

Tools: Automobiles, computers, mobile phones

Saving Throws: Constitution, Wisdom

Skills: Choose any two skills.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) 1 aluminum baseball bat, (b) a set of brass knuckles, or (c) 1 pepper spray
- (a) 1 stun gun or (b) 1 flare gun
- (a) a desktop computer or (b) a laptop computer
- (a) an urban satchel or (b) a bug out bag



TECHNOLOGY ADEPT

As someone focused on the modern age, you are well acquainted with technology. When doing research, you may halve the DC chosen by the DM to find what you are looking for when using the internet. However, not all information on the internet is accurate. Additionally, you may backup and store any learned information on an FTP site to share it or protect it from being destroyed.

HUMAN FRAILTY

As a human, you are not built for the harsh nightly war between good and evil that you are a part of. When you take a long rest, you do not regain all of your lost hit points. Instead, you roll your total remaining hit dice pool to recover hit points. You then recover hit dice as normal when you've finished your long rest. Additionally, when

monsters identify your class they will usually make you the target of their attacks.

FIRST AID

At 2nd level, the threat of constant nightly danger has made learning first aid skills a necessity for you. You know life saving skills such as CPR and choking emergency responses as well as general knowledge in the treatment of burns, cuts, lesions, poisoning, etc.

When using a first aid kit, you are able to restore hit points and cure minor ailments. You have 1d4 first aid dice per watcher level. You may spend 10 minutes treating a target by expending as many of your first aid dice as you wish. Alternatively, you can expend 5 points rolled on your first aid dice to cure the target of one disease or neutralize one poison affecting it. Your first aid dice replenish when you take a long rest, and each first aid kit allows you 10 uses of this ability. This is in addition to the kit's 5 stabilization uses.

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

CONSCRIPTION CIRCUMSTANCE

When you reach 3rd level, you choose the circumstance under which you become more heavily involved in the battle against evil. You may choose between Demon Hunter, Zeppo, or Superhuman. Your circumstance choice grants you features at 3rd level and then again at 6th, 10th, 14th, and 18th level.

MODERN WEAPONS

At 3rd level, you train yourself to use modern weapons. You gain proficiency in one of the following modern martial weapons: Chainsaw, Handgun, Rifle, Shotgun, or Smoke Grenade.

At 9th and 17th levels, you may choose an additional modern martial weapon to add to your proficiencies. Additionally, you may add Incendiary Grenade, Flamethrower, and Rocket Launcher to your list of options. You can't take a Modern Weapons option more than once.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

LIMITED RITUAL CASTING

At 5th level, your proximity to magic allows you limited casting abilities. You can cast any spell of 3rd level or below as a ritual if it has the ritual tag, if you have the spell's components, and the book that the spell is from. Once you use this feature, you must finish a long rest before you can use it again. Starting at 15th level, you can use it twice before a long rest.

EXPERTISE

At 7th level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 13th level, you can choose another two skill proficiencies to gain this benefit.

HUMAN RESILIENCE

When you reach 20th level, you are an example of the strength and determination that normal people can achieve. If you fail a saving throw, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.



CONSCRIPTION CIRCUMSTANCE

Normal humans become aware of the supernatural world around them in various ways. Their friends, family, and themselves are seen as prey by the creatures stalking in the dark. A chance encounter with something otherworldly opens their eyes and changes their lives forever.

DEMON HUNTER

Usually influenced by a traumatic event, a demon hunter dedicates their life to eradicating the evil forces that traumatized them. Demon hunters can be private investigators, rogue wanderers, carrying on a family tradition, or anything else in between.

Enemy Of Choice

Beginning at 3rd level, you have significant experience studying, tracking, and hunting a certain type of enemy. You may choose from: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select a class of humanoids (such as witches and half demons) as an enemy of choice.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

You choose one additional enemy of choice at 6th and 10th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Weapon Mastery

Starting at 6th level, your experience hunting demons grants you training in traditional slayer weapons and allows you to utilize their master techniques. You are now proficient in your choice of stakes, longswords, rapiers, shortswords, quarterstaves, or heavy crossbows. Additionally, choose one of the following options. You can't take a Weapon Mastery option more than once.

Stake

While you are wielding a stake, if a hostile creature misses you with a melee attack, you can use your reaction to attack with your stake.



Stave

While you are wielding a quarterstaff, you may attempt to knock down your target on a successful attack. The target makes a Constitution saving throw using your Dexterity ability score as the DC. On a failure, they are knocked prone.

Blade

While you are wielding a sword, opportunity attacks against you are made with disadvantage.

Heavy Crossbow

You gain a +2 bonus to attack rolls you make with heavy crossbows.

Breaking And Entering

Starting at 10th level, your experience in investigating demonic disturbances has led you to occasional crime. You are now proficient in Thieves' Tools. Additionally, you may reroll failed attempts to pick locks, check for traps, etc. Once you use this feature, you can't use it again until you finish a short or long rest.

Uncanny Dodge

At 14th level, you've been in enough scrapes with demons to know how to avoid getting hurt. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Expert Hunter

At 18th level, you become an unparalleled hunter of your enemies. 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 against one of your enemies of choice. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

ZEPPO

The Zeppo of the group is the one that is ignored, stepped on, or just doesn't quite fit in. They have no mythic powers, no supernatural abilities, and no powerful connections. They do, however, have a determination to survive and quite a bit of luck!

Lucky

When you choose this circumstance at 3rd level, you feel a shift in your luck. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Keen Observer

At 6th level, your typical position outside of the spotlight has trained you to be very perceptive. You have a +5 bonus to your passive Wisdom (Perception) and Intelligence (Investigation) scores. Additionally, you always have advantage when making Insight checks.

Good Luck Charm

At 10th level, whenever you make an attack roll, ability check, or saving throw, you may roll an additional d20. You can use this ability after the original roll, but before the outcome is revealed. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Reliable Talent

By 14th level, you have practiced your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Stroke Of Luck

At 18th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

SUPERHUMAN

Superhumans are individuals blessed with powers beyond their normal human constraints. Because of this, their awesome powers come at a cost. If you choose this circumstance, you may select 1 of the following Supernatural Gifts: Dimensional Attunement, Empathy, Energy Manipulation, Radiance, Telekinesis, or Visions (page 23). You then gain abilities from that gift's list as you gain levels as shown in the table below.

<u>Level</u>	<u>Tier</u>
3rd	Tier 1
6th	Tier 2
10th	Tier 3
14th	Tier 4
18th	Tier 5





SUPERNATURAL GIFTS

DIMENSIONAL ATTUNEMENT

You have psychic abilities that are honed to sense dimensional energy. You are sensitive to how dimensions are connected, energy from different dimensions, and when and where portals between worlds will open.

Dimensional Sensitivity

Beginning at Tier 1, you are able to sense dimensional hotspots, areas rich with interdimensional activity. As an action, you can reach out psychically and sense if there are any interconnections that exist naturally between different planes of existence within 120 feet. If you find a dimensional hotspot, you learn the plane of existence this hotspot is connected to and if a portal has been opened or closed in this location within the last 5 days.

Plane Assessment

Also at Tier 1, you can discern where something or someone is from by reading the dimensional energy it radiates. As a bonus action, you target a creature or object you can see and can sense which plane of existence it originated from.

Psychic Drain

At Tier 2, your proximity to portals and hotspots physically affects you. When you are within 90 feet of a hotspot, whether you have assessed it using your Dimensional Sensitivity feature or not, you must make a Constitution saving throw to determine its effects. The DC for this depends on the dimension the portal or hotspot is attached to and is set by the DM. On a success, you regain 2d6 hit points. On a failure, you take 2d6 psychic damage.

Hot Spot Creation

Starting at Tier 3, you can manipulate the energies of an area to create interdimensional hotspots. As an action, you create a hotspot connected to a plane of existence of your choice. You must have an item from that plane of existence on your person to use this feature. Creatures from that plane are drawn to the hotspot if they are within a 3 mile radius of it. This artificial hotspot lasts for 24 hours. Once you use this feature, you can't use it again until you finish a short or long rest.

Portal Manipulation

At Tier 4, you can open or close portals in areas with a dimensional hotspot. As an action, you may target a hotspot and open a portal to the dimension it is attached to. The portal remains open for 5 minutes. Any creatures that go through the portal are instantly teleported to a random location in its associated dimension. Alternatively, you can close an open portal. Once you use this feature, you can't use it again until you finish a short or long rest.

Interdimensional Traveler

When you reach Tier 5, you can use the Plane Shift spell at will with no material components. Once you use this feature, you can't use it again until you finish a long rest.

EMPATHY

You are innately sensitive to the emotional atmosphere around you. This gift can be focused to assess someone's intentions, influence the emotions of others, or even to set people on a different life path.

Emotional Sensitivity

Starting at Tier 1, you are able to sense the general emotional atmosphere of a person or a group. At any time, you can reach out with your mind and sense the emotional state of all creatures within 30 feet of you.

Superb Insight

Also at Tier 1, you always have advantage when making Insight checks.

Sleep Deprivation

At Tier 2, if you take 2 points of exhaustion or more, you unconsciously cast *My Will Be Done* (*Witch spell*). The effects of this spell last until you have 1 or less point of exhaustion.

Aura Reading

At Tier 3, you are able to directly read someone's intentions. You target a creature within 30 feet of you. That creature must make a Charisma saving throw. On a failure, you learn their motivations, intentions, attitude towards you, and whether or not they are lying to you.

Emotional Influence

When you reach Tier 4, you have gained the ability to influence the emotions of those around you. You are able to cast *Calm Emotions* or *Fear* at will, using no spell slot, verbal, somatic, or material components. You can use this feature a number of times equal to your Charisma modifier



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

Future Sense

Once you've reached Tier 5, you are able to read the life path that someone is on and determine where it will take them. You target a creature within 30 feet of you. By studying them intently for 1 minute, you can see their path in life and get fleeting glimpses of their future. These visions are not set in stone and are changeable if your target changes their approach to life.

ENERGY MANIPULATION

You are imbued with a mysterious control over elemental energy. Select one of the following damage types as your chosen energy: cold, fire, or lightning. This will be the only type of energy you can manipulate. These abilities are a part of your physiology and not considered magical. You use your Constitution whenever an energy manipulation feature refers to your feature ability. In addition, you use your Constitution modifier when setting the saving throw DC for an energy manipulation feature you use and when making an attack roll with one.

Energy save DC = 8 + your proficiency bonus + your Constitution modifier

Energy attack modifier = your proficiency bonus + your Constitution modifier

Energy Touch

Beginning at Tier 1, you are resistant to your chosen energy. Additionally, your skin cannot be touched without dealing your chosen energy's damage. When a creature touches your bare skin you must make a melee energy attack against the target. This can be done as an action or a reaction. On a hit, the target takes 1d6 cold, fire, or lightning damage (depending on your chosen energy).

This feature's damage increases by 1d6 when you reach Tier 2 (2d6), Tier 3 (3d6), Tier 4 (4d6), and Tier 5 (5d6).

Ergokinesis

At Tier 2, you develop the ability to utilize naturally occurring energies. You can target a naturally occurring source of your element (such as snow, candle fire, or electrical sparks) that fits within a 5-foot cube. Using the natural energy source as fuel for a ranged energy attack, your attack is made from the location of the energy source and has a range of 30 feet. A successful hit deals 1d8 cold, fire, or lightning damage (depending on your chosen energy).

Energy Projectile

When you reach Tier 3, you've developed the ability to channel your chosen energy out of your body and launch it as a projectile. As an action, you can hurl a mote of your chosen energy at a creature or object within 90 feet. Make a ranged energy attack against the target. On a hit, the target takes 2d10 cold, fire, or lightning damage (depending on your chosen energy).

This spell's damage increases by 1d10 when you reach Tier 4 (3d10) and Tier 5 (4d10).

Elemental Absorption

At Tier 4, you are immune to damage by your chosen energy. In addition, if an attack or effect that targeted you would have dealt your chosen energy's damage, you gain hit points equal to the amount of damage you would have taken.

Energy Explosion

Finally, when you reach Tier 5, you can unleash a wave of your chosen energy. As an action, you can send a wave of your chosen energy out from your body in a 30 foot radius. All creatures in range must make a Dexterity saving throw. A target takes 8d6 fire, cold, or lightning damage (depending on your chosen energy) on a failed save, or half as much damage on a successful one. Additionally, all creatures that take the full damage are also stunned for 1 round. Once you use this feature, you can't use it again until you finish a short or long rest.

RADIANCE

An otherworldly radiance resides within you. This power is usually a gift from a higher being or another plane of existence. Radiance itself is neither good nor evil and can be wielded by the followers of either.

Luminescence

Beginning at Tier 1, you can cast the Light cantrip at will.

Levitation

Also at Tier 1, you can cast the Levitate spell at will without having to expend a spell slot. Once you use this feature, you can't use it again until you finish a short or long rest.

Calming Presence

At Tier 2, you can cast Calm Emotions at will without having to expend a spell slot. Once you use this feature, you can't use it again until you finish a short or long rest.



Radiant Soul

When you reach Tier 3, you are resistant to radiant damage.

Spiritual Cleansing

Starting at Tier 4, you can cleanse troubled souls with your inner radiance. As an action, you may target 1 human or half demon creature who has a good or evil alignment. The target makes a Charisma saving throw. The DC for this saving throw is your character's current cumulative level. On a failure, you take 4d6 necrotic damage. On a success, the creature takes 4d6 radiant damage and their alignment changes according to the chart below.

<u>Was</u>	<u>Becomes</u>
Lawful Good	Lawful Neutral
Lawful Evil	Lawful Neutral
Neutral Good	Neutral
Neutral Evil	Neutral
Chaotic Good	Chaotic Neutral
Chaotic Evil	Chaotic Neutral

Photogenesis

At Tier 5, you can create a flood of radiant light that damages your enemies. As an action, you send a wave of white light out from your body in a 90 foot radius. All unfriendly creatures in range must make a Constitution saving throw. A target takes 8d6 radiant damage on a failed save, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

TELEKINESIS

You have uncovered the secrets of moving objects using only your mind. Some people are born with this power and some manifest it as a response to various stimuli. These abilities are a part of your physiology and not considered magical.

Power Of The Mind

Beginning when you choose this supernatural gift at Tier 1, you may use the Float Object cantrip (*Witch Spell*) at will.

Force Blasts

Starting at Tier 2, you may use the Eldritch Blast cantrip at will. However, your blasts manifest as invisible and cannot be seen by any magical means (including truesight).

True Telekinesis

At Tier 3, you may use the Telekinesis spell at will without expending a spell slot. You can use your True Telekinesis feature twice between rests. When you finish a short or long rest, you regain your expended uses. Additionally, every time you use the Telekinesis spell in this way, you take 1d8 psychic damage.

Psychokinesis

Starting at Tier 4, your powers of telekinesis have been honed. You can now move objects or creatures that you cannot see but that you know are there. You can also use your True Telekinesis feature five times between rests. When you finish a short or long rest, you regain your expended uses. Additionally, the psychic damage you take when you use this feature is reduced by half.

Explosion Of Force

At Tier 5, you can unleash an explosion of destructive energy. Each creature in a 60 foot radius sphere centered on you must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d10 force damage on a failed save, or half as much damage on a successful one. Once you use this feature, you must finish a short or long rest before you can use it again. Additionally, you take 1d12 psychic damage when you use this feature.

VISIONS

You have caught the attention of a higher being and been gifted with visions of the future. This being could be a force of good, such as The Powers That Be, or an entity of evil like the Senior Partners of Wolfram & Hart. These visions are a powerful tool, but the burden of bearing them is a terrible curse.

Connection To A Higher Being

Beginning at Tier 1, you receive vague flashes of images, sounds, and scents that warn you of immediate threats or dangers to your higher being's ultimate agenda. You must deduce the location and date of the foretold event based on what you perceived. The nature and frequency of your visions are determined by the dungeon master. These visions are malleable in time and can be changed by your actions. Additionally, every time you receive a vision, you take 1d4 psychic damage per class level.

Refined Visions

By the time you reach Tier 2, your connection to your visions has been well established and enables you a clearer



picture of the future. You are able to get a near perfect sense of what you are seeing, hearing, smelling, tasting, and touching while in a vision. You have a very certain grasp on when and where the foretold event will transpire.

Prophetic Attunement

At Tier 3, your mental connection to the future allows you to detect catastrophic upcoming events even if they are not connected to your higher power. If a major event or disaster threatens to change the world in some way, you are given a violent vision of that event. When you receive a prophecy you take 2d6 psychic damage in addition to your 1d4 psychic damage per class level.

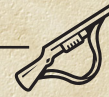
Protected Connection

Starting at Tier 4, your visions are protected by your higher being. You are immune to the effects of false visions, vision tampering, or vision suppression by outside influences. Additionally, you are immune to any effect that would allow someone to read your thoughts.

Vision Impartation

When you reach Tier 5, you can impart your visions to another person before your death. If you are about to sacrifice yourself for your higher being's cause, you may touch a target that fights for the same cause and give them your supernatural gift. The target receives all the abilities and features of the visions. However, at the DM's discretion, they may not understand how to utilize all features right away. You die instantly after 10 minutes of imparting your visions.

Alternatively, this ability can be done while unconscious or comatose. You can project an image of yourself to impart your visions in the way described above. This projection lasts for 1 day and, for all intents and purposes, is a fully corporeal being. At any time during the 24 hours, your projection may impart your visions on a target. At the end of the 24 hour period or when you impart the visions, the projection disappears and you die instantly.



MODERN WEAPONS

ALUMINUM BASEBALL BAT

Modern Simple Melee Weapon, common

Cost: \$20

Damage: 1d8 bludgeoning damage

Weight: 3 lbs

Properties: Two-handed

BRASS KNUCKLES

Modern Simple Melee Weapon, common

Cost: \$15

Damage: 1d4 bludgeoning damage

Weight: 0.5 lbs

Properties: Light

CHAINSAW

Modern Martial Melee Weapon, common

Cost: \$200

Damage: 2d8 slashing damage

Weight: 12 lbs

Properties: Two-handed, Heavy, Special

This weapon is dependent on gasoline. The chainsaw runs for 2 hours on a full tank of gasoline.

FLAMETHROWER

Modern Martial Ranged Weapon, rare

Cost: \$500

Damage: 3d8 fire damage

Weight: 40 lbs

Properties: Ammunition, Range (75/120), Reload (10 shots), Two-handed, Heavy, Special

A creature that takes at least 8 damage from the flamethrower catches fire. Until someone takes an action to douse the fire, the creature takes 1d8 fire damage at the start of each of its turns. You have disadvantage on Dexterity checks when equipped with the flamethrower, due to its size.



FLARE GUN

Modern Simple Ranged Weapon, common

Cost: \$40

Damage: 2d4 bludgeoning damage

Weight: 2 lbs

Properties: Ammunition, Range (60/120 ft.), Reload (1 shot), Two-Handed, Special

This item is not intended as a weapon, but can be used as such. Ranged attack rolls using this weapon are done at disadvantage.

HANDGUN

Modern Martial Ranged Weapon, uncommon

Cost: \$300

Damage: 2d10 piercing damage

Weight: 3 lbs

Properties: Ammunition, Range (60/120), Reload (6 Rounds)

INCENDIARY GRENADE

Modern Martial Ranged Weapon, rare

Cost: \$50

Damage: 4d6 fire damage

Weight: 0.5 lbs

Properties: Thrown (60 ft.), Special

Pulling the pin of a grenade is a bonus action. It takes 1 full round for an incendiary grenade to detonate after the pin has been pulled. Every creature within 20 feet of a detonating incendiary grenade must make a DC 14 Dexterity saving throw. On a success a creature takes half damage, and full damage on a failure. A creature that takes at least 6 damage from the grenade catches fire. Until someone takes an action to douse the fire, the creature takes 1d6 fire damage at the start of each of its turns.

PEPPER SPRAY

Modern Simple Melee Weapon, common

Cost: \$10

Damage: 1d4 poison damage

Weight: 0.5 lbs

Properties: Light, Special

On a successful attack, the targeted creature must succeed a DC 14 Constitution saving throw or be blind until the end of their next turn. This weapon has 3 charges. When

the Pepper Spray loses all of its charges, it can no longer be used as a weapon in this way.

RIFLE

Modern Martial Ranged Weapon, uncommon

Cost: \$500

Damage: 2d10 piercing damage

Weight: 15 lbs

Properties: Ammunition, Range (120/240), Reload (5 shots), Two-handed, Heavy

ROCKET LAUNCHER

Modern Martial Ranged Weapon, legendary

Cost: \$900

Damage: 4d10 bludgeoning damage + 4d10 fire damage

Weight: 15 lbs

Properties: Ammunition, Range (60/600), Reload (1 shot), Two-handed, Heavy, Special

Even if the ranged attack was not successful, every creature within 30 feet of a rocket's target must make a DC 14 Dexterity saving throw. On a failure, that creature takes half damage. A creature that takes at least 10 damage from the rocket launcher catches fire. Until someone takes an action to douse the fire, the creature takes 1d10 fire damage at the start of each of its turns.

SHOTGUN

Modern Martial Ranged Weapon, uncommon

Cost: \$150

Damage: 2d6 piercing damage

Weight: 10 lbs

Properties: Ammunition, Range (15ft cone), Reload (5 shots), Two-handed, Heavy

SMOKE GRENADE

Modern Martial Ranged Weapon, rare

Cost: \$50

Damage: N/A

Weight: 0.5 lbs

Properties: Thrown (60 ft.), Special

Pulling the pin of a grenade is a bonus action. A smoke grenade detonates instantaneously after the pin has been pulled, streaming a trail of smoke as it is thrown. A 20 foot radius sphere of smoke is released from a detonated smoke grenade. The sphere spreads around corners, and its area



is heavily obscured. It lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

STUN GUN

Modern Simple Ranged Weapon, common

Cost: \$35

Damage: 1d6 lightning damage

Weight: 0.5 lbs

Properties: Light, Range (15/30), Special

On a successful attack, the targeted creature must succeed a DC 14 Constitution saving throw or be paralyzed until the end of their next turn. Reloading this weapon requires an action. This weapon is dependent on batteries.



EQUIPMENT

BUG OUT BAG

Cost: \$60

Includes a ruck sack, a sleeping bag, a space blanket, a tarp, a swiss army knife, soap, a water filtration system, a lighter, a flashlight, 14 days rations, 30 feet of nylon rope.

EMERGENCY MAGIC PACK

Cost: \$45

Includes a backpack, a vial of holy water, a magic gourd, and a spell scroll containing any 1 spell of your choice.

PRACTITIONERS CHEST

Cost: \$50

Includes a wooden chest, a padlock, a cauldron, an athamé, a collection of crystals, dried herbs in glass jars, candles of various colors, purified salt, a book of matches, assorted ribbons and cloth.

URBAN SATCHEL

Cost: \$25

Includes a satchel, a map of the city you live in, a card for public transportation, a public library card, and a wallet with \$60 cash.



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