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SUBCLASS OPTIONS



DEPENDING ON THE CLASS, A CHARACTER unlocks a subclass at 1st, 2nd, or 3rd level. This chapter presents subclass options to expand those offered in the *Player's Handbook*.

ARTIFICER: FLESH SCULPTOR

DESIGNER Matt Kimberlin
ARTIST Renato Leite

"WE THOUGHT WE UNDERSTOOD WHAT SCIENCE WAS CAPABLE of, but we had not seen the horrors it could create until we saw the flesh sculptor's creations."

—Nebb, gnome tinkerer

Some artificers craft with metal and wood. Others tinker with flesh and bone. The Flesh Sculptor is an expert with sewing muscle, skin, and sinew together. They use this talent to heal allies or unleash ferocious sculpted effigies upon enemies. Many soldiers who have fought in wars tell stories of the nightmares caused by the Flesh Sculptor's needle.

On Kryn, the earliest Flesh Sculptors were servants of Takhis, helping create the first draconians. Others have since learned the secrets of flesh sculpting, even those with more moral attitudes.

TOOL PROFICIENCY

3rd-level Flesh Sculptor feature

You gain proficiency with leatherworker's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

FLESH SCULPTOR SPELLS

3rd-level Flesh Sculptor feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Flesh Sculptor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

FLESH SCULPTOR SPELLS

Artificer Level	Spells
1st	<i>disguise self</i> , <i>find familiar</i>
3rd	<i>enhance ability</i> , <i>gentle repose</i>
5th	<i>haste</i> , <i>summon undead</i> ^{TCoE}
7th	<i>polymorph</i> , <i>stoneskin</i>
9th	<i>hold monster</i> , <i>raise dead</i>

SCULPTED EFFIGY

3rd-level Flesh Sculptor feature

Your experiments have resulted in a faithful companion known as a sculpted effigy. It is friendly to you and your



companions, and it obeys your commands. See this creature's game statistics in the Sculpted Effigy stat block, which uses your proficiency bonus (PB) in several places. You determine what creatures were used to construct your sculpted effigy. Depending on the dominant creature type used in its construction, the sculpted effigy gains different benefits. A sculpted effigy can only have one dominant creature type at one time. Roll or choose on the Dominant Creature Types table to determine your sculpted effigy's dominant creature type.

In combat, your sculpted effigy shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the effigy can take any action of its choice, not just Dodge.

If the *mending* spell is cast on it, it regains 2d6 hit points. If it died within the last hour, you can use your leatherworker's tools to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The sculpted effigy returns to life after 1 minute with all its hit points restored.

WET WORK

3rd-level Fewmaster feature

You gain proficiency in the Intimidation and Stealth skills, as well as advantage on Dexterity (Stealth) checks made while wearing any armor other than heavy armor.

SPECIAL ORDERS

7th-level Fewmaster feature

You can give special orders to an ally that you can see and that can hear you within 60 feet of you. As a bonus action, you shout your special orders, and on the ally's next turn, your ally can make an extra attack as part of the Attack action. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

IMPROVED DRAGON ARMOR

10th-level Fewmaster feature

The time spent wearing your dragon armor has increased its strength and improved its fit. While wearing your dragon armor, your AC is 20 regardless of your armor's type or your Dexterity modifier.

DRAGON ATTACKS

15th-level Fewmaster feature

Once per round you can double the range of a single attack as you lash out like a serpent to hit a distant enemy.

DRAGON ASPECT

18th-level Fewmaster feature

The draconic magic infused in your dragon armor has increased in power. You have advantage on Dexterity (Stealth) checks regardless of your armor's type.

Additionally, you can call on the magic of the armor to imbue you with a Dragon Aspect, which grants you benefits based on the type of dragon scales used to construct your armor (see the Dragon Aspects table).

DRAGON ASPECTS

Dragon	Dragon Aspect
Black or Copper	The next time you hit a creature with an attack, a 5-foot radius pool of acid forms beneath it. The area becomes difficult terrain, and any creature that starts or ends its turn in the acid pool takes 2d8 acid damage. The pool of acid lasts for 10 minutes, and you are immune to its effects.
Blue or Bronze	The next time you hit a creature, your attack deals an extra 2d4 thunder damage, and the target must make a DC 8 + proficiency bonus + Strength or Dexterity modifier (your choice) Constitution saving throw. On a failed save, the target becomes deafened until the end of its next turn.
Brass, Gold, or Red	The next time you hit a creature that is wearing armor with an attack, its armor heats up, making it unbearably hot. The target suffers a -2 penalty to AC and takes 1d4 fire damage each round for 1 minute.

Dragon

Dragon Aspect

Green

The next time you hit a creature, noxious fumes rise from the point of impact, making it difficult for your target to breathe. The target takes 2d4 poison damage and becomes poisoned for 1 minute.

Silver or White

The next time you hit a creature with a weapon attack, a 10-foot radius patch of ice forms under your target. The ice is covered with jagged spikes. A creature that moves on the ice must succeed on a DC 8 + proficiency bonus + Strength or Dexterity modifier (your choice) Dexterity saving throw or take 2d6 cold damage and fall prone. The ice lasts for 10 minutes.

You can dismiss your Dragon Aspect (no action required). Once you use this feature, you can't use it again until you finish a long rest.



KILLING BLOW

11th-level Grave Speaker feature

Your attunement to mortality affords you the knowledge to hasten a creature's death. Your weapon attacks score a critical hit on a roll of 19 or 20 on the d20 against a creature that has less than half its hit points.

NATURE'S REVENANT

15th-level Grave Speaker feature

You can draw upon powerful necromantic magic when you are close to dying. When you are reduced to 0 hit points for the first time during combat, vines and roots rise up to puppeteer your body. You are unconscious, but able to move and take actions as normal for 1 minute.

Although your body is animated, you must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. If you would die due to failing death saving throws, you don't die until this effect ends and only if you have 0 hit points.

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



Equipment: A musical instrument, a guard uniform and insignia, a book of your religion and a small pouch containing 10 gp

FEATURE: SEEKER SERGEANT

You gain the Seeker Sergeant feat (presented later in this chapter).

Additionally, wherever you go, your bearing and overall demeanor suggest that you are a member of law enforcement. As a result, those you don't know well may change their behavior around you. You can add double your proficiency bonus when making a Charisma (Intimidation) check to interrogate any creature that is not Undead or Construct.

BUILDING A SEEKER GUARD CHARACTER

Fighters, rogues, rangers, and their various nonmagical archetypes are the best fit for a Seeker guard. They function as scouts, infiltrators, and soldiers in the ranks.

For a more unusual take on a Seeker guard, a barbarian or bard with an interest in martial endeavors could make a suitable guard as well.

Suggested Characteristics. Seeker guards are shaped by life in a temple environment and enforcement of temple rules. They might just be there for the food and a place to sleep, or they may truly be fanatical followers of the Seekers. Whatever the case, their personality traits will reflect that nature.

SEEKER GUARD PERSONALITY TRAITS

d8 Personality Trait

- 1 I believe in the Seekers and their laws; I will enforce them unshakably.
- 2 The hardships of life and the harsh job I do hasn't dulled my optimistic edge.
- 3 I know the Seekers are charlatans. That's why I am here . . . to get whatever I can out of this scam.
- 4 I'm rough and ready, like any soldier, and I prefer the company of my fellow soldiers to priests or commoners.
- 5 Piety and belief in the gods are the most important things to me. I know that if we keep looking, the new gods will reveal themselves.
- 6 The gods, be they old or new, mean nothing to me. I like that I get to intimidate others.
- 7 I do this to help people, not to hurt them. The actions of many of my brethren and the Seekers concern me greatly.
- 8 I often spout portents of doom, convinced that another catastrophe of world-shaking proportions is headed our way.

Seeker Guard Trinkets. When you make your character, you can roll once on the Seeker Guard Trinkets table, instead of the Trinket table in the *Player's Handbook*, for your starting trinket.

SEEKER GUARD TRINKETS

d6 Trinket

- 1 An old dagger belonging to your mentor
- 2 A token from a lover, someone that wishes to be your lover, or someone who loved you and is now gone
- 3 A small pouch containing the insignia of a patrol group that was attacked and you were the only survivor
- 4 A random medallion of one of the true gods
- 5 A set of bone dice, which you tell everyone is made from the bones of an enemy
- 6 A scrap of colored material (Red, White, or Black) with part of a rune sewn into it, taken from an adversary you were tracking who got away

FEATS

This section introduces feats that give your character benefits associated with the Knights of Neraka and the Seeker Guard. These feats are available to you whenever you normally choose a feat, and they follow the feat rules in the *Player's Handbook* (p. 165).

FEAT DESCRIPTIONS

DESIGNERS Darryl "Blokka" Lehane, Ethan Stanhope

These feats are presented in alphabetical order.

KNIGHT OF THE LILY

Prerequisite: 4th Level, Squire of Neraka Feat

You are a Knight of Neraka aligned with the Order of the Lily, a group that is devoted to conquest and believes that true strength is achieved through conformity. You gain these benefits:

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20.

Solamnia Must Fall. During the first round of any combat against a Knight of Solamnia or good-aligned creature, your attack rolls have advantage.

Demoralize. As a bonus action, you can attempt to demoralize your enemies, forcing each creature of your choice that can see and hear you within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success. On a successful save, the target can't be frightened by you in this way for 1 hour. Once you use this trait, you can't do so again until you finish a short or long rest.

KNIGHT OF THE SKULL

Prerequisite: 4th Level, Squire of Neraka Feat

You are a Knight of Neraka aligned with the Order of the Skull, a group that unites sacred magic with brute strength. Your training in combat and divine magic grants you these benefits:





SPELLS OF KRYNN

DESIGNERS Matt Daley, Jimmy Flowers, Koa Johnson, Jeffrey Ludwig
ARTISTS Fantasmery, Dean Spencer

THROUGHOUT THE AGES OF KRYNN'S HISTORY, magic has played an important role. Towers of High Sorcery were constructed in locations of powerful magic beginning in the Age of Dreams. But at the end of the Chaos War in the Age of Despair, magic was endangered. Later, in the Age of Mortals, magic evolved through wild magic and mysticism. Regardless of the age, magic spells are a vital part of adventuring in Krynn. This chapter presents new and familiar spells to make your journeys in Krynn magical.

For spells cast by divine spellcasters, consider customizing the appearance of these and other spells using the colors and symbols of Krynn's deities. See the "[Gods of Krynn](#)" chapter for more information.

CRACKLING SPHERE

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small magnetic sphere)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

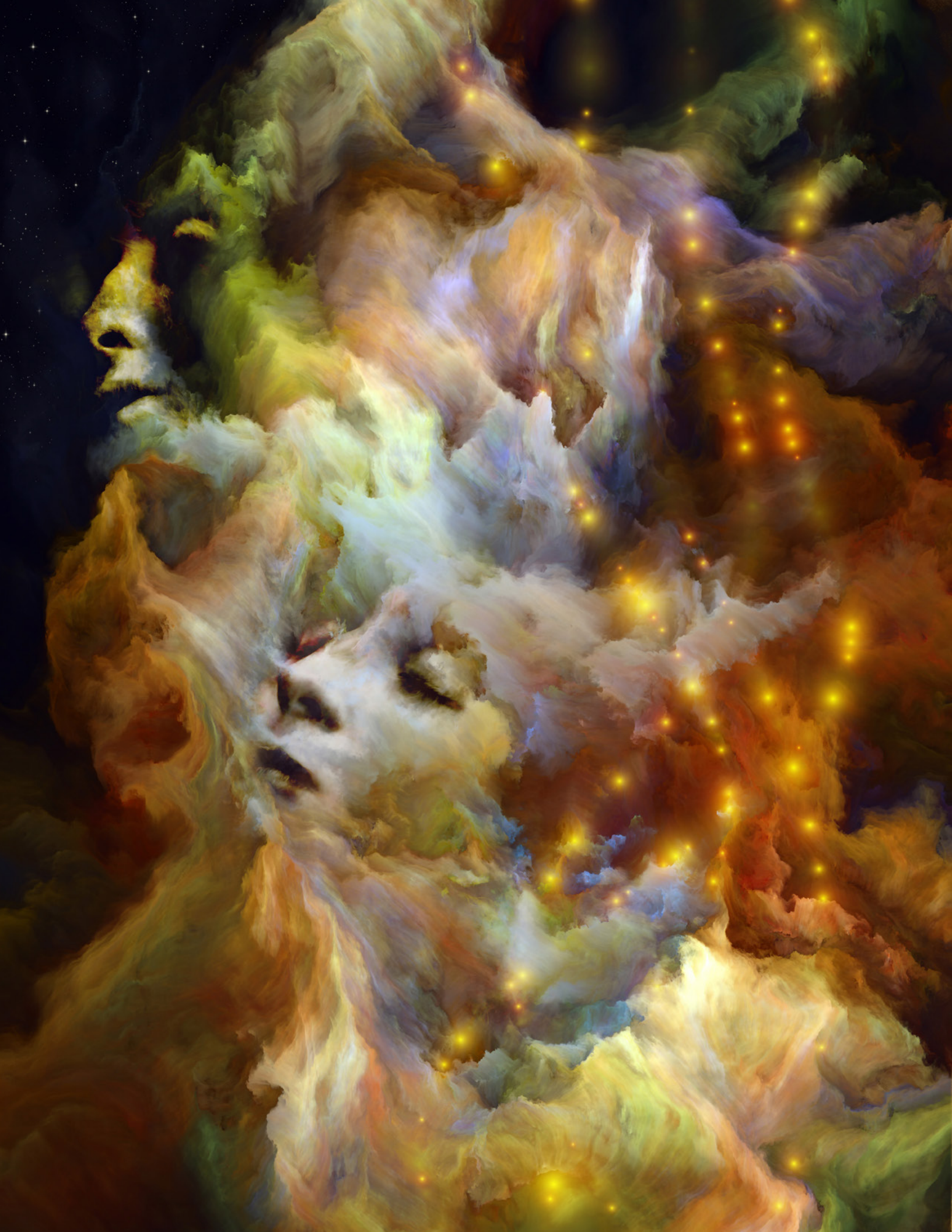
You draw latent strands of lightning into a 5-foot-radius sphere, and then release it toward a point within 60 feet of you that you can see. The sphere moves quickly in a line toward the point. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 lightning damage on a failed save, or half as much damage on a successful one.

When the sphere reaches the end of its line, it remains at that location for the duration unless you use an action to move it up to 60 feet in a direct line within range. A creature must make a Dexterity saving throw if it comes into contact with the sphere for the first time on a turn or starts its turn there. A creature takes 3d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, it deals an additional 1d8 lightning damage for each slot above 3rd.

SPELLS

Level	Spell	School	Conc.	Ritual	Classes
0	Daze	Enchantment	No	No	Artificer, Sorcerer, Warlock, Wizard
0	Know Direction	Divination	No	No	Bard, Druid
1	Dark Bargain	Necromancy	No	No	Cleric, Warlock, Wizard
1	Detect Temporal Anomaly	Divination	Yes	Yes	Artificer, Cleric, Druid, Wizard
1	Shocking Spark	Evocation	No	No	Artificer, Sorcerer, Wizard
2	Project Pain	Enchantment	No	No	Bard, Sorcerer, Warlock, Wizard
2	Stone Shards	Transmutation	Yes	No	Druid, Ranger, Sorcerer, Wizard
3	Crackling Sphere	Conjuration	Yes	No	Artificer, Sorcerer, Wizard
3	Paradox	Transmutation	No	No	Artificer, Sorcerer, Warlock, Wizard
3	Spark Shield	Evocation	No	No	Artificer, Sorcerer, Wizard
4	Dalamar's Lightning Lance	Evocation	No	No	Sorcerer, Wizard
4	Storm Wall	Evocation	No	No	Sorcerer, Wizard
4	Time Hop	Conjuration	No	No	Sorcerer, Warlock, Wizard
5	Enfeebling Storm	Necromancy	Yes	No	Warlock, Wizard
6	Temporal Eye	Divination	No	No	Bard, Cleric, Wizard
7	Electrical Storm	Evocation	Yes	No	Sorcerer, Wizard
7	Vampiric Aura	Necromancy	Yes	No	Sorcerer, Warlock, Wizard
9	Nullify	Enchantment	No	No	Sorcerer, Warlock, Wizard
9	Timereaver	Transmutation	No	No	Wizard





TRAVELLING THE RIVER OF TIME

DESIGNER Matt Daley
ARTIST Andrew Ostrovsky

TIME IS A RIVER THAT SUBSUMES ALL BEINGS ON Krynn, continually pushing them along its winding path from what was into what will be. Like grains of sand, people are swept up by the river, helpless to divert their course. As the terrain may guide water, events may occur that divert the course of history, steering the lives of witnesses. Even the gods, for all their power, can't fight the course of time's river or resist the force of its current. Only the High God knows from where this river began, and even he is not certain of where it might go.

This tale of time has been repeated by storytellers and philosophers across Krynn for ages, evoking familiar visuals to clarify the unimaginable scope of past, present, and future. This analogy has more advanced applications as well, serving as a model for the powerful and occluded art of chronomancy. This rare style of magic, understood by only the most elite of arcanists, allows one to observe events across time, discern patterns within the currents of history, and even travel upstream to walk in ages past. Wilder still, these arcanists whisper of means by which one can alter the river's course, contaminating the path of time with the powers of Chaos to twist the course of history in unforeseen directions.

This chapter includes subjects DMs should consider when permitting time travel in their games, such as the mechanics of time travel on Krynn and solutions for common time travel concerns.

THE RULES OF THE RIVER

The following concepts are common across all forms of time travel, whether it is the result of a spell or magic item. These rules are well-known to chronomancers, although spellcasters may not always consider the implications of their travels through time.

THE RIVER IS SELF-CORRECTING

The first lesson imparted to many time travelers is that the course of history is difficult to alter. The forces of causality work against any time-displaced individuals to ensure that the grand scope of events remains the same. For example, if a time traveler ventured back in time and assassinated a warmongering general, another figure (possibly the time traveler himself) will ultimately take the general's place in history. Specific details of the conflict may be altered, but the outcome and long-term consequences of the war would not be changed by the time traveler's actions. At best, the beginning or end of the conflict may be moved, or the

outcomes of specific battles can be changed, but the grand course of history cannot be redirected by even the most powerful time travelers.

This is not to say that a time traveler is completely helpless outside their own era, as they can still make a great difference in the individual lives they touch. A family can be evacuated from danger, a despot removed before their atrocities are committed, or a tome salvaged from a burning library, but the ripples of these actions are quickly stilled as the River of Time continues its extant course. This inability to radically alter the past allows time travelers to visit distant ages with relative impunity, collecting information and even hobnobbing with ancients while remaining confident that when they return to the present, it will be the one they left. However, such travelers also risk the forces of history conspiring against them, trapping them in the past as they are forced to live out a historically significant role because of their meddling.

This self-correction of time also has a way of smoothing over paradoxes which may occur. Killing or replacing one's own grandfather will not threaten the time traveler's being in any way, as the events which created the traveler are not altered by this tampering with history (any return to the present, however, would likely see the time traveler's role in the community filled by a person who either did not previously exist or whose life took a different course in this revised world). The River of Time is a continuous flow, with new moments simply writing over the impressions left by their previous iterations. Time travel may thus render specific scenes and events inaccessible to all future time travelers (for example, a meeting with a man driven out of town by another time traveler), but these events will never expand in significance to alter history's greater scheme.

A DM who permits characters to travel back in time should allow them to act as they wish in their immediate vicinity, permitting the use of all their abilities to affect any allies or enemies in their new era. Over time, however, the players should recognize that their actions are stifled by the sociopolitical forces of their age and that everybody they kill or exalt will ultimately be replaced by a similar figure. In a worst-case scenario, the players may return to their original time to discover that they are now responsible for the very misfortune they sought to prevent.

For example, suppose that a high-level party travels back to a year before the Cataclysm, executing a plan to kill the Kingpriest Beldinas Pilofiro and his entire network of allies before their actions bring down the city's destruction. Even if the most extreme measures are taken to prevent resurrection and destroy all the Kingpriest's magical knowledge, some events beyond the characters' knowledge will transpire to





THE GODS OF KRYNN

DESIGNERS Jimmy Flowers, Miłosz Gawęcki, Matt Kimberlin

THE GODS OF KRYNN ARE NUMEROUS. Although they each have their place in the constellations above Krynn, some vie to reign supreme over this pantheon and the world. Their machinations often influence and impact mortals, making worship of the gods commonplace. This chapter presents profiles of the deities on Krynn as well as instructions on how to choose provinces for gods of your own creation.

SUGGESTED DOMAINS

Most of Krynn's gods have clerics that serve them. The deity profiles include suggested domains from Wizards of the Coast's fifth edition titles as well as those published by Splinterverse Media. See the Deities of Krynn table for more information on the domains.

SYMBOLS AND COLORS

Some of Krynn's gods have symbols and colors that are common to them. These may appear on garments worn by their faithful servants, on artifacts with a connection to them, or even in visions sent by these gods. When magic is used that draws upon the power of a deity, the colors associated with it may change to reflect the god's power.

AVATARS

Perhaps more than on other worlds in the multiverse, Krynn's pantheon often walks among mortals in the form of avatars. Depending on the amount of godly energy used to create them, these avatars may be minor echoes or powerful facsimiles. Although the deity profiles include descriptions of known avatars, the DM should feel free to create avatars of their own at any challenge rating. Although defeating an avatar doesn't injure the god who created it.

DEITIES OF KRYNN

Deity	Alignment	Provinces	Suggested Domains*	Common Symbol
Branchala	NG	Dance, music, poetry	Harmony, Light	Bard's harp
Chaos				
Chemosh	LE	Undead	Death	Yellow skull
Chislev	N	Nature	Nature	Feather
Gilean	N	Knowledge	Knowledge	Open book
Habbakuk	NG	Animals, sea	Nature, Tempest	Blue bird
Hiddukel	CE	Greed, lies	Trickery	Broken merchant's scales
High God				
Kiri-Jolith	LG	Honor, war	War	Bison's horns
Lunitari	N	Neutral magic	Arcana, Mirror	Red circle or sphere
Majere	LG	Meditation, order	Knowledge, Order	Copper spider
Mishakal	LG	Healing, fertility	Knowledge, Life, Twilight	Blue infinity symbol
Morgion	NE	Disease, secrecy	Death, Plague	Hood with two red eyes
Nuitari	LE	Evil magic	Arcana, Mirror	Black circle or sphere
Paladine	LG	Guardians, rulers	Dragon, Peace, War	Silver triangle
Reorx	N	Craft	Forge, Knowledge	Forging hammer
Sargonnas	LE	Fire, vengeance	War	Red condor
Shinare	N	Trade, wealth	Knowledge, Trickery	Griffon's wing
Sirrion	N	Change, fire	Nature	Multicolored fire
Solinari	LG	Good magic	Arcana, Mirror	White circle or sphere
Takhisis	LE	Hatred, night	Death, Dragon	Black crescent or five dragon claws
Zeboim	CE	Sea, storms	Tempest	Turtle shell
Zivilyn	N	Wisdom	Knowledge	Great green or gold tree

* The domains include all those published by Wizards of the Coast for fifth edition as well as those published by Splinterverse Media in this book (Plague), *Feywild Companion* (Mirror), *Fizban's Vault of Draconic Secrets* (Dragon), and *Secrets of the Drowgar* (Harmony).

THE GODS OF LIGHT

The gods of light use mortals as vessels to protect Krynn from the forces of darkness. They encourage law, order, and love. Although they have no definitive leader, Paladine and Mishakal have assumed that role at various points in Krynn's history.

BRANCHALA

Alignment: Neutral good

Suggested Domains: Harmony, Light

Provinces: Dance, music, poetry

Common Symbol: Bard's harp

Colors: Yellow and green

Plane: Ysgard

Known Avatars: A bard, a druid, a forester, a ranger

Branchala, also known as the Bard King and the Song of Life, is a god of music in all its harmonious forms. Life itself is a symphony that sounds across the world with each beat of a heart. That music should bring joy and cherish nature by inspiring mortals to grow, to create, to feel. Branchala is favored by minstrels and musicians mostly but is well known and appreciated by all folk who enjoy art and a good story.

The church of the Bard King doesn't have a firm structure. Instead, older priests share prayers and wisdom with the younger part of the clergy. Everyone is encouraged to spread these words and the god's melody further. Branchala's followers celebrate life and host revelries that are welcoming to all people. Most of them don't stay in one place for long, pushed forward by wanderlust. They travel from

one community to another, leading a rather ascetic life and spreading appreciation of life and beauty.

Priests of Branchala are equally welcomed in all groups and nations. They introduce literacy to far-flung societies and teach people about the beauty and importance of art through songs and stories. These easygoing individuals often conduct ceremonies wherever their feet take them, but their presence is always most appreciated by elves and kender.

EARNING AND LOSING PIETY

You increase your piety score to Branchala through acts such as these:

- Performing a song, dance, or poem that tells the story of Branchala in front of a large audience
- Helping someone express themselves through art
- Preserving works of art or preventing their destruction
- Hosting a celebration involving music
- Teaching someone how to read

Your piety score to Branchala decreases through acts such as these:

- Criticizing or hindering an artistic performance
- Knowingly destroying a work of art
- Suppressing the natural expression or emotion of others

THE LEAF BLADE

Weapon (Rapier), Rarity Varies (Requires Attunement by a Herald of Branchala)

This rapier is decorated with gold filigree in the shape of leaves. The piety of a herald of Branchala can enhance the blade's power, including bringing leaves to life and healing one's allies.

Nascent (Uncommon). When you roll a 20 on the d20 for an attack roll with this weapon, you gain 10 temporary hit points. As long as these temporary hit points last and you keep the Leaf Blade in hand, when a creature hits you with a melee attack, the attacker takes 2d6 slashing damage.

Emergent (Rare). You gain a +1 bonus to attack and damage rolls made using the weapon, and you gain a +1 bonus to saving throws while you wield it.

Resplendent (Very Rare). The temporary hit points granted by the weapon's Nascent property increase to 15. The bonus to attack and damage rolls granted by the Emergent property increases to +2. In addition, you gain a +1 bonus to AC.

As an action, you can create a harmonic note using the hilt of the blade. Each creature of your choice that can hear the note within 30 feet of you regains 4d8 hit points and can roll a d4 to add the number rolled to their next attack roll or saving throw. Once you have created a harmonic note in this way, you can't do so again until the next dawn.

Transcendent (Legendary). The temporary hit points granted by the weapon's Nascent property increase to 20. The Emergent property's bonus to attack and damage rolls increases to +3, and the bonus to saving throws increases to +2. The Resplendent property's bonus to AC increases to +2. The harmonic note's range increases to 60 feet, and the creatures it affects regain 8d8 hit points.



GHOST RAT

Large Undead, Typically Neutral Evil

Armor Class 17 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	16 (+3)	16 (+3)	14 (+2)	19 (+4)

Skills Perception +7, Stealth +9

Saving throws Dex +9, Wis +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Ethereal Sight. The ghost rat can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost rat can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Keen Smell. The ghost rat has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If the ghost rat fails a saving throw, it can choose to succeed instead.

Rat King. The ghost rat can communicate with ordinary rats. It also can command rats within 500 feet of it. The rats obey any verbal commands issued to them (no action required) by the ghost rat. If the ghost rat does not issue any commands, then they defend themselves from hostile creatures, but otherwise take no actions.

Tables Turned. The ghost rat has advantage on all melee attacks against creatures that are two or more sizes smaller than it.

ACTIONS

Multiattack. The ghost rat makes two Claw attacks and one Bite or Tail attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage and the target must succeed on a DC 17 Constitution Saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature becomes feverish, coughing uncontrollably. The creature is poisoned, can't regain hit points, and its hit point maximum is reduced by 5 (1d10) every 1 hour. The disease can be removed only by the *heal* spell or similar magic of 6th level or higher.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage and the target is grappled (escape DC 14). If the target is a creature, the ghost rat can pull the target up to 10 feet toward itself.

Diminution Gaze (Recharge 5-6). The ghost rat's eyes glow with a piercing blue light. Each creature the ghost rat can see within 60 feet of it must succeed on a DC 17 Constitution saving throw or be reduced by one size category for 1 minute. A reduced creature has disadvantage on Strength checks and Strength saving throws. A reduced creature's weapons also shrink to match its new size. While these weapons are reduced, the creature's attacks with them deal 1d4 less damage (this effect can't reduce the damage below 1). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself and its weapons on a success.

Etherealness. The ghost rat enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything in the other plane.

REACTIONS

Survival of the Small. When the ghost rat has 30 hit points or fewer, the ghost rat magically shrinks itself and anything it is wearing or carrying to Tiny size. The ghost rat can use a bonus action to return to its normal size. Its statistics, other than its size, are the same in each form. If the ghost rat dies, it returns to its normal size or the maximum size possible (up to Large) in the space available.

LEGENDARY ACTIONS

The ghost rat can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ghost rat regains spent legendary actions at the start of its turn.

Claw. The ghost rat makes a Claw attack.

Scurry. The ghost rat can move up to its speed without provoking opportunity attacks.

Tail (Costs 2 Actions). The ghost rat makes a Tail attack.



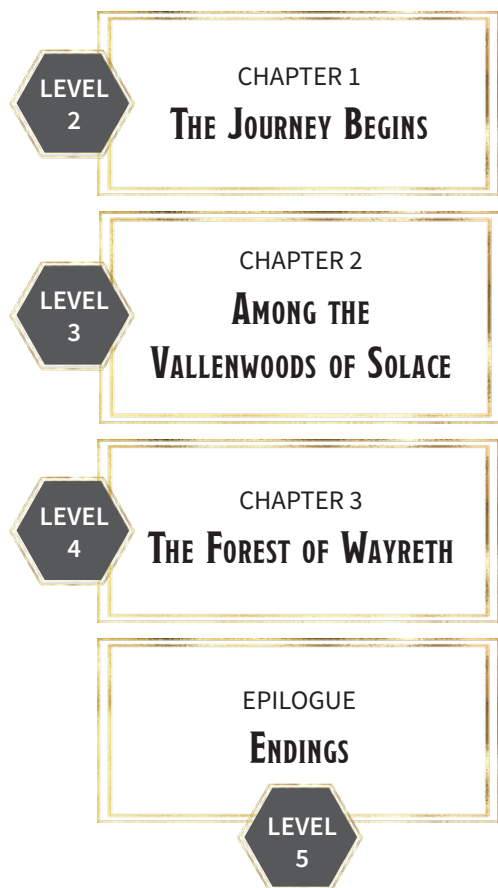


ADVENTURE: TRIALS OF THE TOWER INITIATE

DESIGNERS Lewanika Miller, Glen Myers, and Josh Newton

ARTISTS Alec Adams (kender), Kelphos Arcana (hourglass item, plant), Bob Greyvenstein (writ item), Saga Mackenzie (map), Rod Mendez (chapter 2 splash), Paul Readshaw (character busts), Dean Spencer (bear, mugs), Asanee Srikijvilaikul (chapter 1 splash), Matt Turner (spiders), Quico Vicens-Picatto (knight), James Woong (chapter 3 splash)

Trials of the Tower Initiate is an adventure designed for a party of 4-5 characters of level 2. It takes place in Abanasinia on Krynn. The abbreviations on page 2 are used throughout to reference fifth edition titles published by Wizards of the Coast.



ADVENTURE SUMMARY

Trials of the Tower Initiate takes characters on an epic journey across Abanasinia and deep into the Forest of Wayreth to the south. The party will escort a young sorcerer named Val to the Tower of High Sorcery, where he hopes to become an initiate. The Tower of Wayreth's connection to the Material Plane is tenuous, however, and in ten days it will shift out of alignment and be unreachable for an indefinite period. Val's powers are newly manifested, and he will need the protection of stalwart heroes if he is to reach the Tower in time.

The journey would be perilous under any circumstances, but a fanatical antimagic faction known as the Taljara is determined to stop potential initiates from reaching the Tower alive. The party will have to keep Val safe, not

only from the dangers of the road, but from the Taljara's agents as well. Unfortunately, with Val's own mother an unwilling accomplice of the Taljara, they always seem to be a step ahead.

HOW TO USE THIS ADVENTURE

This section includes important information you need to run this adventure. Be sure to read the adventure thoroughly and familiarize yourself with its new rules before your first session.

CHARACTER ADVANCEMENT

Trials of the Tower Initiate was designed around the milestone system of advancement. At the start of the adventure, the characters should be 2nd level. Instead of tracking specific experience awards, characters gain a level at the end of each chapter of the adventure.

LOOT

Unless otherwise specified, use the random loot table for Individual Treasure: Challenge 0-4 (DMG 136) to determine treasure carried by fallen adversaries.

DYNAMIC SKILL CHECKS

Throughout this adventure, the characters must make successful skill checks to learn key insights or important details. Some of these are Dynamic Skill Checks, wherein the higher the roll, the more information is revealed. These unique skill checks have three progressively higher DCs, each with an additional piece of information. A success uncovers the information associated with its DC and any DCs that are lower within that Dynamic Skill Check.

PORTRAYING VAL ASTORIO

At the center of this adventure is Val Astorio, a prospective initiate of the Tower of High Sorcery at Wayreth. Val has manifested a power that neither of his parents can accept. His mother is afraid of magic and the negative effects it could have on her child. His father desperately wants Val to remain at home and doesn't believe he should leave. Neither parent can accept who Val is becoming, and their lack of support combined with Val's own self-doubt constantly undermine his confidence.

Once out on his own with the characters, Val becomes upbeat and inquisitive with a strong work ethic around

PURSuing GREYSEN ASHE

Outside, Greysen is nowhere in sight but a successful DC 10 Intelligence (Investigation) or Wisdom (Survival) check reveals a faint trail of damp footprints that smell of spilled stew. The tracks lead down the spiral stairs to the ground beneath the trees. The trail is harder to follow on the ground, requiring a successful DC 12 Intelligence (Investigation) or Wisdom (Survival) check to continue following them. On a success, the characters catch up to Greysen 100 yards away from the inn, headed across town.

If confronted, Greysen warns, "Your initiate is in grave danger! I cannot say more here. Please, meet me at my home before you leave town."

He refuses to say more in public, regardless of Charisma (Persuasion) or (Intimidation) attempts. A successful DC 12 Wisdom (Insight) check indicates that Greysen is eccentric, but his concern is genuine, and he believes he is telling the truth.

If no one follows Greysen, or if they don't confront him, he sneaks back into the inn in the middle of the night and slips a note with his warning on it and directions to his home under the door of one of the character's rooms.

GREYSEN ASHE

Greysen Ashe was accepted as an initiate of the Tower when as a young man, but his skills were never strong enough to face the Test. He holds no resentment over this, and what magic he has mastered serves him in his scholarly pursuits. It was only after hearing from his Tower contacts that there had been a serious drop in new recruits arriving at the Tower that Greysen began to investigate the fate of the initiates that passed through Solace. Once he met the first of many parents that have come to Solace in the past few years looking for their missing children, Greysen began to focus all his considerable intellect on solving the mystery.

In the time since, Greysen has uncovered countless circumstantial clues and reports that point towards the existence of the Taljara. He only learned the group's name eight days ago when he overheard the bard Leucis Therai mention it to a man Greysen had never seen in Solace before. The two were lurking in the shadows near Greysen's house on the edge of town and Leucis was asking if their last "quarry" had been successfully "run to ground."

When Greysen confronted Leucis about this meeting, the bard laughed it off as a chat with an old hunting buddy. The next day however, Leucis came by Greysen's house and tried to recruit him into the Taljara. Greysen refused and gave Leucis two days to turn himself in before Greysen would report him to the town guard. Unbeknownst to Greysen, Leucis has poisoned Greysen's supply of his favorite tea.

MURDER AT GREYSEN'S

This scene takes place in Greysen Ashe's home on the southwestern edge of Solace if the party accepts his invitation.



GREYSEN ASHE

Medium Humanoid (Human), Neutral Good

Armor Class 10 (13 with *mage armor*)

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Int +4

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, Elvish

Challenge ¼ (50 XP)

Proficiency Bonus +2

ACTIONS

Arcane Burst. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 7 (1d10 + 2) force damage.

Spellcasting. Greysen casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *prestidigitation*

1/day each: *comprehend languages*, *mage armor* (self only)



APPROACHING THE WATCHTOWER

As the trail climbs, you see that the construction site of the watchtower is located at the tip of a rocky headland overlooking the southern and western approaches to the island and its natural harbor. The work appears to be a reconstruction, with the original structure being made of wood, featuring large upright timbers supporting a sturdy platform. Now, what remains of the original is being used as a scaffold to support the construction as stone rock is laid on top of the old tower's footprint.

Once complete, it appears this new stone tower will stand nearly 30 feet high and 20 feet wide, providing an excellent platform for observation and supporting siege equipment to fend off any unwanted visitors to the island's harbor. It also would provide an excellent watch for dragonarmy forces to gather in the harbor and launch raids against Solamnia.

If the characters continue in the direction of the tower, the path widens 100 feet from the construction site. Day and night at 60 feet from the tower, two [draconian scouts](#) stand as sentries on either side of the widened trail. If they are attacked, the draconians attempt to retreat to the construction site and raise the alarm, putting the guard detachment present on alert.

YEZREE BRAMBLEBOUGH

Small Humanoid (Kender), Neutral Good

Armor Class 14 (leather)

Hit Points 65 (10d6 + 20)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Skills Perception +2, Sleight of Hand +5, Stealth +5

Condition Immunities frightened

Senses passive Perception 12

Languages Common, Elven, Sylvan

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Special Equipment. Yezree wields a [hoopak](#) of common rarity.

ACTIONS

Multiattack. Yezree makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

Hoopak. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. The attack deals an extra 7 (2d6) bludgeoning damage if Yezree has advantage on the attack roll or if the target is within 5 feet of one of Yezree's allies.

Hoopak Fear. Yezree whirls the hoopak over their head, creating a high-pitched whine. A creature of Yezree's choice that they can see within 10 feet of them must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Cunning Action. Yezree takes the Dash, Disengage, or Hide action.

THE CONSTRUCTION SITE

If the characters enter the watchtower construction site, what they see depends on the time of day.

During the day, a [minotaur](#) oversees two [draconian scouts](#), two [draconian elite troopers](#), and twenty-four [prisoners](#). The prisoners transport stone blocks from other parts of the island to the site. The minotaur loiters among the prisoners, bellowing at any of them who appear slow in their work. The draconians observe, expecting the only threat to come from a prisoner who has decided to use a chisel or pick to dispatch an unwary guard.

During the night, the prisoners are kept in the barracks back at the dragonarmy settlement. The two draconian scouts on duty are vigilant with bows at the ready, while the minotaur who oversees them is at ease, feeling confident that the island is secure. The minotaur often falls asleep close to dawn.