



MONKEY DM

TOME OF TWILIGHT



5TH EDITION COMPENDIUM

UNLEASH A REALM OF LIGHT AND DARKNESS ONTO YOUR WORLD



Art by
Warmtail

Tome of Twilight

On the cover, a warrior with long hair, spear in hand that draws the powers of the sin, towering over a ruined town. Flames are consuming the city and empowering her.

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Races



Art by Warmtail

Race - Nocthelians

It is said that at that times of passage bring upon the most powerful of souls. Children born in the last nights of winter have the warmest of hearts, those born in the first days of summer have the strongest of souls. But, for the Nocthelians, the times of passage are their very existence. It is said that when a Nocthelian is born, a star has died. And when that star's essence wishes to reform, the Nocthelian will pass. Their fate is predetermined. They are only passing, as fleeting as the day.

Nocthelians - or Night Suns, as they are referred to in common - are a race of humanoids bound to the very movement of the cosmos. The sun and its light, the moon and its phases, all of it influences the life of Nocthelians. They are children of both light and darkness, wielding both in equal measures. Because of their intense bonding to the day and night, they connect intensely to light and dark, depending on the time of day.

Nocthelian Features

- **Ability Score Increase.** Your Wisdom score increases by 2.
- **Age.** As their lives are determined by the cosmos' movement, their life spans greatly vary. They reach adulthood as quickly as 12 and the oldest of them live for up to 5000 years.

- **Alignment.** As they are made aware their lives are bound to the fate of the star, most Nocthelians are quite deterministic, therefore lawful. They remain mostly neutral, knowing their impact on the world is small compared the endless expanse of the universe.

- **Languages.** You can speak, read, and write Common and Celestial.

- **Passing Phases.** You are directly bound to the passage of time and the transition between night and day. Between sunrise and sunset, you have advantage on Wisdom saving throws against magical effects. Between sunset and sunrise, you have advantage on all Dexterity checks.

- **Size.** Nocthelians range from 5 to 7 feet tall and weigh between 120 to 240 pounds. Your size is Medium.

- **Speed.** Your base walking speed is 30 feet.

- **Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

- **Subraces.** Nocthelians are divided into four separate castes: Fallenbloods, Starseekers, Sunforgers and Twilightbloods, in which they are divided at birth.

Fallenbloods

Fallenbloods are the lowest of Nocthelian society. Their birth was not a result of a dying star, but rather a falling one. To Nocthelians, this represents a star sent away from the Court of Heavens, the cosmos.

- **Ability Score Increase.** Your Strength score increases by 1.

- **Falling Star.** Whenever you fall more than 10 feet, you can choose to turn yourself into a falling star as a reaction. You descend to any point on the ground within 120 feet, taking no falling damage. All creatures within 5 feet of that point must succeed on a Dexterity saving throw equal to 8 + your Proficiency bonus + your Wisdom modifier or take 2d8 radiant damage.

- **Renegade Heritage.** Once per day, you may renege your Nocthelian identity using sheer force. Your Sunlight Sensitivity trait becomes inactive for 1 minute.

Starseekers

The highest position a Nocthelian can be given within their society is as a Starseeker, an individual who can identify the movements of the sun and guide their fellow brethren.

- **Ability Score Increase.** Your Charisma score increases by 1.

- **Starseeker Magic.** You know the *light* cantrip. When you reach 3rd level, you can cast the *guiding bolt* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

- **Visions of Cosmology.** Once per day, you can add 1d6 to any ability check.

Sunforgers

Taken to the Dawnforge and Duskforge straight from birth, the Sunforgers are the artisans and expert crafters of the Nocthelians. They are extremely intelligent and in tune with most weapons and armors.

- **Ability Score Increase.** Your Intelligence score increases by 1.

- **Crafter's Insight.** You may cast the *identify* spell once per long rest, Intelligence is your spellcasting ability for the spell.

- **Sunforger Training.** You gain proficiency in smith's tools, longswords, shortswords, warhammers and light armor.

Twilightbloods

The Twilightblood are the strongest warriors of the Nocthelians, often using the cover of night to strike down their opponents with immense speed, before blinding their opponents for a quick getaway.

- **Ability Score Increase.** Your Dexterity score increases by 1.

- **Day's Calling.** Between sunrise and sunset, you can choose to imbue your weapon with bright light. After making a successful weapon attack, the target of your attack must succeed on a Constitution saving throw equal to 8 + twice your Proficiency bonus or be blinded until the end of their next turn. Once you've used this ability successfully you cannot use it or Night's Whisper again until you complete a long rest.

- **Night's Whisper.** Between sunset and sunrise, you can choose to imbue your weapon with pure darkness. After making a successful weapon attack, the target of your attack must succeed on a Constitution saving throw equal to 8 + twice your Proficiency bonus or start generating a 5-foot radius of magical darkness originating from the wound, which lasts until the end of their next turn. Once you've used this ability successfully you cannot use it again or Day's Calling until you complete a long rest.

- **Twilightblood Technique.** While in dim light, you can attempt to hide even if there is no cover. Once you do so, you cannot use this ability again until you complete a short or long rest.

GM NOTE:

Keep in mind that the world is normally affected by the twilight veil spell, effectively removing sunlight from the world. If you wish to, you can remove the sunlight sensitivity trait from this race, to better fit your own world.



Art by Alexandra Petruk

Tiefling: Twilight Bloodlines

Twilight tieflings are born, as their name indicate, from under the twilight veil and fall in two categories. Those that were blessed by the light and those that received the gift of darkness. They look very different from other tieflings, with a sharp contrast between their skin and blood. Whilst this appearance is uncanny, it is not uncommon, as many tieflings born under the veil of twilight share this aspect, completely unrelated to the origin of their parents. For a long time it was thought that unfaithfulness was the reason for such children, and not an ancient fight between heaven and hell over the legacy of tiefling blood.

As an twilight bloodline tiefling you gain the following traits:

- **Ability Score Increase.** Your Charisma score increases by 2.
- **Age.** Tieflings mature at the same rate as humans but live a few years longer.
- **Alignment.** Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.
- **Size.** Tieflings are about the same size and build as humans. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Subrace.** Choose which origin your blood heralds from, either dark bloodline or bright bloodline

Dark Bloodline

Of bright colors, often cyan blue, these tieflings get the name of dark bloodline because their powers come from the forces of Hell. When they focus their magic in battle, their veins and eyes fill with a deep black color, in sharp contrast to their skin. With their hell-touched blood, it is not rare to see these tieflings becoming vicious criminals, driven by a murderous frenzy, although many rebuke their hellish origins.

You gain the following benefits:

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Dark Blood.** You have resistance to necrotic damage.
- **Languages.** You can speak, read, and write Common and Infernal.
- **Infernal Legacy.** You know the *life leech** cantrip. Once you reach 3rd level, you can cast the *bane* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *grasping shadows** spell once as a 3rd-level spell. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.
- **Darkvision.** Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bright Bloodline

Deep purple being the most common color, these tieflings get the name of bright bloodline because their blood is tied to Celestial powers. When they focus their magic in battle, their veins and eyes fill with a blinding white color, in sharp contrast to their skin. With their divine-touched blood, these tieflings can often become the moral pillars of the society they are a part of, even if many choose to ignore their celestial origins.

You gain the following benefits:

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Bright Blood.** You have resistance to radiant damage.
- **Languages.** You can speak, read, and write Common and Celestial.
- **Body of Light.** Your own blood shines so bright that you've grown accustomed to blinding lights. You have advantage on saving throws against being blinded.
- **Celestial Legacy.** You know the *light* cantrip. Once you reach 3rd level, you can cast the *guiding bolt* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *prayer of healing* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Prestige
Class:
Vampire



Art by Warmtail

Vampire

You must meet certain prerequisites, listed below, in order to multiclass in or out of this class.

Prerequisites

- **Constitution 13.** Vampires require a body that can withstand the curse of the afterlife.
- **Charisma 13.** Vampires have a powerful will and inhuman charm.
- **Character level 5.** Vampirism only leaves the powerful in control of their body, as such you must be a 5th-level character before you can gain levels in the vampire prestige class.
- **Complete a special task.** You must find a vampire that you can either subdue or convince to bite you before drinking their blood. You cannot gain more levels in this prestige class than your vampiric progenitor has. You might need to seek out more powerful vampires and obtain their blood in order to reach 5th level in this prestige class.

Class Features

As a vampire, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per vampire level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per vampire level after 1st

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: Persuasion

Vampiric Curse

Becoming a vampire strengthens you beyond belief, but it also curses your life. As you gain levels in the class, you lose your humanity and your curse progresses in the following way.

Forbiddance. Starting at 1st level, you can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. Starting at 2nd level, if a piercing weapon made of wood is driven into your heart while you are incapacitated, you become paralyzed until it is removed.

Harmed by Running Water. Starting at 3rd level, you take 10 acid damage if you end your turn in running water.

Sunlight Hypersensitivity. Starting at 4th level, you take 10 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

Undead. Starting at 5th level, your creature type becomes undead.

Vampiric Weapons

At 1st level, you manifest vampiric weapons in the form of fangs and claws. They count as simple melee weapons for you, and you add your Strength or Dexterity modifier to the attack and damage rolls when you attack with it.

Bite. Your canines become as sharp as knives. They deal 1d6 piercing damage on a hit. Once on each of your turns when you damage a humanoid with this bite, you regain a number of hit points equal to your Constitution Modifier.

Claws. Your hands transform into claws, which you can use as weapons if they are empty. It deals 1d8 slashing damage on a hit. During your turn, if you make a melee attack against a creature with this weapon, that creature can't make opportunity attacks against you for the rest of your turn.

Life Drain

Also at 1st level, your vampiric powers allow you to siphon life out of your foes in order to maintain your powers. When you deal damage to an enemy that isn't an Undead or Construct, you can use your reaction to drain their life and regain a number of hit points equal to 1d8 + your Constitution modifier.

You can use this ability a number of times equal to 1 + your level in this class and regain all expended uses after completing a long rest.

Spider Climb

At 2nd level you gain a climbing speed equal to your walking speed and gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Life Sense

At 2nd level you gain the ability to sense the pulse of living creatures near you. As an action you can sharpen your senses, doing so you detect the location of any creature with a heartbeat within 60 feet of you. If a creature is frightened, you detect that creature in a 120-foot range instead.

Vampiric Charm

At 3rd level, you can influence those around you. You can add double your Constitution modifier to any Deception or Persuasion check that you make.

In addition, as an action you can target one humanoid it can see within 30 feet of you. If the target can see you the target must succeed on a Wisdom saving throw (DC: 8 + Proficiency + Constitution Modifier) or be charmed by you. On a successful save the target realizes that you attempted to charm them. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes the your requests or actions in the most favorable way it can.

Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you die, are on a different plane of existence than the target, or takes a bonus action to end the effect. You can only have one target under this effect at a time, if you attempt to put another target under such a charm, the effect ends for the previous one.

When you charm a humanoid in this manner, you can make a bite attack against them, if you do so, the bite attack deals an additional 3d6 necrotic damage, and you regain a number of hit points equal to the necrotic damage dealt.

Night Prowler

At 3rd level, when you are standing in dim light and darkness, attacks you make with your fangs or claws deal additional damage of the natural weapon type equal to your level in this class.

Shapechanger

At 4th level, if you aren't in sunlight or running water, you can use your action to polymorph into a Tiny bat or a Medium cloud of mist, or back into your true form.

While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die. While in this form the only attack you can take is your Bite attack granted by your Vampiric Weapons ability.

While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and are immune to all nonmagical damage, except the damage you take from sunlight.

Vampire Lord

At 5th level, you gain resistance to necrotic damage. In addition you gain the ability to turn a charmed creature into your thrall. Over the course of a short rest, you can perform a ritual to turn them into a forever loyal servant. You bite a creature that is charmed by your Vampiric charm ability, if they break free from your charm at any point during the ritual, it fails, and they die instead. After biting the creature, the curse will take place and slowly turn them. At the end of the short rest, the humanoid becomes a **vampire spawn** permanently under your control. In combat, roll initiative for the spawn, which has its own turns. It obeys your verbal commands.

In a pinch you can feed on your spawn to regain life. You can make a bite attack against them, which always hits, and deals an additional 3d6 necrotic damage (which they do not resist). You regain hit points equal to the necrotic damage dealt, and their hit points maximum is permanently reduced by that amount.

Once you create a spawn with this feature, you cannot do so again until the spawn dies.

Extra Attack

Also at 5th level, when you take the Attack Action with your fangs or claws, you can attack twice instead of once. If you already possess the Extra Attack feature from another class, you can make a one additional attack instead, although that attack has to be made with your fangs or claws.

Subclasses



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Barbarian - Path of the Twilight Rampart

These warriors are blessed by the twilight, their rage imbues them with light over which they have full control and use these powers to control the flow of battle, separating their foes, and protecting their friends. A beacon in the darkness of the world, many aspire to obtain their favor.

Eyes of Twilight.

You are accustomed to the brightest lights, and darkest shadows. You can't be blinded and can see normally in darkness, both magical and nonmagical, to a distance of 60 feet. At 10th level this range increases to 120 feet.

Walls of Light

At 3rd level, When you make an attack with a weapon you can create streaks of darkness or light which carve the battlefield. Once per turn when you make a melee weapon attack while raging, you infuse your weapon to change the strike into pure light or darkness. you create a wall that is 10 feet tall, 30 feet long and 3 inches wide.

A wall of radiance or darkness that is 10 feet tall, 30 feet long and 3 inches wide emanates from your weapon in a direction you choose. Each creature that starts their turn in the line or enter the area for the first time on a turn must make a Dexterity saving throw (DC= 8+ your Constitution modifier + your Proficiency Bonus). The wall blocks line of sight, isn't solid and lingers until the start of your next turn

According to if you choose light or darkness, the wall has different properties as listed below:

Light: A creature takes radiant damage equal to your barbarian level on a failed save. The wall sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Darkness: A creature takes necrotic damage equal to your barbarian level on a failed save.

Improved Walls

At 6th level, you mastery over the light expands, the walls that you create generate additional effects:

Light: Once per Wall, when a creature is damaged by the wall, you can use your reaction to force them to make a Constitution saving throw. On a failed save, the creature becomes blinded until the start of your next turn. In addition if the wall overlaps with an area of magical daylight, you can choose to detonate it. Each creature in the daylight takes damage equal to the damage caused by the wall, and the wall and magical daylight then ends.

Darkness: Once per Wall, when a creature is damaged by the wall, you can use your reaction to force them to make a Strength saving throw, on a failed save, the creature becomes restrained by tendrils of darkness until the start of your next turn. In addition if the wall overlaps with an area of magical darkness, you can choose to detonate it. Each creature in the darkness takes damage equal to the damage caused by the wall, and the wall and magical darkness then ends.

Heir of Twilight

At 10th level, you can cast the *daylight* and *darkness* spells at will, without requiring material components. When you cast the daylight spell in this way, the bright light created by the spell is considered daylight. When you cast the darkness spell in this way, you can select a number of creatures equal to your Constitution modifier, which can see through the darkness created by the spell.

Endless Light

At 14th level, the walls that you create can now be up to 60 feet long.



Bard College of the Apocalypse

These bards, bestowed with this ability to glimpse into the future are certain of the approach of the End of Times, oftentimes because they are the ones facilitating it, and more rarely, because they are trying to prevent it. One thing is for certain, if you hear their prophetic chants, prepare for the worst, because it is coming.

Voice of the Apocalypse

Starting at 3rd level, you gain proficiency in intimidation or persuasion and can add twice your proficiency bonus to any ability checks made with these skills.

Whispers of Doom

Also at 3rd level, you can give creatures visions of their impending doom. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you to curse. As long as you concentrate on this curse (as you would concentrate on a spell), they must roll the Bardic Inspiration dice each time they make an attack, and subtract the number rolled from their attack roll. At 8th level and 14th you can target one additional creature within range with a single use of this ability, although you need to expend an inspiration dice for each.

Cataclysmic gift

Finally, also at 3rd level, according to which apocalypse you are beckoning, you get new powers. Your physical appearance is altered in accordance to the cataclysm that is to come (translucent skin, inky nails, leafage instead of hair etc...). Choose from one of the options below:

Otherworldly. You can communicate telepathically to creatures that you can see within 60 feet of you, although they cannot reply in the same manner if they do not possess any form telepathy.

Devouring Light. You gain resistance to radiant damage. If you are already resistant to it from another feature, once per day you can become immune to one instance of radiant damage.

Shadow Tyrant. You have advantage on saving throws against the frightened condition and gain Darkvision out to 60 feet.

Nature's Avenger. You gain proficiency in the nature and survival skills.

Apocalyptic Magic

At 6th level, The apocalypse you beckon expends your powers. Choose one spell from the options given to you below, it can be from the same apocalypse that you chose at 3rd level or a different one. A spell you choose must be of a level you can cast, as shown on the Bard table. The chosen spells count as bard spells for you but do not count against your maximum number of spells known.

Otherworldly. Any spell from the sorcerer spell list.

Devouring Light. Any spell from the cleric spell list.

Shadow Tyrant. Any spell from the warlock spell list.

Nature's Avenger. Any spell from the druid spell list.

You gain the ability to cast this spell once without expending a spell slot. You regain the ability to do so after you complete a long rest.

Summoning the end.

At 14th level, as an action, you gain the ability to summon a part of the apocalypse you've told the world about. Once you've used that ability, you cannot use it again until you complete a long rest. Choose from one of the options below.

The Otherworldly. Each hostile creature in a 60-foot radius centered on you must succeed on a Wisdom saving throw or take 6d6 psychic damage and be stunned until the end of your next turn, or take half as much damage on a success and not be stunned.

Devouring Light. Each hostile creature in a 90-foot cone in front of you must succeed on a Dexterity saving throw or take 8d6 radiant damage and be blinded until the end of your next turn, or take half as much damage on a success and not be blinded.

Shadow Tyrant. Each hostile creature in a 60-foot radius centered on you must succeed on a Charisma saving throw or be banished to the Shadow Realm, before warping back. They take 10d6 necrotic damage, become frightened of you, fall prone and have their movement speed reduced to 0 until the end of your next turn on a failure.

Nature's Avenger. Choose one hostile creature that you can see within 120 feet of you. It must make a Strength saving throw, or become wrapped in vines and thorns that attempt to tear its body. It takes 12d6 slashing damage and is restrained until the start of your next turn on a failure and takes half as much damage and isn't restrained on a success. If a creature is reduced to 0 hit points by this ability, its body is shredded in multiple pieces.



Fighter - Vampire Knight

As the product of failed conversion to vampirism, these fighters represent one of the worst threats that a vampire can face. Using their own powers against them, these living beings lay waste to the monsters, with their swift movements, resistance to mind control and unrelenting strikes. They bring back the fear of the night into the hearts of vampires.

Supernatural Wile

Your words contain the vampiric power that you embody. Starting at 3rd level you can add your Constitution modifier to any charisma check that you make, and you gain proficiency in your choice of persuasion or deception.

Army of the Night

Also at 3rd level, you gain control over your own minions of darkness, allowing you to send ethereal bats to distract your foes. As a bonus action, choose a creature that you can see within 30 feet of you, the bats will start swarming around it until the start of your next turn, giving them disadvantage on attack rolls against creatures further away than 10 feet from them. You can use this ability a number of times equal to your Constitution modifier and regain all expended uses when you use your Second Wind ability or complete a long rest.

Vampiric Constitution

The vampiric powers that you've been bestowed grow stronger. Starting at 7th level you have advantage on saving throws against charms and can see in dim light within 90 feet of you as if it were bright light, and in darkness as if it were dim light. You can discern color in darkness.

Wings of Darkness

The night beckons. Starting at 10th level you can use your bonus action to grow wings of shadows. The wings last for 10 minutes and give you a flying speed of 30 feet, during which you can hover. You can use this bonus action a number of times equal to your Constitution modifier, and you regain all expended uses when you finish a long rest. These wings dissipate early if you enter bright light or sunlight.

Ghastly Step

At 15th level, you can take the dash action as a bonus action, and if you do so, you turn into a swarm of bats until the end of your turn. While in that form you can perform any action as normal but are immune to bludgeoning, piercing and slashing damage and you don't trigger attacks of opportunity.

Face of Fear

You can unleash the vampiric madness held inside you. At 18th level, you can, as an action, release a blood curling scream. Each hostile creature in a 60 feet radius centered on you that can hear you must succeed on a Wisdom saving throw (DC= 8+ your Proficiency Bonus + your Constitution Modifier). On a failed save a creature becomes stunned in fear for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that can't be frightened is immune to this effect. Once you've used this ability you can't use it again until you complete a long rest.

Monk - Way of the Unbreakable Body

These monks were confronted with the horrors that came out of the twilight. Instead of opting for passive meditation, a more deadly approach was necessary to take on the creatures of the night. Violence may not always be a solution, but for them it is the solution. Their body has been molded after this idea, an unbreakable wall to hold off the endless armies of nightmares.

Terrifying Constitution

Your body has been hardened by battles, and constant exposure to violence. Starting at 3rd level, your hit points maximum increases by 3, and subsequently increases by 1 each time you gain a level in this class. In addition you can add a bonus to your Intimidation checks equal to your Wisdom modifier.

Distracting Strike

Also at 3rd level, you learn a new way to use your ki. When an ally is being targeted by a creature within a range equal to your movement speed that you can see, you can expend 1 ki point as a reaction. You move up to your movement speed next to the creature and attack. Make an unarmed strike against the creature, on a hit the creature has disadvantage on attack roll against that ally for the rest of turn (including on the triggering attack), and you take necrotic damage (that can't be reduced in any way) equal to half the damage dealt.

Unnatural Armor

At 6th level, whenever you reduce a creature to 0 hit points, you drain their life to empower yours. You cast the *false life* spell on your self without expending a spell slot, or using material or somatic components, You cast the spell at a level equal to the creature's CR (minimum of 1, maximum of 9).

GM NOTE.

This effect always happens when you land a killing blow, whether you wish it to or not.

Crack the Shell

Starting at 11th level, you become adept at creating weaknesses in the defenses of your foes. When you attempt a stunning strike, if the creature succeeds on the saving throw, they get a -2 penalty to the next saving throw they have to make, this effect then ends.

Bulwark

At 17th level, the first time in a day that you should fall to 0 hit points, you can use your reaction to fall to 1 hit point instead and become immune to damage until the end of your next turn. In addition, this makes you fall into a state of bloodlust, for the duration your unarmed strike deal an additional 1d10 bludgeoning damage.

Once you used this ability, you gain one point of exhaustion and cannot use it again until you complete a long rest.





Art by Warm Tail

Paladin: Oath of the Radiant Dawn

These paladins are the bulwark of the light in a world full of darkness. Their holy fire cleanses the land from the terrors of the night, and they do their utmost to fight the expansion of the twilight, in the hopes of one day bringing a new dawn. Their blades show no mercy towards the servants of darkness. The divine fire that animates them is often the only beacon of hope in a fallen world.

Tenets

Lead to the Light. You are to lead others to brighter days. You cannot falter or show weakness, no matter how dire the situation.

Purge with Radiance. The spawns of darkness are found everywhere, it is your duty to find and eradicate them, to the very last one.

Protect Hope. Hope is the light that shines even in the darkest of worlds, and lights the world ablaze. You must never allow hope to be lost, be it your own or that of others.

Oath Spells

You gain oath spells at the paladin levels listed.

OATH OF THE RADIANT DAWN SPELLS

Paladin level	Spells
3rd	<i>faerie fire, guiding bolt</i>
5th	<i>scorching ray, warding bond</i>
9th	<i>condensed daylight*</i> , <i>spirit guardians</i>
13th	<i>guardian of faith, wall of fire</i>
17th	<i>commune, flamestrike</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- Cleansing Light. As a bonus action, you brandish your holy symbol. An explosion of light engulfs the battlefield in a 30-foot radius centered on you. Each hostile creature caught in the light must succeed on a Constitution saving throw or take a number of radiant damage equal to your paladin level and be blinded until the end of your next turn on a failure or take half as much damage and not be blinded on a success. Undeads have disadvantage on this saving throw.

Divine Armament. As an action, you can bolster your allies with the power of the light. Choose a number of creatures within 30 feet of you equal to your Charisma modifier, for the following minute their weapon attacks and unarmed strikes deal an additional 1d4 radiant damage. You need to concentrate on this effect as you would concentrate on a spell. At level 11 this damage increases to 2d4.

Aura of protection

At 7th level, allied creatures within 10 feet of you gain temporary Hit Points equal to 1d4 plus your Charisma modifier at the start of each of their turns.

Wings of Light

At 15th level, as a bonus action you can create wings made of pure light, which grant you a flying speed of 30 feet. These wings shed bright light in a 30-foot radius, and dim light 30 feet beyond that. The light these wings create is visible even in magical darkness.

Hero of the Light

At 20th level, the divine light that you wield embodies you, and turns you into a radiant being of justice. You can use your action to gain the following benefits for 10 minutes.

- You have resistance to radiant and necrotic damage.
- You have advantage on Constitution saving throws, as do your allies within 30 feet of you.
- The light created by your Wings of Light ability automatically dispels any magical darkness that was created by a spell of 8th level or lower. Additionally allies located in that light gain a flying speed of 30 feet.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.



Art by Warmtail

Rogue - Lucky Devil

Luck favors the bold, but mostly it favors you. Lady luck is a harsh mistress, and you earned her favor, perhaps you were born under the right star, perhaps an ancestor of yours made a deal, no one really knows, but your luck is infuriating to most. Devils themselves hesitate when making deals with your kind, your luck always finding a way to mess with the plans they have for your soul.

Fortunate Soul

At 3rd level, you gain proficiency with all gaming sets. In addition, whenever you play a game in which you are proficient and need to make an ability check for it, you always have advantage on the roll.

Luck Omens

Beginning at 3rd level, you gain the ability to control your luck to some extent. You gain a number of Luck Omens equal to your proficiency modifier, Luck Omens can be used to fuel the various abilities of this subclass. A Luck Omen is expended when you use it. You regain all of your expended Luck Omens when you finish a long rest.

Against All Odds

Also at 3rd level, whenever you have to make a roll with disadvantage you can expend a Luck Omen and turn it into advantage instead. You must choose to do so before the roll, and you can change a roll in this way only once per turn.

Twist of Fate

Starting at 9th level you can alter the fate of others to benefit yours. If a creature you can see within 30 feet of you has advantage on a roll, you can expend a Luck Omen to turn it into disadvantage. You must choose to do so before the roll, and you can change a roll in this way only once per turn. You can use Luck Omens in this way a maximum number of times equal to your proficiency modifier, and regain the ability to do so once you complete a long rest.

Stored Luck

It's always good to store some luck for later. Starting at 13th level, when you make an attack roll against a creature of CR 1 or higher, or are forced to make a saving throw, you can expend a Luck Omen to store the result for a later date, and reroll the dice. You can use that stored roll to replace any ability check, attack roll or saving throw that you make. You keep that stored roll until you expend it, store another roll or complete a long rest.

GM NOTE:

If you have advantage or disadvantage you store the outcome, meaning the higher or lower dice respectively.

Luck Thief

Starting at 17th level, whenever you use your Twist of Fate ability, you also steal the creature's luck and regain a Luck Omen token.

Sorcerer - Vampiric Bloodline

You were bitten by vampires, which reign supreme under the veil of twilight. Yet, you didn't become a thrall, perhaps by sheer force of will, or by some cruel plan from your « benefactor », instead you gained wicked vampiric powers.

Vampiric Spells

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Vampiric Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

VAMPIRIC SPELLS

Spell level	Spells
1st	<i>charm person, command</i>
2nd	<i>spider climb, suggestion</i>
3rd	<i>fear, vampiric touch</i>
4th	<i>blight, compulsion</i>
5th	<i>antilife orbs*, dominate person</i>

Tome of twilight*

Fangs and Claws

Also at 1st level your fangs and claws grow, becoming natural weapons. They counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with them, as normal. They deal 1d8 necrotic damage on a hit. If you attack a creature charmed by you with these weapons, you automatically succeed the attack roll. You also gain Darkvision out to 60 feet, the range of it increases to 120 feet at level 11.

The damage of these weapons increases by 1d8 when you reach 5th Level (2d8), 11th level (3d8), and 17th level (4d8).

Draining magic

At 6th level, once per turn, when you deal necrotic damage to a creature, you regain health equal to half the necrotic damage dealt. You can use this ability a number of times equal to your Charisma modifier, and regain all expended uses after completing a long rest.

Bat Transformation

Starting at 14th level, if you aren't in sunlight or running water, you can use your action to polymorph into a Tiny bat, or back into your true form. While in bat form, you can't speak, can't cast spells, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you fall unconscious.

Undying

At 18th level, when you are reduced to 0 hit points or lower, you can make a special attack as a reaction. You teleport as a swarm of bats to a creature within 60 feet of you and make a special attack with your fangs. Make a melee spell attack, with advantage if you are not standing in bright light. On a hit, you deal 4d10 necrotic damage, regain a number of hit points equal to the damage dealt and can teleport again to an empty space within 60 feet of you.

Once you've used this ability you can't use it again until you



complete a long rest. If you are standing in daylight or running water, you cannot use this ability.

Metamagic Options

TWILIGHT CHAINS

When you deal radiant or necrotic damage with a spell, you can expend 2 sorcery points to wrap the residual light/shadows into chains that bind one of the foes you damaged with your spell. Their speed becomes 0 until the start of your next turn.

Alternatively, whenever you cast a spell of 1st level or higher that creates bright light or shadow, you can choose to expend 2 sorcery points as a reaction to bind one of the opponents in the light/shadow, reducing their speed to 0 until the start of your next turn. You can take this reaction when a creature starts its turn in the area or when they enter it for the first time in a turn.

RADIANT CONSUMPTION

When you cast a spell of 1st level or higher, you can expend a number of sorcery points equal to the spell level to change its damage type to radiant.

Warlock - The Gambler

A fan of contracts, luck and bravado, your otherworldly patron is the Gambler, a being who entrusts warlocks with a piece of power to further expand their influence through the same process, sealing a deal with other creatures. To be recognized and rewarded by their patron is the goal of these warlocks, allowing them to continue the cycle to claim unimaginable power, and impossible luck.

Expanded Spell List

The Gambler lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GAMBLER EXPANDED SPELLS

Spell level	Spells
1st	<i>command, identify</i>
2nd	<i>arcane's magic aura, detect thoughts?</i>
3rd	<i>non detection?, tiny servant</i>
4th	<i>confusion, secret chest</i>
5th	<i>animate objects, geas</i>

Sense of Worth

Starting at 1st level, you have a magical sense for coin and value. Whenever you touch a magical or non-magical object, you learn its average price, alongside a small price variation.

Additionally, when you play a gambling game, you can instantly tell if dice are loaded or card decks have been stacked.

Gambler's Stash

Also at 1st level, your connection to The Gambler is represented by a small pouch, which can be open only by you, always teleports back to you and can hold an infinite amount of gold pieces. This pouch also gives you the following features:

- **Gambler's Coin.** Alongside your deal, your soul is placed inside an eldritch coin known as the Gambler's Coin. The coin can act as a magical focus for all your warlock spells and will always fall on the side you want it to.

- **Gambler's Favor.** Your pouch fills with Tokens representative of your Patron's favor. These can be little trinkets, poker chips or even cards. At the end of every Long Rest, you gain a number of Tokens equal to twice your proficiency modifier, provided you do not already have more. If you bring a creature of CR 1 or greater to 0 hit points, you gain a number of Tokens equal to its CR. You can never have more Tokens than three times your level in this class, to a maximum of 20 Tokens starting at level 7 and above.

Gambler's Shop

Lastly, also at 1st level. You gain access to the Gambler's Shop. By chanting an incantation for 1 minute, you can teleport to the Gambler's Shop. Once there, you can buy any number of deals by spending the number of Tokens required in the Gambler's Shop list. You may only use a Deal once for each time you bought it, and any unused Deals vanish after you complete a Long Rest. You can stay in the shop for a duration of 1 minute, before being teleported back



The House Always Wins

At 6th level, you've learned how to stack the cards and the odds in your favor. When you make a contested check against any creature, you can choose to automatically succeed that check, whatever it may be.

You can use this ability once per short rest.

Take A Chance

When you reach 10th level, you learn how to use your favor in reckless gambles.

As a reaction to any die being rolled, you can spend any amount of favor Tokens and guess whether the die will show an even or odd number. If you are correct, you can choose to either add or subtract a number of d6s equal to the favor Tokens spent from the die roll. If you are wrong, you lose the tokens.

All In

At the 14th level, your link with The Gambler is unbreakable, even in the most dire of circumstances. At any time (no action required), including when it is not your turn, you can instantly buy one Deal from the Gambler's Shop, regardless of if you have the Tokens for that deal or not.

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

Gambler's Shop List

Every deal has a Token cost associated with it and may only be bought a certain number of times, written under the name of the Deal. The number of Deals you can purchase resets after you complete a long rest.

ALWAYS ON MY SIDE

15 Tokens, can be bought once

You can cast the *dominate person* spell once without expanding a spell slot.

BLOOD MONEY

3 Tokens, can be bought twice

When being healed, you may spend a number of Hit Dice to roll equal to your proficiency Modifier, you add the total rolled to add to the healing.

BORROWED TIME

5 Tokens, can be bought once

As a reaction to a creature you can see within 30 feet of you taking damage, you can delay the damage. The affected creature only takes half the damage, and after 1 minute takes the other half.

DOUBLE OR NOTHING

4 Tokens, can be bought once

As a reaction to successfully hitting an attack, you may flip a coin, and guess on which side it will land. If you guess correctly, you double the damage you deal with that attack. If you guess incorrectly, your attack deals no damage.

LUCKY CHARM

3 Tokens, can be bought indefinitely

As a reaction to making an ability check, you may influence your luck and add 1d12 to your ability check. If you still fail, you must subtract 1d6 from your next ability check. You cannot use multiple lucky charms on the same check.

ON THE HOUSE

10 Tokens, can be bought once

When being asked to pay for something, you can use your magical influence. As an action, you can cause a target of your choice who is selling you something to make a Wisdom saving throw against your Spell Save DC. On a failure, they sell you the item for free, and rationalize that it's a good deal. A creature that is immune to charms is immune to this effect.

PROTECTIONISM

4 Tokens, can be bought once

When you would be reduced to 0 hit points, you can choose to fall to 1 hit point instead.

RUN FOR YOUR MONEY

4 Tokens, can be bought twice

You can cast the *misty step* spell once without expanding a spell slot.

STACK THE DECK

1 Token, can be bought 3 times

As an action, when looking at a stacked deck or loaded dice, you change the tides of luck. You can magically stack a deck of cards in your favor or have dice fall on a side you want.

INSPIRATION

As is often the case, it's hard to find something entirely new. Part of this subclass is inspired by Reddit user u/Harowing's Dealer Patron.

Feats/ Mechanics

Feats

Children of Twilight

Prerequisite: low light vision

You gain proficiency in perception checks. If you are already proficient, you can add 1d6 to the roll each time you make a perception check instead.

Your eyes have grown accustomed to the darkness that permeates the world. You can see in darkness within 60 feet of you as if it were dim light.

GM NOTE:

This feat is only usable if you choose to use low light vision instead of darkvision in your games.

Heir of Darkness

Prerequisite: The ability to cast a spell of 1st level or higher.

You can cast *darkness* once without expending a spell slot, and regain the ability to do so once you complete a long rest.

You can see through any darkness created by spells you cast (*hunger of hadar*, *darkness*, etc...).

Massive Strike.

Prerequisite: 16 Strength or higher

Your mastery of close combat goes beyond comprehension.

Your Strength score increases by 1.

When two creatures or more creatures are within reach of a melee weapon you are wielding, you can strike two creatures with the same attack roll instead of one. Roll damage separately for each. Although these are made with the same attack roll, they count as two separate attacks for the purposes of everything (Divine Smite, Sneak Attack, etc..) but Extra Attacks.

You can use this ability a number of times equal to your proficiency bonus and regain the ability to do so when you complete a short or long rest.

Shadow Rover

You are one with the shadows. While in darkness, you gain the following benefits:

- You make stealth checks with advantage
- Your movement speed increases by 10 feet.
- When you score a critical hit, you deal an additional 1d8 necrotic damage, as the shadows attack the target.

These benefits stop as soon as you enter dim light or bright light.

New Mechanic: Fear of the Dark

Prolonged exposure to magical darkness can cause even the bravest to cower in fear. If a creature spends more than 1 hour in magical darkness, they must succeed on a DC 12 Wisdom saving throw or become frightened. The DC increases by 2 for each consecutive hour spent in darkness. Once frightened a creature must continue making these saving throws, gaining a temporary madness on each subsequent failure instead. Once a creature gains 3 temporary madness, it falls unconscious and gains one long-term madness. An unconscious creature automatically succeeds this saving throw.

Spells

Cantrips

Life Leech

necromancy cantrip (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Make a ranged spell attack against a creature within range. On a hit you deal 1d6 necrotic damage and gain half as many temporary hit points.

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

1st Level Spells

Eclipsian Bolt

1st level evocation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

You hurl a bolt in the shape of a miniature sun at a creature within range. Make a ranged spell attack. On a hit, you deal 2d8 radiant damage and leave a sun mark on the target. At the end of the target's next turn, the sun mark eclipses and creates a 10-foot radius circle of magical darkness centered on the creature. This area lasts for the spells duration.

At Higher Levels. The radiant damage increases by 1d8 for each spell slot level above 1st.

Nocthelian Metamorphosis

1st level transmutation (*Bard, Sorcerer, Wizard, Warlock*)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of nocthelian blood)
Duration: Concentration, up to 1 minute

Using the blood of a nocthelian, you infuse dark magics into a creature of your choice. That creature must make a Constitution saving throw. On a failure, the target gains the Sunlight Sensitivity trait for the duration of the spell.

At Higher Levels. You can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

GM NOTE

Sunlight Sensitivity: While in sunlight, the monster has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight

2nd Level Spells

Blood Tether

2nd level necromancy (*Cleric, Warlock*)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of the creature's blood)
Duration: Concentration, up to 1 minute.

You link your blood to a willing creature within range. This spell doesn't function on constructs or undead. While the tether is active, if the creature makes an attack roll, you can weaken the damage or strengthen their attack. At the start of the creature's turn, you indicate if you want to increase their power or protect them until the start of their next turn. You can increase the damage they deal on one of their attack by 3d6, or reduce one instance of damage that they take that turn by that amount.

Regardless of the option, you then take an amount of necrotic damage (which you cannot resist in any way) equal half that amount, your concentration is not affected by this damage.

At higher levels. The damage increase or decrease increases by 1d6 for each spell slot level above 2nd.

Cloud of Bats

2nd level transmutation (*Warlock*)

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You can turn into a cloud of bats, and fly up to 50 feet in any direction of your choice. While in this form, you cannot be Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned, and can move through any opening large enough for a Tiny bat. If you enter an area of sunlight at any point during this movement, the spell ends early and you revert back to your normal form.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the distance you travel increases by 10 feet for each spell slot level above 3rd.

Grasping Shadows

2nd level conjuration (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You summon tendrils of darkness to assault your foes. A target within range must succeed on a Strength saving throw or take 3d6 necrotic damage and be grappled by the tendrils. These tendrils also reach inside the Ethereal Realm. A creature attempting to teleport out of these tendrils must succeed on a Charisma saving throw against your spell save DC, or fail to do so. If the target is in an area of darkness, it has disadvantage on the save.

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

Infuse Darkness

2nd level transmutation (*Cleric, Warlock*)

Casting Time: 1 action
Range: 90 feet (10-foot cube)
Components: V S
Duration: 1 minute

Choose a 10-foot cube area of darkness that you see within range, for the duration the darkness becomes a solid structure. Any creature or unsecured object located in the area are forcefully pushed out of the cube, to the nearest empty space. They must succeed on a Strength saving throw or take 2d10 force damage, or half as much on a successful save. If the area becomes dim light or bright light during the duration of the spell, the spell ends early.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the area you can turn to solid increase by 5-foot cube per spell slot level above 2nd.

Light Arrows

2nd level evocation (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action
Range: 180 feet
Components: V S
Duration: Instantaneous

You shoot out 2 arrows of light to targets within range. You can aim one target or several. Make an attack roll for each, on a hit an arrow inflicts 2d8 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arrow for each slot level above 2nd.

Twilight Vigil

2nd level necromancy (*Cleric, Warlock*)

Casting Time: 1 minute
Range: Touch
Components: V S M (A Gem of Light worth 100gp, which the spell consumes)
Duration: 8 hours

After the sun is sets and before it rises anew, you can begin a ritual to allow a semblance of life to return to a body. If you attempt to cast the spell during the daytime, it fails. When you begin casting a spell, choose the body of a creature that has died within the past 24 hours. Its soul returns to its body and it returns to life with half of its maximum hit points. The soul will stay within the body as if resurrected for 8 hours. At the end of the 8 hours, or when the body is exposed to sunlight, or is targeted by a *dispel magic*, the soul leaves the body. After being revived by this spell, the soul cannot return to the body unless it is revived using a spell of 5th level or higher.

Murder of Crows

2nd level conjuration (*Cleric, Druid, Warlock, Wizard*)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a crow's feather)
Duration: Concentration, up to 1 minute

You send forth a crow's feather, which blossoms into a murder of crows, which harass your enemies. Choose a creature within range, they must succeed on a Dexterity saving throw or take 3d6 piercing damage and have disadvantage on their attack rolls for the duration of the spell. A creature surrounded by crows takes 1d6 piercing damage at the start of its turn. A creature surrounded by crows can choose to attack them ending the spell if they die. They have an AC equal to your spell save DC and 20 hit points.

Prophetic Chant

2nd level divination (*Bard, Cleric*)

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a voodoo doll)
Duration: Concentration, up to 1 minute

You start chanting a melody of destruction and ruin. As long as you are concentrating on this spell, when a creature within 30 feet of you that can hear you makes an attack roll, saving throw, or ability check, you can use your reaction to afflict it with the song's curse. They must succeed on a Wisdom saving throw or have disadvantage on the roll. On a successful save a creature becomes immune to the effect of the song until you cast the spell anew.

3rd Level Spells

Bright Blade

3rd level conjuration (*Cleric, Druid*)

Casting Time: 1 bonus action
Range: Self
Components: V S M (a drop of sap of birchwood)
Duration: Concentration, Up to 10 minutes

You evoke a blade of pure light in your free hand, although it doesn't shed light. The blade is similar in size and shape to a longsword, and it lasts for the duration. It counts as a simple melee weapon with which you are proficient. It deals 3d6 radiant damage on a hit and has the finesse, light, and thrown properties (range 30/90). In addition, when you use the sword to attack a target that is in bright light, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 3rd.

Condensed Daylight

3rd level evocation (*Cleric, Druid*)

Casting Time: 1 action

Range: 120 feet

Components: V S

Duration: Concentration, up to 1 minute

A 20-foot-radius sphere of light spreads out from a point you choose within range. The Sphere is bright light and sheds dim light for an additional 20 feet, the bright light of this spell is considered daylight. Creatures in the sphere take 2d10 radiant damage at the start of each of their turns.

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

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

At Higher Levels. The radiant damage increases by 1d10 for each spell slot level above 3rd.

Art by Grandfailure

Dark Transposition

3rd level conjuration (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: 30 feet

Components: V S

Duration: Instantaneous

You target a creature that you can see within 30 feet of you. They must succeed on a Charisma saving throw, a creature can choose to willingly fail this saving throw. On a failed save, you magically swap position with the creature. This spell fails if you are not standing on solid ground when casting the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of the spell increases by 15 feet for each spell slot level above 3rd.

Eyeburn

3rd level evocation (*Bard, Cleric*)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (mirror powder)

Duration: Instantaneous

You hurl an orb of light at your target's eyes. Make a ranged spell attack. On a hit you deal 3d12 radiant damage and the target becomes blinded. A blinded target can make a Constitution saving throw against your spell save DC at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d12 for each spell slot level above 3rd.



Spear of Darkness

3rd level evocation (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A massive pillar of darkness forms from a point within range. Each creature in a 15-foot radius, 60-foot tall cylinder centered on that point must succeed on a Constitution saving throw or take 4d8 necrotic damage on a failed save, or half as much on a successful one. If the pillar overlaps an area of magical darkness, this damage increases by 2d8, and creatures which are standing in the magical darkness must also make a saving throw against the spell, even if they aren't in the area of the pillar.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8 for each spell slot level above 3rd.

Surging Flare

3rd level evocation (*Paladin, Cleric*)

Casting Time: 1 action

Range: 60-foot line

Components: V S

Duration: Instantaneous

A beam of divine light lashes out from your open hand in a 10-foot-wide, 60-foot-line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 5d8 radiant damage and is pushed back 15 feet on a success. On a successful save a creature takes half as much damage and isn't pushed back.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 3rd.

Vanishing Strike

3rd level conjuration (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 round

You disappear from the battlefield and teleport to a harmless demiplane, whilst there you are incapacitated. At the start of your next turn you reappear in an empty space within 30 feet of your original location. As you reappear you can use your reaction to strike one foe within 5 feet of you. Make a melee spell attack roll against the target, you have advantage on the roll. On a hit you deal 4d10 necrotic damage and the target cannot take attacks of opportunity until the end of your turn.

4th Level Spells

Judging Light

4th level evocation (*Paladin, Cleric*)

Casting Time: 1 action

Range: 300 feet

Components: V S

Duration: Instantaneous

A beam of light falls from the heavens at a point within range. Each creature in a 15-foot radius cylinder that extends up to the sky must succeed on a Constitution saving throw or take 4d12 radiant damage. Undeads have disadvantage on this saving throw. This beam of light cannot pass through solid objects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

Witchfire Blast

4th level evocation (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a cursed candle)

Duration: Instantaneous

An absolutely quiet explosion of cursed green flame flashes erupts from your pointed finger. Each creature in a 30-foot cone emanating from you must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. If a Construct or Undead fails their saving throw against this spell, they catch fire and takes 2d6 fire damage at the start of each of their turns. They, or a creature within 5 feet of them, can use their action to snuff out the flames, ending the damage. The flames from this spell are cursed and ignore resistance to fire damage.

At higher levels. The initial fire damage increases by 1d6 for each spell slot level above 4th.

5th Level Spells

Antilife Orbs

5th level evocation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: 90 feet

Components: V S M (a drop squid ink)

Duration: Instantaneous

4 orbs charged with anti life emerge from your fingertips. Make a ranged spell attack roll against 4 different creatures within range, this spell cannot target undeads or constructs. An orb deals 5d4 necrotic damage on a hit. Alternatively you can focus all the orbs to attack a single creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create one additional orb for each slot level above 5th.

Devour Light

5th level evocation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: 120 feet (20-foot sphere)

Components: V S M (a pinch of black ink)

Duration: Instantaneous

Choose a point within range. Shadows begin to swirl and grow at the area, devouring light. Any source of magical or non-magical light within the area is dispelled, before an explosion of darkness erupts. All creatures within a 20-foot radius centered on that point must make a Constitution saving throw or take 8d6 necrotic damage. After the explosion, an area of magical darkness forms in the radius.

At Higher Levels. The radius of the spell increases by 5 feet and the necrotic damage increases by 1d6 for each spell slot level above 5th.

6th Level Spells

Glory of a New Sun

6th level conjuration (*Bard, Cleric, Druid*)

Casting Time: 1 action

Range: Special

Components: V S M (a gem of light worth 2000gp)

Duration: Concentration, up to 24 hours

The first time this spell is cast by any creature on a day, it creates a small sun that nests itself in your heart, making you shed dim light in a 30-foot radius. When the spell ends, this new sun cracks, all allies within a 30-foot radius centered on you regain 6d6 hit points and all hostile creatures in that same radius must succeed on a Constitution saving throw or suffer 24 (6d6) radiant damage, or half as much on a success. The dim light of the spell then fades. A creature standing in darkness cannot be targeted by the effects of this spell.

Investiture of Light

6th level transmutation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: Self

Components: V S

Duration: Concentration, up to 10 minutes

Until the spell ends, pure light covers you, shedding bright light within 20 feet of you and dim light 20 feet beyond that. This light is considered sunlight. You gain the following benefits:

- Your movement speed increases by 10 feet.
- You are immune to radiant damage

• Creatures that rely on sight to locate you have disadvantage on their attack rolls.

• You can use your action to create a 15-foot sphere of light centered on a point you can see within 60 feet of you. Each creature in that area must make a Dexterity saving throw. On a failed save and takes 3d8 radiant damage and becomes blinded for 1 minute, or half as much damage on a successful one. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Investiture of Shadows

6th level transmutation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: Self

Components: V S

Duration: Concentration, up to 10 minutes

Until the spell ends, shadows swirls around you, turning dim light within 20 feet of you into darkness, and bright light in the same area to dim light. You can see in these shadows. You gain the following benefits:

• You gain a flying speed of 30 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.

• You are immune to necrotic damage and have resistance to psychic damage.

• You can use your action to create a 15-foot sphere of darkness centered on a point you can see within 60 feet of you. Each creature in that area must make an Intelligence saving throw. A creature sees its nightmares come to life on a failed save and takes 3d10 psychic damage and become frightened for 1 minute, or half as much damage on a successful one. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

7th Level Spells

Celestial Judgement

7th level evocation (*Cleric, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 300 feet

Components: V S

Duration: Instantaneous

Pillars of divine light fall from the heavens at up to 5 different points within range. At each point a 10-foot radius, 60-foot tall cylinder of divine light falls. The cylinders cannot overlap. Each creature in a cylinder must succeed on a Constitution saving throw or take 6d12 radiant damage. You must be standing directly under the open sky when casting this spell, it otherwise fails.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of cylinders increases by 1 for each slot level above 7th.



Art by Grandfailure

8th Level Spells

Twilight Call

8th level illusion (*Cleric, Sorcerer, Warlock, Wizard*)

Casting Time: 1 minute

Range: self (1-mile square)

Components: V S M (a gemstone of pure light extracted from the fabric of the Twilight Realm, worth at least 1000gp)

Duration: 1 hour

You pull a curtain of darkness and cover the world with a veil of twilight. For the duration, the light of any astral body (sun, stars, moon, etc..) stops reaching a 1-mile cube area centered on you, plunging it in a reddish dim light. Any area which was previously considered dim light becomes darkness. The light from other light sources such as torches or the light spell still function normally.

10th Level Spell

Twilight Veil

10th level illusion (*Cleric, Sorcerer, Warlock, Wizard*)

Casting Time: 7 days

Range: Special

Components: V S M (a gemstone of pure light extracted from the fabric of the Twilight Realm, worth at least 100.000gp)

Duration: Until Dispelled

You pull a curtain of darkness and cover the world with a veil of twilight. For the duration, the light of any astral body (sun, stars, moon, etc..) stops reaching the Realm in which you are standing when casting the spell, plunging it in a reddish dim light. Any area which was previously considered dim light becomes darkness. The light from other light sources, such as torches or the *light* cantrip, still function normally. If a creature attempts to dispel this spell via *dispel magic*, they take 4d6 necrotic damage and waste their spell slot.

The only way to end this spell is to destroy the pure light gemstone used in the casting.

GM NOTE:

If your world is affected by the Twilight Veil, I recommend giving Low Light vision to player characters instead of Darkvision. Superior Darkvision should remain unaffected.

Low light vision (replaces Darkvision): You can see in dim light within 60 feet of you as if it were bright light.

Casting A 10th Level Spell

10th level spells have a magnitude of power which is leaps and bounds ahead of 9th level spells. Who cares about dropping a few meteors when you can change the face of the planet itself. The difference is similar to the difference between walking somewhere, or teleporting there directly.

As such these spells have been shunned away by the gods, as one can only imagine what someone with evil intent would do with such powers.

There is a legend that somewhere in a forgotten crypt, a parchment containing the information necessary to casting and dispelling 10th level spell is hidden. Hidden by the gods themselves for they lacked the power to destroy it.

10TH LEVEL SPELLS

There are a couple of different methods. One of them is to have multiple magicians, 9 of them to be exact, cast their 9th level spell slot at the same time. This takes a heavy toll on them, as they lose the ability to cast spells of 9th level for one year after the casting. A simulacrum wouldn't work as they would just get destroyed alongside their original caster by the recoil of such a powerful magic, magic cannot be fooled that easily.

Another solution is to harvest souls. The purer the soul the more power it contains. Indeed the soul of 100 innocent children is equivalent to the power of a single 9th level spell slot, whereas the power of 5000 "regular people" would be required to obtain a similar power. Magic obtained through such dark means is dangerous, as such as soon as the spell is cast it will try to destroy your soul, so make sure to protect and hide it behind powerful magical wards. Of course do not hold your soul in your own body when casting the spell, or you'll die instantly.

Now there are rumors that if those same people that you need to sacrifice in order to obtain their powers were to willingly lend you their powers, you could attain the power necessary to cast a 10th level spell, with no drawback. I have personally never witnessed it, but some gods attest to the veracity of this fact. I personally do not trust gods, so I wouldn't rely on this method.

To cast a 10th level spell, you need to have a perfectly written casting formula. If a single letter is wrong, the casting will fail and you will die, alongside anyone involved in the casting. The gods were smart and destroyed most of them, it is now impossibly difficult to find scrolls containing such spells. I myself am bereft of any. But you now possess the knowledge necessary, and if you found this writing, the power necessary to find such scrolls.

Go and show the world your powers.

-M

Items

Weapons of Light & Shadow

It is often said that a weapon is a reflection of its maker. What is forgotten just as often is that a weapon is a reflection of its surroundings. As much as the blacksmith's hand and the blacksmith's steel shape a weapon, so does its forge.

As such, the Nocthelians' two forges create entirely different weapons, despite being made from the same material: nocthelian steel, a mix between twilightsteel and gems of light. These two forges are called the Dawnforge and Duskforge.

The two forges have been crafting grand weapons for a long time, but the two which define the Nocthelian society are the Lightbringer and the Twilighttide. The Lightbringer - a hammer forged in the Dawnforge, meant to bring about a cleansing light; The Twilighttide - A Dagger that creates pure darkness.

Lightbringer

Weapon (warhammer), very rare, requires attunement

While holding this warhammer, a small mote of light appears on your forehead.

You gain a +1 bonus to attack and damage rolls made with this weapon. If you can cast spells, you gain a +1 to your spell attacks and spell save DC while attuned. You can also choose to activate the warhammer as an action. While active, the warhammer sheds bright light in a 30-foot radius and dim light for another 10 feet beyond that. The hammer can only be active for a maximum of 1 hour a day.

This warhammer has 6 charges. While the warhammer is active and you are holding it, you can expend a number of charges to activate one of the following properties:

- As an action, you can spend 1 charge to cast *dispel magic* at its lowest level. If you are required to do a check, you have advantage if it is against any spell or magical effect that creates magical darkness. If you successfully dispel such magic, the weapon deals an additional 1d6 necrotic damage on your next hit.



- As a bonus action, you can spend 3 charges to imbue the warhammer with magical light. For the next minute, all attacks with the hammer deal an additional 1d10 radiant damage.

- As an action, you can spend any number of charges to heal your allies. You touch a creature and restore hit points equal to 4 times the amount of charges spent.

Whenever you use any of the warhammer's abilities, you gain 1d6 temporary hit points.

Curse While attuned to this weapon, you have the nothelian's **Darkness Sensitivity** trait, meaning you have disadvantage on all attacks and Wisdom (Perception) checks while in darkness.

Twilight Tide

Weapon (dagger), very rare, requires attunement

While holding this dagger, a small veil of darkness appears on your forehead.

You gain a +1 bonus to attack and damage rolls made with this weapon. If you can cast spells, you gain a +1 to your spell attacks and spell save DC while attuned. You can also choose to activate the dagger as an action. While active, the dagger turns all bright light into dim light and all dim light into darkness in a 30-foot radius. The dagger can only be active for a maximum of 1 hour a day.

This dagger has 6 charges. While the dagger is active and you are holding it, you can expend a number of charges to activate one of the following properties:

- As an action, you can spend 1 charge to cast *dispel magic* at its lowest level. If you are required to do a check, you have advantage if it is against any spell or magical effect that creates magical light. If you successfully dispel such magic, the weapon deals an additional 1d10 radiant damage on your next hit.

- As a bonus action, you can spend 3 charges to vanish. You can choose any point that is not in direct sunlight or bright light that you can see within 60 feet of you, teleporting to it. After appearing, you immediately turn invisible, until the start of your next turn.

- Using your action you can spend 3 or 6 charges to create roiling shadows around you. For each 3 points spent, you create one **shadow** monster within 5 feet of you. Roll initiative for it. It follows your commands (no action required), but acts on its own initiative.

Whenever you use any of the dagger's abilities, you take 1d6 hit points of necrotic damage, which cannot be reduced in any way.

Curse. While attuned to this weapon, you have the nothelian's **Sunlight Sensitivity** trait, meaning you have disadvantage on all attacks and Wisdom (Perception) checks while in direct sunlight.

Eyes of the Departed

wondrous item, rare, requires attunement

To attune to this item, you need to press them against your eye sockets for a minute, they will then merge with them. If a creature without eyes attunes to this item, they regain vision.

As an action, you can focus your energy into these mystical eyes, tugging on the fabric time. The area in a 30 feet radius centered on a point that you can see within 5 feet of you shifts and turn, and becomes illuminated with a dim cyan light. Illusions manifest themselves reproducing people and object in the radius of the light, which perfectly replicate the course of what happened in the past 24 hours. You can control the speed at which the illusion unfolds, slowing it down, stopping it, accelerating it, or even reversing it. The illusion cannot replicate facial features of the people that were present, and is completely silent, although tattoos and similar features can be seen if they were visible at the time. Clothes and equipment are perfectly replicated.

A creature hidden from divination magic (such as with the *nondetection* or *mind blank* spells) doesn't appear in the illusion, although interactions it has with the world can still be seen (a creature opening a door will be seen as the door opening on its own for example). The illusion lasts for 10 minutes, and when it ends you need to succeed on a DC 15 Wisdom saving throw, or become haunted by visions of the past, giving you disadvantage on all saving throws against charm and fear until you complete a long rest.

Curse - Parasitic Bond: A creature that breaks attunement with this item loses their eyes.

Art by Dean Spencer



Art by Warmtail

Arcane Sigil

magic tattoo, rare, requires attunement

When you attune to this tattoo you must hold your spellbook against your bare skin or the attunement will fail. After attuning the writings in your spellbook vanish and transform into tattoos which populate your skin, each tattoo representing one spell, your body becoming your spellbook. After that each time you add a new spell to your blank spellbook, it gets transcribed in tattoo form on your skin and vanishes from the book. If you ever lose the original blank spellbook, you can perform a 1-hour ceremony to link a new empty book to your tattoos, severing the connection with the previous one. The tattoos which represent spells can always be seen and read by you, even if your skin is burnt or scared, the only way to remove them being to remove your limbs.

In addition, while attuned to the arcane sigil, you can cast a spell that you have in your spellbook (tattoos), but not prepared. Doing so removes the ink of the spell from your body. Once you've used this ability, you cannot use it again until you complete a long rest.



Pendant of the Life Drinker

wondrous item (necklace), rare, requires attunement

This velvet pendant was crafted by cunning vampires to make mortals succumb to the appeal of the exquisite delight that is blood.

When attuned to this necklace, you become capable of draining the life of your foes. You can replace one of your melee attacks by a fang attack. Make a melee weapon attack using your Strength or Dexterity, on a hit this attack deals 3d8 necrotic damage and you regain a number of hit points equal to the necrotic damage dealt.

Once per day, when you should fall to 0 hit points or lower, you can use your reaction to make this attack.

Curse - Blood Call:

After feeding more than 3 times on blood in a day you must succeed on a DC 12 Wisdom saving throw or fall into blood lust for the next 8 hours. Each time you feed on blood after that, the DC increases by 3. When you finish a long rest, it resets.

While blood lusted you fall under your GM's control and become a bloodthirsty beast with no recognition of friends or foes. Only feeding on blood matters to you. During that period you attract vampires within a 3 miles radius which will try to turn you into one of them. If you survive this curse without becoming a vampire or thrall, the pendant loses all power.

Pendant of Pure Light

wondrous item (necklace), uncommon, requires attunement by a non-evil creature

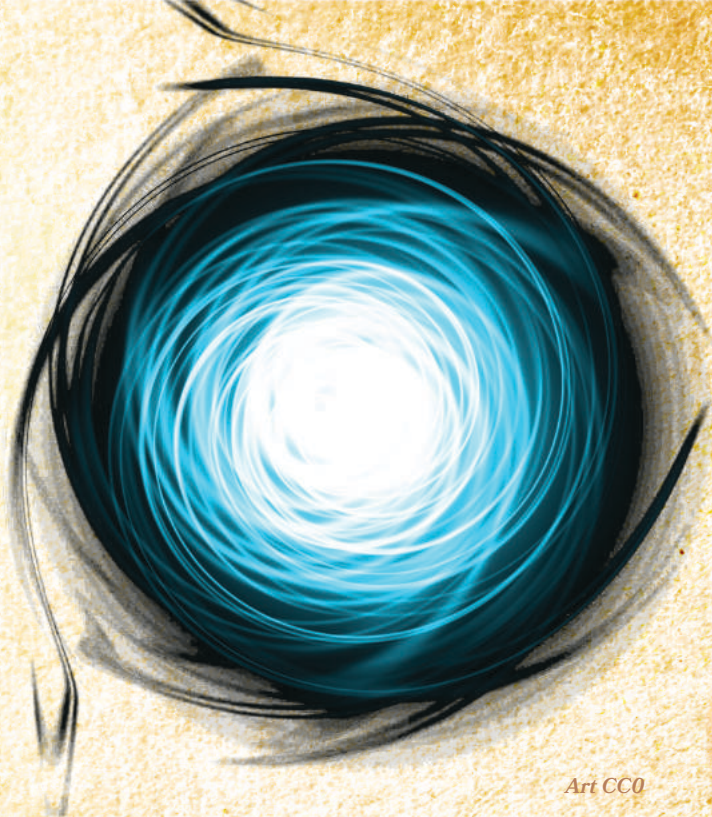
The first 2 times in a day that you are attacked, the pendant protects you and creates a barrier of light that deflects the attack, causing disadvantage on the attack roll. In addition if you are hit by a spell that deals radiant damage when the pendant is out of charges, it absorbs part of the radiance to recharge itself. It can absorb an amount of radiant damage equal to 2d6, and then regains both charges. If you or an allied creature target yourself with radiant damage the pendant remains inert.



Frozen Darkness

wondrous item (orb), uncommon

Whenever you cast the *darkness* spell, this orb activates, and frozen tendrils go and populate the darkness you created. The darkness becomes difficult terrain, and whenever a creature starts its turn in the darkness or enters it for the first time on a turn, it must make a Dexterity saving throw, taking 2d8 cold damage on a failed save, or half as much damage on a successful one.



Art CC0



Reflective Cloak

adventuring gear (cloak), rare, requires attunement

As an action, you can activate this cloak, you cast the *mirror image* spell. The light that emanates of this item modifies the spell in the following way:

- If the enemy manages to hit you while you still have at least 1 duplicate, you can use your reaction to instantly teleport and exchange location with your duplicate. This causes the duplicate to be destroyed by the attack.

You can use this item once and it recharges daily at dawn.

ALTERNATIVE RULE:

This item requires attunement and modifies the spell *mirror image* each time you cast it, regardless of whether it is through the item, or through other abilities (Spellcasting, Pact Magic, etc...).



Art by Dean Spencer

Spear of Radiance

Spear of Radiance

Weapon (spear), very rare, requires attunement

Attacks made with this weapon gain a +1 bonus to attack and damage rolls. When you attack with this weapon you deal an additional 1d8 radiant damage.

The spear has 3 charges that it regains daily at dawn. As an action you can expend 1 charge to cause an explosion of light in a 30-foot radius centered on you. Each hostile creature caught in the light must succeed on a DC 15 Strength saving throw or take 2d10 radiant damage and 2d10 bludgeoning damage. Regardless of the outcome of the save, each creature (this includes allies) other than you that is in the radius is pushed back to the edge of the explosion.

Light Devourer

Shield, rare, requires attunement

While attuned to this shield you gain a +1 bonus to your Constitution saving throws.

The shield has 3 charges that it regains daily at dusk. If you have the shield equipped and are attuned to it, as an action, you can expend 1 charge to cause the shield to absorb all light around you for 1 minute. The area in a 20-foot radius centered on you becomes covered in darkness. This darkness cannot be dispelled by magical light, as it simply absorbs it. You can see through the darkness that it creates. While the shield is absorbing light in this manner your movement speed becomes 0.

Fists of the Mountain

wondrous item (wraps), rare, requires attunement by a monk

While attuned to these wraps, your unarmed strikes are considered magical and you can add your Wisdom modifier to any Strength check or saving throw that you make.

In addition, once per long rest, you can pummel the earth below your feet, causing the ground to shatter. You cast the *erupting earth* spell, Wisdom is your spellcasting modifier for this spell.

VERY RARE VARIANT:

You gain a +2 bonus to your attack and damage rolls made with your unarmed strikes

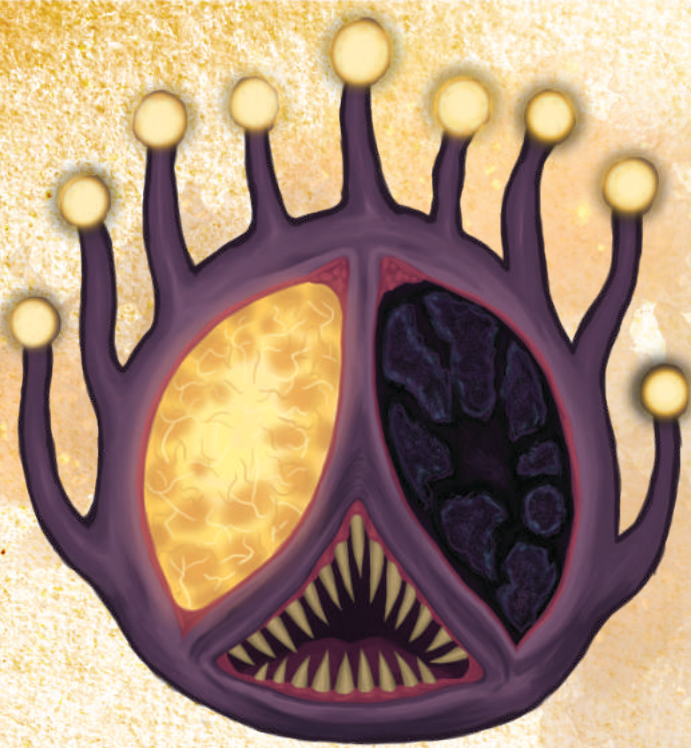


Art by Dean Spencer

Monsters

Eclipsians

Just as beholders arise from the pandemonium of the world, Eclipsians rise from the world-defining eclipses of the world. When the energy of both endless light and boundless darkness coagulate, an Eclipsian is born, its many eyes striving to see all the world in complete balance between sun and the night sky. However, Eclipsians are anything but balanced in their pursuits. Due to their incredibly potent gazes, they often see the finest of details and are driven mad by the imperfections of the world, leading to evil pursuits of perfection.



ECLIPSIAN

Large aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 0 ft., climb 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Con +8, Int +7, Cha +8

Skills Athletics +4, Deception +8, Investigation +11, Perception +10

Damage Resistances necrotic, radiant

Condition Immunities blinded, prone

Senses darkvision 120 ft., truesight 60 ft., passive Perception 20

Languages Abyssal, Celestial

Challenge 12 (8,400 XP)

Eclipse. The eclipsian's two cones emerge from its two largest eyestocks. These can be redirected with a contested Strength (Athletics) check against the eclipsian's Strength (Athletics). If successful, the cone's direction can be moved. If the two cones look directly at each other, they will form an eclipse, stunning the eclipsian until the end of his next turn.

Darkness Cone. The eclipsian's darker eye creates an aura of complete darkness, as per the *darkness* spell, in a 60-foot-cone. At the start of each of its turns, the eclipsian decides which way the cone faces.

Light Cone. The eye's brighter eye creates an aura of complete light, as per the *daylight* spell, in a 60-foot-cone. At the start of each of its turns, the eye decides which way the cone faces. Enemies who start their turn within the cone, or enter the area for the first time in a turn, must make a DC 16 Constitution saving throw or be blinded by the light for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Sight of Sun and Moon. The eclipsian can see past the veils of normal sight. It is immune to the *blinded* condition, but if it would be blinded, it is stunned until the end of its next turn instead, as its sight gets too disturbing for its mind. In addition, it has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Twilight Rays. The eclipsian shoots two of the following magical eye rays at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it:

- Sun Ray.** The target must succeed on a DC 16 Dexterity saving throw or take 16 (4d6) fire damage and 16 (4d6) radiant damage.
- Void Ray.** The target must succeed on a DC 16 Wisdom saving throw or take 16 (4d6) necrotic damage and become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature was within an area of magical darkness, this ray deals double damage.
- Sparkle Ray.** The target must make a DC 16 Constitution saving throw or be outlined in bright light. Any attack roll against it is made at advantage, and it has disadvantage on all saving throws (except against Sparkle Ray) and it cannot become invisible for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Moon Ray.** The target must succeed on a DC 16 Intelligence saving throw or take 16 (4d6) psychic damage and cannot shapeshift or cast spells of 3rd level or higher for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Eclipse Ray.** The target and all creatures within 15 feet of it must make a DC 16 Dexterity saving throw, taking 15 (3d8) radiant damage on a failure or half on a success. At the end of the target's next turn, the eclipse will commence, creating an area of darkness as in the *darkness* spell centered on their location, which lasts for 1 minute, requiring no concentration.
- Star Ray.** The target must succeed on a DC 16 Charisma saving throw or be banished amongst the stars until the end of its next turn. Upon teleporting back it takes 16 (4d6) necrotic damage.

Twilight's Eye

Born as distorted aberrations at the realm between light and shadow, Twilight's Eyes can see both night and day all at once, leading to their greatest asset and also their endless torment. Their head only has room for one eye, but they've been blessed with two equally strong magical eyes, which they can never keep open at the same time. Instead, they must always gaze with one eye closed.

Art by bad.business.art



TWILIGHT'S EYE

Medium aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Cha +7

Skills Investigation +7, Perception +8

Damage Resistances necrotic, radiant

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, exhaustion, unconscious

Senses darkvision 120 ft., truesight 60 ft., passive Perception 18

Languages understands Celestial

Challenge 5 (1,800 XP)

Darkness Cone. The eye's darker eye creates an aura of complete darkness, as per the *darkness* spell, in a 60-foot-cone in front of it. At the start of each of its turns, the eye decides which way the cone faces.

In addition, enemies within this cone also take 7 (2d6) additional necrotic damage from the eye's claw attack. This damage reduces their maximum hit points by an amount equal to the necrotic damage dealt.

Light Cone. The eye's brighter eye creates an aura of complete light, as per the *daylight* spell, in a 60-foot-cone in front of it. At the start of each of its turns, the eye decides which way the cone faces. Enemies who start their turn within the cone, or enter its area for the first time in a turn, must make a DC 14 Constitution saving throw or be blinded by the light for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

In addition, enemies within this cone take an additional 7 (2d6) radiant damage from the eye's claw attack.

One-Eyed Head. The eye's head is too small to encompass both its massive eyes. Due to this, one eye always retreats down into its neck. The twilight's eye can only have one of its cone abilities active at a times. It can switch between them as a bonus action.

Standing Leap. The eye's long jump is up to 15 ft. and its high jump is up to 10 ft., with or without a running start.

Sight of Sun and Moon. The eye can see past the veils of normal sight. It is immune to the *blinded* condition, but if it would be blinded, it becomes stunned until the end of its next turn instead, as its sight gets too disturbing for its mind. In addition, it has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eye makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Gaze of a Thousand Twilights (Recharge 4-6). The eye gazes directly into the soul of a creature it can see within 30 feet of it, focusing both its eyes on it. The target must succeed on a DC 14 Constitution saving throw or take 10 (3d6) necrotic damage and 10 (3d6) radiant damage and be stunned until the end of its next turn. On a success it takes half as much damage and isn't stunned.



Art by psycoma

Sunborn Mastodon

When the twilight came upon the world, new creatures started to emerge. Most of them were creatures that thrived in the shadows, but they were some rare exceptions. These mastadons are such exceptions, they shine bright, even in the darkest of nights, and hunt mercilessly any night creatures they come across.

Apart from their vicious hatred of dark creatures, these monstrosities are fairly passive and attack only when engaged. Its almost as if the battle fury that animates them is something primal, and not the product of any sort of elaborate intellect. As such these mastadons can easily manipulated into slaughtering creatures that they believe to be night monsters, when in reality, they attacked an illusion cast upon innocent victims.

SUNBORN MASTODON

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	3 (-4)	12 (+1)	2 (-4)

Skills Athletics +7, Perception +4

Damage Resistances radiant

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 14

Languages Celestial

Challenge 5 (1,800 XP)

Charge. If the mastodon moves at least 20 feet straight toward a target and then hits it with a tusks attack on the same turn, the target takes an extra 14 (3d8) piercing damage. If the target is a creature and it fails the saving throw associated with the attack, it will also be knocked prone.

Pure Light. The mastodon sheds bright light in a radius for 60 feet and dim light for another 60 feet. This light is considered daylight.

Step of Sunlight. The path the mastodon takes is always lit. Each 5 feet square the mastodon walks over during its turn turns into a path of light until the start of the mastodon's next turn. A creature other than the mastodon that steps through this path must succeed on a DC 15 Constitution saving throw or take 7 (2d6) radiant damage and become blinded until the end of their turn.

ACTIONS

Multiattack. The mastodon makes two tusk attacks.

Tusks. Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage. The target must also succeed on a DC 15 Strength saving throw or be pushed back up to 10 feet, the mastodon decides how much distance the creature is pushed back.

Banishing Light (Recharge 6). The mastodon lets out a powerful light from its trunk. Two creature of its choice within 60 feet must succeed on a DC 15 Charisma saving throw or be banished, as per the *banishment* spell until the end of the mastodon's next turn.

REACTIONS

Protector's Light. When a creature within 60 feet of the mastodon that is standing in bright light is targeted by an attack roll, the mastodon can create a shield of pure radiance around it. They gain a +5 bonus AC until the start of the mastodon's next turn.

SHADOWBORN PROWLER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	3 (-4)	12 (+1)	2 (-4)

Skills Perception +4, Stealth +6

Condition Immunities blinded

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Born of Twilight. If the prowler would be blinded, it is instead stunned until the end of its next turn.

Hidden March. While in dim light or darkness, if the prowler hasn't moved on its turn, it can choose to turn invisible as a bonus action. If it does so, its movement speed becomes 5 feet until the start of its next turn.

Howl of A Thousand Shadows. At the start of its turn the shadowborn prowler can let out an invigorating howl. Up to two other shadowborn prowlers within 30 feet of it that have died in the last minute return to life with half of their maximum hit points. If a shadowborn prowler has used this ability, no other shadowborn prowler within 120 feet can use it until the end of the round.

Pack Tactics. The prowler has advantage on an attack roll against a creature if at least one of the prowler's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Shadowborn. The prowler has disadvantage on all attacks and Wisdom (Perception) checks that rely on sight when it, the target of its attack, or whatever it is trying to perceive is in direct sunlight.

ACTIONS

Multiattack. The prowler makes one claw and one shadowed bite attack.

Claw. Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+3) piercing damage and 8 (1d8+3) necrotic damage.

Shadowed Bite. Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (3d6+3) piercing damage. If the creature has been successfully hit by 3 or more bites from shadowborn prowlers this round, it becomes restrained until the end of its next turn.

Ill Omen (Recharge 6). The prowler lets out a powerful roar before vanishing in the shadows. It can teleport to any empty space that it can see within 60 feet of it. If it is within 5 feet of a creature when it reappears, it can make a single claw attack against it.

Art by licozor

Shadowborn Prowlers

These are some of the rare creatures that you will never see alone, they always travel in pack of 2 to 4 individuals, and for a good reason. Together they are almost impossible to kill. Indeed if all pack members die except for one, the last survivor can bring them back from the abyss with a terrifying scream that can scare even the most seasoned of monster hunter. The only way to defeat such creatures is to bring them down all at the same time, if a single one is left standing, they will all come back, fiercer than ever, and murder any who was foolish enough to not kill them properly the first time.

STRAGOR

Medium monstrosity, chaotic evil

Armor Class 18

Hit Points 112 (15d8 + 45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Str +4, Dex +7, Con +6

Skills Investigation +5, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Goblin

Challenge 5 (1,800 XP)

Perfect Body. While at full health the Stragor gains a +5 bonus to its AC (already included in the statblock).

Spider Climb. The Stragor can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. the eleinomae's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

at will: *dancing lights*

3/day each: *sleep*, *suggestion*

2/day each: *hallucinatory terrain*, *major image*

ACTIONS

Multiattack. The Stragor makes three claw attacks and one impaling tail attack.

Claw. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 3 (1d6) poison damage.

Impaling Tail. Ranged Weapon Attack: +7 to hit, range 25 ft., one Large or smaller creature. *Hit:* The target takes 8 (1d8 + 4) piercing and is restrained. A creature can free itself or another creature within reach from restraint by using an action to make a successful DC 15 Strength check or by doing 5 bludgeoning or slashing damage to the tail (AC 10).



Art by Warmtail

Stragor

Stragors are goblins that became mad due to the lack of sunlight provided by the twilight veil, they lashed out and lost their collective mind. They now roam the world in an attempt to destroy it. If they can't regain what they lost, they will bring everything down with them instead.

In their attempt at perfect destruction they see their own bodies as imperfect, and treat any wounds of theirs as a failure. Such a failure is a distraction to them in battle, and is often the cause of their downfall.



Stone Devil

Stone devils herald from the upper layers of Hell. They are born from the bedrock of that Plane of existence. Hungry for souls as all devils are, they roam the mortal world in search of their next prey. Smart enough to know when they are outmatched, they meld with the stone of the area they find themselves in, and wait for the perfect moment to strike. They often let other monsters weaken their foes before they intervene, either as saviors, in exchange for souls, either as murderers if the contract is refused. They desperate and downtrodden often do not hesitate to sell their soul in a moment of panic, not realizing the mistake they made until its too late.

STONE DEVIL

Medium fiend (devil), lawful evil

Armor Class 11 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Str +8, Con +7, Cha +5

Skills Athletics +8, Intimidation +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, piercing, poison

Condition Immunities poisoned

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 11

Languages Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the devil's spellcasting ability is Charisma (spell save DC 13). The devil can innately cast the following spells, requiring no material components:

at will: *stone shape*, *meld into stone*
1/day each: *passwall*, *flesh to stone*

Variant: Devil Summoning. Summon Devil (1/Day): The stone devil has a 40 percent chance of summoning one stone devil

ACTIONS

Multiattack. The devil makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage. If the target is not an elemental, it must make a DC 15 Constitution saving throw or take an additional 6 (1d12) slashing damage. If the saving throw fails by 5 or more, the target suffers the slashing damage again at the start of its next turn.



FIRE ELEMENTAL VANGUARD

Large elemental, neutral

Armor Class 13

Hit Points 136 (16d10 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	16 (+3)	10 (+0)	7 (-2)

Saving Throws Wis +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 7 (2,900 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Spellcasting. The Fire Elemental Vanguard is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Fire Elemental Vanguard has the following wizard spells prepared:

Cantrips (at will): *firebolt*, *produce flame*, *vicious mockery*
1st level (4 slots): *armor of agathys*, *burning hands*, *fog cloud*
2nd level (3 slots): *heat metal*, *scorching ray*, *web*
3rd level (2 slots): *fireball*, *vampiric touch*

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Art by Kalleck

Fire Elemental Vanguard

Clad in frozen armor created by their own magic, these fire elementals have been gifted a higher intellect. This gift comes at a cost, as they are bound to be the forever servant of whoever granted this favor, oftentimes this being an Efreeti Lich. Vanguard's shouldn't exist, made of fire, yet controlling ice, they are protected by the *armor of agathys* spell, and are able to hurl other spells at their foes, casting webs that they can light on fire with their body, or imbuing their fists with life draining magic. They pose a formidable threat to any who oppose them and their master.

The fact that ice magic covers their body of flame creates a reaction, causing steam to constantly erupt from their body, signaling their arrival in advance to anyone possessing a keen eye. This armor makes attacking them in close range an even worse idea than usual, and their new arsenal of spells also allows them to deal with foes from a distance.

Efreeti Lich

What happens when a genie grants themselves a wish? Well most of the time, the cosmic law comes into action and kills them outright, yet, sometimes, some survive. They become beings imbued with destructive powers. Efreeti Liches are such a being, born from an Efreeti that proved far too greedy, its fiery powers grew exponentially, as well as its hunger for power. Their wish was exacted, at least partially, they now have more power than they know what to do with. Banished from their own realms for their action, they roam across the planes, seeking ways to make themselves ever more powerful.

EFREETI LICH

Medium elemental, any evil alignment

Armor Class 17 (natural armor)

Hit Points 157 (21d8 + 63)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +19, History +12, Insight +9, Perception +9

Damage Resistances cold, necrotic

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., truesight 120 ft., passive Perception 19

Languages Ignan plus up to five other languages

Challenge 22 (41,000 XP)

Fire Form. The lich can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the lich or hits it with a melee Attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the lich can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand, prestidigitation, firebolt*
1st level (4 slots): *burning hands, detect magic, magic missile, shield*
2nd level (3 slots): *detect thoughts, invisibility, mirror image, scorching ray*
3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*
4th level (3 slots): *dimension door, fire shield*
5th level (3 slots): *flamestrike, scrying*
6th level (1 slot): *globe of invulnerability, sunbeam*
7th level (1 slot): *fire storm, plane shift*
8th level (1 slot): *dominate monster, sunburst*
9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Water Susceptibility. For every 5 ft. the Efreeti Lich moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Scorching Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) fire damage. The target must succeed on a DC 18 Constitution saving throw or be stunned for 1 minute and take 13 (3d8) fire damage at the start of each of the Efreeti Lich's turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The lich 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 lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.

Incendiary Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. While frightened the creature's speed becomes 0. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Scorching Touch (Costs 2 Actions). The lich uses its Scorching Touch.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

CHAINED RADIANCE

Medium celestial, neutral evil

Armor Class 14 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	3 (-4)	15 (+2)	3 (-4)

Saving Throws Dex +4, Wis +5, Cha -1

Skills Perception +5

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

Damage Immunities necrotic, radiant

Condition Immunities blinded, prone

Senses darkvision 180 ft., passive Perception 15

Languages Celestial, Common

Challenge 8 (3,900 XP)

Deliverance. A creature can attempt to remove the chains of the Chained Radiance. To do so, a creature within 5 feet of the Chained Radiance must succeed on a DC 19 Sleight of Hand check. Alternatively a creature can cast the *knock* spell, doing so deals 27 (5d10) radiant damage the caster, and if they do not fall unconscious, the chains fall. Once the chains fall, the Chained Radiance dissipates into light.

Radiant Sight. Magical darkness doesn't impede the Chained Radiance's darkvision.

ACTIONS

Multiattack. The Chained Radiance makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage and 9 (2d8) radiant damage.

Fury of the Light (Recharge 5-6). All creatures that the Chained Radiance can see within 60 feet of it must succeed on a DC 16 Constitution saving throw or take 19 (3d12) radiant damage and be blinded for 1 minute, or take half as much damage and not be blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Chained Radiance & Chained Darkness

These two entities exist as polar opposites of one another.

Chained Radiance is pure light, given form and purpose through magical chains. The creator of these chains is the one that makes all the decisions for the chained radiance, a being which barely has a consciousness of its own. The radiance does have a survival instinct, as if trying to prolong the false life that it was given. It is often a life of servitude and disaster, as those who dare chain light are often beings of nefarious intentions, abusing the powers they possess.

Chained Darkness is much different, as a polar opposite to the radiance, it absorbs all light around it, instead of emitting it, and possesses a darker past. Chain devils that failed in their duties towards hell, these beings are tortured to the point of losing their mind and sanity. When this happens their own chains wrap around them and destroy their physical bodies, only leaving the darkness of their soul to be visible to all. Only by having this darkness destroyed can the Chain Devil hope to reclaim its body. There is a strong irony here, as the chained darkness possesses a survival instinct of its own, and will delay death as much as it can, running away from a fight when in danger. It is said that Chain Devils that are resurrected from chained darkness can sometimes have a change of soul, and become good creatures, although it might just be a myth.



CHAINED DARKNESS

Medium fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	3 (-4)	16 (+3)	3 (-4)

Saving Throws Str +8, Wis +6, Cha -1

Skills Perception +6

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

Damage Immunities necrotic, radiant

Condition Immunities blinded, prone

Senses darkvision 180 ft., passive Perception 16

Languages Common, Infernal

Challenge 8 (3,900 XP)

Deliverance. A creature can attempt to remove the chains of the Chained Darkness. To do so, a creature within 5 feet of the Chained Darkness must succeed on a DC 19 Sleight of Hand check. Alternatively a creature can cast the *knock* spell, doing so deals 27 (5d10) necrotic damage the caster, and if they do not fall unconscious, the chains fall. Once the chains fall, the Chained Darkness dissipates into darkness.

Devil's Sight. Magical darkness doesn't impede the Chained Darkness's darkvision.

Rebirth. If the Chained Darkness is brought to 0 hit points or below, while the chains are still present, it resurrects after 1 minute as a chained devil.

ACTIONS

Multiattack. The Chained Darkness makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage and 10 (3d6) necrotic damage.

Fury of Chains (Recharge 5-6). Each creature that the Chained Darkness can see within 60 feet of it must succeed on a DC 16 Strength saving throw or take 16 (3d10) necrotic damage and be restrained by dark chains for 1 minute, or take half as much damage and not be restrained. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success, or taking 5 (1d10) necrotic damage on a failure.

Art by
Warmtail

Twilight Traveler

The fate of most Nothelians is to live their entire life looking up at the stars. There are, however, those who no longer look at them, but command their every move. These are called Twilight Travelers. They are members of Nothelian society who have managed to ascend to a higher life form through meditation and arcana, fully adjusting themselves to starlike bodies. Now, they are one with the cosmos, being able to command the force of sun and moon, turning the sky from day to night at their whim. Though many strive for this existence, few ever get to reach it. As for what it takes to do so, many scriptures of the Nothelian people differ greatly, but one thing remains certain: twilight travelers are wise and intelligent seers, who travel alone in a path only they can understand.

TWILIGHT TRAVELER

Large celestial, neutral good

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	16 (+3)	18 (+4)	20 (+5)	15 (+2)

Saving Throws Dex +7, Int +8, Wis +9, Cha +6

Skills Arcana +8, Intimidation +6, Investigation +8, Nature +12, Perception +9

Damage Immunities radiant

Condition Immunities frightened, unconscious

Senses truesight 120 ft., passive Perception 19

Languages Celestial, understands Common

Challenge 12 (8,400 XP)

Cosmic Influence. The traveler has immense influence over the celestial bodies, being able to turn night into day and day into night in small areas. When it is night, the traveler can only use its Night Form abilities. When it is day, it can only use its Day Form abilities.

Innate Spellcasting. The traveler's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:
at will: *darkness*, *daylight*, *moonbeam*
3/day each: *blight* (night form only), *flame strike* (day form only)
1/day: *harm* (night form only), *sunbeam* (day form only)

Light's Grasp (Day Form Only). As a bonus action, the traveler surrounds itself with a defensive light. It gains +2 to its AC. The first creature to damage the traveler while this light is active has it transferred to them. The +2 AC bonus is removed from the traveler and the creature who damaged it must make a DC 16 Strength saving throw or become restrained by chains of light until the end of the traveler's next turn.

Magic Resistance. The traveler has advantage on saving throws against spells and other magical effects.

Shadow's Embrace (Night Form Only). The traveler can use its action to teleport up to 120 feet. After teleporting, the traveler turns invisible until making an attack or until the start of its next turn.

ACTIONS

Multiattack. The traveler uses Move the Sky (if it wants to), then Reveal or Conceal, then casts one spell or makes two attacks with its staff of twilight.

Move the Sky. The traveler shifts his gaze to the sky and uses its magic on it. If it was night, it becomes day. If it was day, it becomes night. These effects are only visible in a 10-mile area.

Conceal (Night Form Only). The traveler shrouds itself in shadows. Until the start of its next turn, all weapon attacks it makes are critical hits on rolls of 19 and 20 and it can add its Intelligence Modifier to the damage.

Reveal (Day Form Only). The traveler chooses one creature within 60 feet. The creature must make a DC 16 Charisma saving throw. On a failure, the creature takes 14 (4d6) radiant damage and becomes vulnerable to necrotic and radiant damage until the end of its next turn. On a success, the creature takes half damage and does not become vulnerable.

Staff of Twilight. Melee Spell Attack: +8 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) radiant (day form) or necrotic (night form) damage. If it is day, the attack also casts *faerie fire* on the target. If it is night, the attack also casts *blindness/deafness* on the creature, using the blindness version.

Massacreborn Shade

In stories, shadows are often portrayed as weak, flimsy entities. This is not the case for Massacreborn Shades. When enough warriors die in a bloody way, be it war or a raid, there are times when their shadows all gather, forming what is known as a Massacreborn Shade. These beings, a conjuration of remaining emotion and black magic, take form in the wake of tragedy and only spread more of said tragedy. They are strong as they are brutal, striking down entire villages with their chained blades. They are strong enough to lift an ox and brutal enough to tear it in half, knowing no mercy and no bounds. They grow ever larger in the face of death and bloodshed and can hardly be stopped without members of clergy. If you come upon such a monstrosity... you better run.

MASSACREBORN SHADE

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	21 (+5)	5 (-3)	13 (+1)	7 (-2)

Saving Throws Str +9, Con +9

Skills Athletics +9

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., passive Perception 11

Languages Sylvan

Challenge 10 (5,900 XP)

Brute. A melee weapon deals one extra die of its damage when the shade hits with it (included in the attack).

Massacre Swing. The shade can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each melee weapon attack. A separate attack roll is made for each target.

Eidolon of Massacre. The shade gains +1 to its AC for each corpse, monstrosity or undead within 30 feet of it, up to 5 times.

Remnants of Rampage. The shade thrives on the bloodshed of others. Whenever a monstrosity or undead creature is brought to 0 hit points within 30 feet of it, it regains 10 hit points. Whenever a creature of any other type is brought to 0 hit points within 30 feet of it, a creature within 60 feet of the shade that it chooses takes 10 points of necrotic damage.

ACTIONS

Multiattack. The shade makes three attacks with its blades of bloodshed.

Blades of Bloodshed. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one to two Medium targets or three Smaller targets. *Hit:* 16 (3d6 + 4) slashing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or start bleeding. At the start of each of its turns, the bleeding target takes an additional 12 (3d6) piercing damage. It, or an ally within 5 feet, can end this effect by spending an Action to make a DC 17 Wisdom (Medicine) check or by regaining hit points.

Conjure Carnage (Recharge 6). The shade chooses a point within 120 feet. All creatures within a 10-foot radius cylinder of that point must make a DC 17 Wisdom saving throw. On a failure, they must spend their reaction to make a single weapon attack against any creature of the shade's choosing.



DARKRAISER GHAST

Medium fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	16 (+3)	18 (+4)	16 (+3)	13 (+1)

Saving Throws Dex +5, Wis +6

Skills Investigation +7, Perception +6, Stealth +8

Damage Vulnerabilities radiant

Damage Resistances cold, necrotic

Condition Immunities blinded, unconscious

Senses truesight 120 ft., passive Perception 16

Languages Sylvan, understands Common

Challenge 7 (2,900 XP)

Darkness Extorsion. If the ghast successfully hits a creature with its darkbolt while the creature is in magical darkness, the ghast can choose to reduce the darkness' area by 10-feet (or 10-foot radius if it's a circle) to give the target vulnerability to the attack's damage.

Destroy the Light. The ghast can cast *dispel magic* at will, as long as it's targeting a spell that produces light, such as *light*, *daylight*, *holy weapon* or *faerie fire*.

Innate Spellcasting. The ghast's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

at will: *darkness*, *ray of enfeeblement*

3/day each: *fear*, *bestow curse*, *vampiric touch*

1/day: *circle of death*

Magic Resistance. The ghast has advantage on saving throws against spells and other magical effects.

Shatter Light. The ghast can cast *dispel magic* at will (its spellcasting ability for the spell is Intelligence) as long as it's targeting a spell that produces light, such as *light*, *daylight*, *holy weapon* or *faerie fire*.

Snuff. As a bonus action, the ghast can snuff out any number of non-magical torches, candles or lamps within 120 feet of it.

ACTIONS

Multiattack. The ghast uses its Raise the Darkness, if it can, then makes two darkbolt attacks.

Darkbolt. Ranged Spell Attack: +7 to hit, range 120/240 ft., one target. Hit: 15 (2d10 + 4) necrotic damage.

Raise the Darkness (Recharge 5-6). The ghast can choose any number of sources of magical darkness and empower them. All sources that are circles increase in radius by 10-feet. All sources that are squares increase by 10-feet on one side.

Art by
Warmtail

Darkraiser Ghast

Darkness is unending... The void, the nothingness, it needs but a little bit of help for it to spread further and further. That help often comes in the form of a darkraiser ghast. These twilight-bound fey are said to be the victims of the same curse of the voiddark, but to a lesser extent, perhaps as distant family members. What's for sure is that they maintain a similar appreciation for the life of shadow that the voiddark endure, spreading the darkly environment needed for them to work without issue. Darkraiser Ghosts often serve as the minds and guides for packs of voiddarks, taking away light so their more aggressive and brutal counterparts can attack without issue.

Voiddark

The legend of the voiddark is rarely believed to be more than a fairytale. It is said these bold pranksters and assassins attempted an assault on the Bonfire King, a particularly powerful fey lord, who in return cursed them to be forever bound like shadows to a body that is no longer there. Now, they haunt every corner of darkness, awaiting a victim weaker than that which doomed them. As such, when a child wanders into the darkness without a source of light, they are powerless to fight off these creatures of unbounded accuracy. But the light reveals all and when they are lit, they run as fast as they can, as they can never escape the strikes that are set upon them when a torch or lamp is lit. To best defend themselves against light, these doomed shadow-fey hunt in packs. When they find a victim, one captures its shadow, while the other feed on it with quickness, stabbing it and taking it into the dark embrace of death.

VOIDDARK

Medium fey, chaotic evil

Armor Class 1

Hit Points 65 (10d8 + 20)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	15 (+2)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +8

Skills Intimidation +6, Stealth +11

Damage Vulnerabilities radiant

Damage Resistances cold, necrotic

Condition Immunities blinded, grappled, restrained, unconscious

Senses blindsight 60 ft., passive Perception 12

Languages Sylvan, understands Celestial but only whispers

Challenge 6 (2,300 XP)

Innate Spellcasting. The voiddark's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:
at will: *darkness*, *invisibility (self only)*, *mage hand*
1/day each: *fear*, *telekinesis*

Magic Resistance. The voiddark has advantage on saving throws against spells and other magical effects.

Voiddark Form. The body of a voiddark is that of distorted fey, bound to be only a shadow of the things around it. The voiddark can move through a space as narrow as 1 inch wide without squeezing, can move up walls as normal and has advantage on Dexterity (Stealth) checks as long as it's in darkness.

The voiddark cannot be targeted with attacks unless it is in bright light. While in bright light, the Voiddark's Armor Class is always 1 and cannot be changed in any way, it has disadvantage on attack rolls, as well as all Wisdom (Perception) checks.

Voiddark's Strikes. At the start of its turn, if it is within dim light or darker, the voiddark can choose to use its bonus action to focus its strikes. Until the end of the turn, its movement speed becomes 0. All attacks it makes with its voiddagger are automatic hits, regardless of the number rolled or creature's armor class.

ACTIONS

Multiattack. The voiddark makes two voiddagger attacks.

Voiddagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Possess Shadow (Recharge 5-6). As an action, the voiddark can take over a creature's shadow. The creature must make a DC 14 Charisma saving throw. On a failure, the creature is paralyzed until the end of the voiddark's next turn. Until then, the voiddark's movement speed becomes 0 and it can only attack the creature whose shadow it possesses.



MANASCOURGE VALKYRIE

Large celestial, neutral evil

Armor Class 17 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	12 (+1)	13 (+1)	20 (+5)	16 (+3)

Saving Throws Dex +7, Wis +8, Cha +6

Skills Arcana +4, Insight +8, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, radiant

Senses darkvision 200 ft., truesight 50 ft., passive Perception 18

Languages Celestial, Common

Challenge 8 (3,900 XP)

Innate Spellcasting. The manascourge valkyrie's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance*, *light*, *magic missile* (2nd level), *spare the dying* 3/day each: *guiding bolt* (3rd level), *magic circle*, *slow* 1/day each: *plane shift (itself only)*, *resilient sphere*

Magic Resistance. The manascourge valkyrie has advantage on saving throws against spells and other magical effects.

Valkyrie's Insight. The manascourge valkyrie knows if it hears a lie.

Valkyrie Weapons. The manascourge valkyrie's weapon attacks are magical. When the manascourge valkyrie hits with any weapon, the weapon deals an extra 2d8 force damage (included in the attack).

Magic Sense. The manascourge valkyrie can sense any magical items, effects and spellcasters within 500 feet of it.

ACTIONS

Multiattack. The manascourge valkyrie makes two attacks its spelldrain blade. It can replace one of its attacks with its valorous imprisonment.

Spelldrain Blade. Melee Weapon Attack. +7 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 4) slashing damage and 9 (2d8) force damage. The manascourge valkyrie can choose to cast *dispel magic* as part of making an attack with the blade. If it successfully dispels any magical effect, the attack deals an additional 9 (2d8) force damage.

Manascourge Zone (Recharge 6). The manascourge valkyrie chooses a point within 300 feet. A 15-foot radius, 60-foot tall cylinder originating from that point now becomes a manascourge zone for 1 minute or until dispelled. All magical items lose their properties within the area, all spells are instantly dispelled. When a creature enters the spell's area for the first time on a turn or starts its turn there, if it has the Spellcasting or Pact Magic feature, it must make a DC 16 Charisma saving throw. On a failure, they must expend their highest level of spell slot. Celestials are not affected by this area.

Valorous Imprisonment. The manascourge valkyrie chooses a creature who can cast spells within 120 feet. The creature must make a DC 16 Charisma save. On a failure, the creature loses one of its highest level spell slots, as the magic emerges from their body. Until the end of the manascourge valkyrie's next turn, they cannot cast spells or use magic items.

REACTIONS

Manascourge Counter. When a creature within 60 feet casts a spell, the manascourge valkyrie can use its reaction to force the creature to make a DC 16 Charisma saving throw. If they fail, the target's spell fails.

Art by Warmtail

Manascourge & Shadowchain Valkyries

The celestial aether is the source of incredibly beautiful angels, all of which seek to aid the efforts of mankind. The same cannot be said for the Manascourge and Shadowchain Valkyries. These kinds of angels, who don female humanoid faces, fall down upon the earth with nothing but divine justice in their and death on their minds. While some angels are called for in moments of uncertainty, these valkyries only attend the calls of certain war and death. They fall upon the battlefield with rage and power, debilitating both casters and fighters alike and defeating them swiftly, before returning to the celestial halls to celebrate. As for what they leave behind them, it's nothing but death.

Most berserkers tell stories of Shadowchain Valkyries, who appear from parting clouds and lay waste to battlefields, chaining cowardly archers and striking down unprepared fighters. They are ruthless, they are bloodthirsty, but they are just. And, it is said, when they make their presence known on a battlefield, those with lawful souls have nothing to fear. Oathbreakers, traitors and invaders, however, meet a divine end.

Lesser known are the Manascourge Valkyries, who are the bane of sorcerers and wizards alike. These vicious angels see magic as an unlawful tactic in battles. Due to this belief, they descend upon those that disturb the battlefields with puny spells and magics, taking away their powers in the blink of an eye, before chopping them down with their massive blades. Under their watchful eye, not even 30 wizards could change the impact of a battle, for they will be fallen before a single magical incantation is said.

SHADOWCHAIN VALKYRIE

Large celestial, neutral evil

Armor Class 18 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	11 (+0)	17 (+3)	20 (+5)

Saving Throws Dex +6, Wis +6, Cha +8

Skills Insight +6, Perception +6

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

Damage Immunities necrotic, radiant

Senses darkvision 200 ft., truesight 50 ft., passive Perception 16

Languages Celestial, Common

Challenge 8 (3,900 XP)

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

At will: *darkness*, *guidance*, *light*, *spare the dying*
3/day each: *guiding bolt* (3rd level), *cure wounds* (3rd level), *fear*
1/day each: *plane shift* (*itself only*)

Valkyrie's Insight. The valkyrie knows if it hears a lie.

Valkyrie Weapons. The shadowchain valkyrie's weapon attacks are magical. When the shadowchain valkyrie hits with any weapon, the weapon deals an extra 3d10 necrotic damage (included in the attack).

ACTIONS

Multiattack. The shadowchain valkyrie makes two attacks using any combination of its dark binding or shadowchain greatsword.

Dark Binding. *Ranged Spell Attack:* +8 to hit, range 150 ft., one target. *Hit:* 15 (3d6 + 5) necrotic damage. The valkyrie's shadowchains bind around the target. It must make a DC 16 Strength saving throw or become restrained until the end of its next turn. If the target failed their saving throw, the valkyrie may choose to pull them 15 feet closer to it.

Shadowchain Greatsword. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 16 (3d10) necrotic damage. The necrotic damage is doubled against creatures who are chained by the valkyrie's Shackle the Unworthy or Dark Binding abilities.

Shackle the Unworthy (Recharge 6). The shadowchain valkyrie sends out chains at all creatures it chooses within 60 feet of it. All creatures must make a DC 16 Dexterity save. Each creature who fails the saving throw takes 21 (6d6) necrotic damage and is restrained for 1 minute. To break the chains, a creature must use its action to make a DC 16 Strength saving throw, breaking them on a success.

REACTIONS

Disruptive Chains. When a creature within 60 feet makes an attack roll against a creature, but before rolling the die, the shadowchain valkyrie releases shadowy chains to stop the attack. The attacking creature must make a DC 16 Strength saving throw. On a failure, the creature takes 11 (3d6) necrotic damage and is restrained until the start of its next turn. On a success, the creature takes half damage and is not restrained.

Motes & Motewielders

Amongst the vast expanse of light, there are small fractals, which, through processes still unknown to humanity, gain a semblance of will, of life. These creatures, similar to the simplest organisms of the world (such as sponges), are referred to as celestial motes. Though they possess a will and the capability to understand and speak celestial, they are too simple to be even considered creatures. More or less, these creatures are fragments of souls made of pure light and emotion.

The study of motes has greatly spread amongst a few humanoid races, such as the Nocthelians. The Nocthelian people, motivated by their desire to understand the cosmos, have found ways to summon motes from the celestial aether. As such, the people strong enough to conjure them have been called motewielders.

At first, motewielders' sheer job was to understand motes, but in due time, they understood the martial advantage such creatures can provide. Nowadays, motewielders are amongst the strongest celestial harbingers on the planet. They conjure up these simple, yet deadly organisms and use them to enact the will of celestials upon the world without losing any manpower. However, motewielders do not have an easy existence, as it is said each mote is the remnant of a soul, which burdens the motewielder's life. At night, they hear the shouts of the motes they've sacrificed in battle. Though they cannot escape these shouts, motewielders must maintain hope that their way is just, for if not they would go mad.

In their time of study, motewielders have also discovered plenty of the motes. Though they come in a variety of emotions, those most often called upon are motes of solitude and motes of repentance, which are the most powerful amongst motes, due to the strength of the emotions felt.

While motes of repentance strike back with fury to those unlucky enough to hit them first, motes of solitude place their attackers in stasis-like bindings, making them feel truly alone and powerless. Both of these kinds of motes are more powerful than their size would indicate, a fact all evils learn once they interact with a strong motewielder.

Art by vrx123

MOTEWIELDER

Medium humanoid (any race), any good alignment

Armor Class 17 (splint)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	11 (+0)	19 (+4)	16 (+3)

Saving Throws Wis +8, Cha +7

Skills Insight +8, Persuasion +7, Religion +8

Damage Resistances necrotic, radiant

Condition Immunities blinded

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 9 (5,000 XP)

Spellcasting. The motewielder is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The motewielder has the following cleric spells prepared:

Cantrips (at will): *light, guidance, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *aid, hold person, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*

4th level (1 slot): *guardian of faith*

Mote Control. The motewielder is immune to any damage dealt or condition inflicted by motes and instantly succeeds all saving throws made against motes.

ACTIONS

Multiattack. The motewielder uses their summon motes ability, then makes 2 longsword attacks. They can choose to use devouring twilight in place of the longsword attacks.

Devouring Twilight (Recharge 5-6). The motewielder chooses a point within 120 feet. The area within a 15-foot radius of that point becomes magical darkness for 1 minute. If any motes were in the area at the time when the area is turned into darkness, they explode in pure light, dropping to 0 hit points. Each creature in the area must make a DC +4 Constitution saving throw. On a failure, they take 9 (2d8) radiant damage per mote that is destroyed. On a success, they take half damage.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 9 (1d8 + 4) slashing damage and 9 (2d8) radiant damage.

Summon Motes. The motewielder conjures up a flash of bright light, summoning 2d4 motes of repentance and 1d4 motes of solitude. They share the motewielder's initiative, but take their turn immediately after it. The motewielder can telepathically command the motes, requiring no action.

MOTE OF REPENTENCE

Tiny celestial (mote), unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	12 (+1)	7 (-2)	16 (+3)	1 (-5)

Damage Vulnerabilities acid, cold, fire, force, lightning, thunder

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 13

Languages Celestial

Challenge 1/2 (100 XP)

Ephemeral. The mote can't wear or carry anything.

Incorporeal Movement. The mote 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.

Released Repentance. Once the mote is brought to 0 hit points, the repentant force it held inside it is released. The last creature to damage the mote must make a 13 Dexterity saving throw. On a failure, they lose an amount of hit points equal to twice the damage that brought the mote to 0 hit points.

Repentance Aura. When a creature starts its turn within 20 feet of the mote or first moves into the area, it must make a DC 13 Wisdom saving throw. On a fail, they become engulfed with a feeling of holy strength. When they take damage, they must use their reaction (if available) to make an attack against the creature that damaged them.

Variable Illumination. The mote sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The mote can alter the radius as a bonus action.

ACTIONS

Cleanse the Wicked. The mote focuses on a creature within 30 feet, conjuring its inner holiness. The creature must make a DC 13 Charisma saving throw. On a failure, the mote takes over their mind. On its next turn, the creature will have to move directly towards a creature of the mote's choice and use its action to attack it either via casting a spell or weapon attacks.

Piercing Light. *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 8 (1d8 + 3) radiant damage. The creature must make a DC 13 Constitution saving throw or be blinded until the end of their next turn.

Invisibility. The mote and its light magically become invisible until it attacks or uses its Cleanse the Wicked, or until its concentration ends (as if concentrating on a spell).

MOTE OF SOLITUDE

Tiny celestial (mote), unaligned

Armor Class 13

Hit Points 20 (8d4)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	10 (+0)	7 (-2)	16 (+3)	1 (-5)

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 13

Languages Celestial

Challenge 3 (700 XP)

Ephemeral. The mote can't wear or carry anything.

Incorporeal Movement. The mote 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.

Released Solitude. Once the mote is brought to 0 hit points, the solitude it held inside it is released. The last creature to damage the mote must make a 13 Dexterity saving throw. On a failure, they are engulfed in chains of solitude. For 1 minute, they are restrained, incapacitated and can't speak. At the end of each of their turns, they may repeat the saving throw, ending the effect on a success.

Solitude Aura. When a creature starts its turn within 10 feet of the mote or first moves into the area, it must make a DC 13 Wisdom saving throw. On a fail, they become deafened and all their allies become invisible to them until they leave the area. On a success, they become immune to this effect for the next 24 hours.

Variable Illumination. The mote sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The mote can alter the radius as a bonus action.

ACTIONS

Path to Exile. The mote focuses on a creature within 30 feet, before rushing directly into it. The creature must make a DC 13 Charisma saving throw. On a failure, the mote takes over their mind. On its next turn, the creature will move away from all combat, drop its weapons, then lay prone. On a success, the creature is immune to this effect for the next 24 hours.

Piercing Light. *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 12 (2d8 + 3) radiant damage. The creature must make a DC 13 Constitution saving throw or be blinded until the end of their next turn.

LIFEDRAINER LIGHTSPAWN

Medium celestial (mote), neutral good

Armor Class 14 (natural armor)

Hit Points 94 (9d8 + 54)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	22 (+6)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +4

Damage Resistances necrotic

Damage Immunities radiant

Condition Immunities blinded, charmed, deafened, exhaustion, prone, unconscious

Senses blindsight 60 ft., passive Perception 14

Languages understands Celestial

Challenge 5 (1,800 XP)

Ephemeral. The lightspawn can't wear or carry anything.

Lifeforce. While the lightspawn is at 75 or more hit points, the light radius it sheds increases by 10 feet and its attacks deal an additional 12 (2d8 + 3) radiant damage.

Regeneration. The lightspawn regains 10 hit points at the start of its turn. If the lightspawn takes necrotic damage, this trait doesn't function at the start of the lightspawn's next turn. The lightspawn dies only if it starts its turn with 0 hit points and doesn't regenerate.

Variable Illumination. The lightspawn sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The lightspawn can alter the radius as a bonus action.

ACTIONS

Multiattack. The lightspawn makes two lifedrain attacks.

Lifedrain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 3) radiant damage. It regains hit points equal to the damage dealt.

REACTIONS

Redirect Lifeflow. As a reaction to a healing spell being cast within 60 feet of the lightspawn, it can choose to redirect the healing to any other creature within range, including itself.

Lifedrainer Lightspawn

The science of motes, those celestial soul semblances pulled from pure light, is rarely as damaging as it was when the first lifedrainer lightspawn was created. A combination of 30 or so motes of pure hunger and desire. This being, though celestial and good in nature, can be extremely dangerous. This is, however, why plenty of motewielders and holy people choose to summon it in their time of need. It proves to be a powerful ally against healers, taking away their energy and giving it to whomever their master wishes to. As for itself, the healthier it is, the stronger its strikes.



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