



# SECRETS OF GRAVITY MAGIC

CRUSH YOUR ENEMIES AND WIELD EARTH - SHATTERING POWERS



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### FOREWORD

*For most, gravity is an escapable force, an unyielding master that will keep them down no matter how much they struggle. But for a rare few, gravity is a tool, a powerful force capable of destroying armies and repelling danger. For a few rarer still, gravity is merely a toy, a toy that they can choose to ignore, as they walk the skies freed from earthly problems. This compendium is the culmination of years of research that I started in my youth; from primordial titans, so heavy that gravity bends to them, to wizards in their high towers fascinated by research that will bring them ever closer to godly powers. This compendium contains everything I have gathered regarding gravity magic, in all its forms. Use it wisely fellow seeker of truth, if you do not wish to be crushed by it.*

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# Races



*Art by Warmtail*

## Race: Starborn

Said to be born of the stars, starborns are found on sites where meteors crashed, making them exceedingly rare specimens. Most of them came to be existence during the rain of falling stars, when the Starscourge was slain.

### Traits

**Ability Score Increase.** Your Charisma score increases by 2.

**Age.** Starborn mature much slower than humans, reaching adulthood after 200 years, they can live up to 2000 years old.

**Size.** Starborn have the same range of height and weight as humans. Your size is Medium.

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

**Darkvision.** Your eyes were made to see through the darkness of space. 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.

**Shard of Infinity.** You are born of the galaxies and their endless void. You have resistance to cold damage.

**Astral Being.** You are extremely aware of the force that gravity exerts upon you. You have advantage on saving throws against being knocked prone or moved against your will.

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

**Subraces.** Depending on their life cycle, Starborns have different subraces, which represent their variation in age. The youngest are called Nebula, followed by Giants and finally Novas. The DC for abilities given by the subraces is equal to 8 + twice your proficiency bonus.

### Nebula Subrace

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

**Astral Attraction.** Starting at 3rd level, you can use your action to unleash the potential energy within yourself, causing your body to explode in both size and power. Your transformation lasts for 1 minute or until you end it as a bonus action.

When you first transform, each creature other than you in a 10-foot radius centered on you must succeed on a Dexterity saving throw or take a number of d6s of fire damage from the explosion equal to your proficiency modifier. During the transformation, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. You generate a powerful gravitational field. The area within a 20-foot radius centered on you is considered difficult terrain for all hostile creatures.

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

## Giant Subrace

**Ability Score Increase.** Your Constitution score increases by 1.

**Explosive Growth.** Starting at 3rd level, you can use your action to unleash the infinite energy within yourself, causing your body to explode in both size and power.

Your transformation lasts for 1 minute or until you end it as a bonus action. When you first transform, each creature other than you in a 10-foot radius centered on you must succeed on a Dexterity saving throw or take a number of d6s of fire damage from the explosion equal to your proficiency modifier.

During the transformation, you shed bright light in a 30-foot radius and dim light for an additional 30 feet. Your size expands, you become Large. If there isn't enough room for you to expand your size, you attain the maximum possible size in the space available. In addition your melee attacks deal additional damage equal to your proficiency bonus.

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

## Nova Subrace

**Ability Score Increase.** Your Wisdom score increases by 1.

**Shattered Star.** Starting at 3rd level, you can use your action to unleash the destructive energy within your husked self, causing your body to detonate.

Your transformation lasts for 1 minute or until you end it as a bonus action. When you first transform, each creature other than you in a 10-foot radius centered on you must succeed on a Dexterity saving throw or take a number of d6s of fire damage from the explosion equal to your proficiency modifier.

During the transformation, you shed bright light in a 60-foot radius and dim light for an additional 60 feet. Your body becomes unstable. Once per round, when you hit a creature with a melee attack, or are hit by one, your body detonates. Each creature in a 10-foot radius centered on you (you included) take radiant damage equal to your proficiency bonus.

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

### GM NOTE.

You can replace the fire damage that this race deals to radiant damage to fit the star theme as well.



*Art by Warmtail*

## Race: Voidborn

The darkness of the heavens birthed the stars, yet left behind a somber secret. The void, a hungering entity that feeds on the very light that gave life to many worlds. Voidborns are shards of the Void, beings of astral power and knowledge. They appear throughout worlds, sometimes as independent creatures, other times as agents of the void, trying to propagate its will.

## Traits

**Ability Score Increase.** Your Charisma score increases by 2.

**Age.** Voidborns are birthed sentient and aware, they have no notion of adulthood. Some can live up to 200 years old although plenty of them have never known the release of death.

**Size.** Voidborns have the same range of height as humans, although they weigh up to 20 times more. Your size is Medium.

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

**Superior Darkvision.** Your eyes were made to see through the darkness of the void. You can see in dim light within 120 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.

**Inconsequential.** You are born a mere speck within the endless void of space. You have resistance to necrotic damage.

**Vacuous Body.** A shard of the void is trapped inside of your body and can act as a pocket dimension. As an action you store or retrieve inanimate objects from inside it. This dimension can hold up to 30 pounds, not exceeding a volume of 1 cubic foot.

**Languages.** You can speak, read, and write Common and Deep Speech.

**Subraces.** Voidborns are born with varying powers, separating them in 3 sub-races: Boundless, Sundered and Demise. The DC for abilities given by the subraces is equal to 8 + your proficiency bonus + your Charisma modifier.

## Boundless Subrace

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

**Astral Attraction.** Starting at 3rd level, you can use your action to unleash the shard of the void trapped within you. Each creature of your choice within a 20-foot radius centered on you must succeed on a Strength saving throw or be pulled 20 feet in a straight line towards you and take force damage equal to your Strength modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

## Sundered Subrace

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

**Worm Hole.** Starting at 3rd level, you can step into the hidden paths created by the void. You can teleport up to 25 feet to an unoccupied space that you can see as a bonus action. Once you use this trait, you can't use it again until you finish a short or long rest.

## Demise Subrace

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**Ability Score Increase.** Your Constitution score increases by 1.

**Explosive Growth.** Starting at 3rd level, You absorb all light surrounding you, creating magical darkness in a 10-foot radius centered on you. This darkness lasts for 1 minute and moves with you. For you it is considered non-magical darkness.

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

# Subclasses

## Barbarian: Path of the Falling Star

These barbarians exert control over gravity in order to enhance themselves in battle. Able to drag foes towards them and to shatter the earth, there is no running away from them. The most adept of this path receive the honorific name “starscourge”, as they are said to possess the power to stop the stars.

### Gravitational Pull

Starting at 3rd level, while you are raging, you can summon a wave of gravity that attract foes to you. As a bonus action, choose a creature within 60 feet of you. They must succeed on a Strength saving throw (DC = 8 + your Proficiency bonus + your Constitution Modifier) or be pulled 20 feet in a straight line towards you. Alternatively, on a failed save you can choose to knock the target prone instead.

### Earthward Reinforcement

Starting at 6th level, as part of entering a rage, you can rip apart the earth to empower yourself. Choose one of the following effects, it lasts until your rage ends.

**Crushing Boulders.** A formation of floating rocks hovers above you. As an action on each of your turns you can hurl a boulder at your foes. Choose one creature that you can see within 60 feet of you. Make a ranged spell attack against it, using your Constitution modifier. On a hit it takes 2d8 bludgeoning damage (this damage is considered magical). This damage increases to 3d8 at 10th level and to 4d8 at 14th level.

**Rock Armor.** Rocks cover your body, protecting it. Your AC increases by 2. The AC bonus increases at certain levels, to 3 at 10th level and to 4 at 14th level.

**Rock Weaponry.** You coat your weapons with boulders. To use this effect, the weapon must have the two-handed property. Your weapon becomes magical and on a hit, it deals an additional 2d4 bludgeoning damage. The damage increases to 3d4 at 10th level and to 4d4 at 14th level.

### Unbound Movement

At 10th level, you can untether your body from the call of gravity. When you do so, you cast the *fly* spell, without using a spell slot or material components. Constitution is your spellcasting ability for the spell. In addition, you become immune to fall damage.

After you cast the spell in this way, you can't do so again until you finish a short or long rest.

### Gravity Wave

At 14th level, starting at 14th level, instead of one target, you can choose to have your Gravitational Pull ability target all creatures of your choice in a 30-foot cone in front of you, in the form of a massive pulse-wave. You can only choose one effect at a time (pull or prone), it applies to all targets.



*Art by Breakermaximus*





## Fighter: Gravity Knight

Weaving the gravitational fields around them, gravity knights are tremendous fighters. Known for being able to switch in and out of aggressive and defensive fighting styles, they represent a formidable foe. Their formation requires peering into the endless void to grasp its powers, altering their being.

### Manifest Potential

You learn to manipulate the gravity around you. Starting at 3rd level, as a bonus action, choose one of the powers described below. It affects you for 10 minutes.

**Decrease Gravity.** Your jump distance is tripled. You ignore difficult terrain, have advantage on Dexterity saving throws, and gain a +1 bonus to your AC as you become more nimble.

**Increase Gravity.** You have advantage on Strength (Athletics) checks for grappling, and your attacks are heavier. When you deal damage to a creature with a melee weapon attack, you deal an additional 1d4 bludgeoning damage. In addition, the area in a 5-foot radius centered on you is considered difficult terrain.

You can use this ability twice per short rest. At 10th level, you can use this ability 3 times per short rest.

### Gravitational Attraction

At 7th level, you take control over the gravity surrounding you, allowing you to walk freely along any solid surface. You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

### Relentless Field

You've learned to exercise greater control over the gravity around you. At 10th level, each power of your Manifest Potential ability is altered as described below.

**Decrease gravity.** Your jump distance is multiplied by 6. You ignore difficult terrain and fall damage, have advantage on Dexterity saving throws, and gain a +2 bonus to your AC. In addition, once per use of this ability, as a reaction when you are about to take damage from a weapon attack, you can diminish the impact it has on you, reducing the damage by an amount equal to 2d10 + your proficiency bonus.

**Increase gravity.** You have advantage on Strength (Athletics) checks for grappling. When you deal damage to a creature with a melee weapon attack, you deal an additional 1d4 bludgeoning damage. In addition, the area in a 15-foot radius around you becomes difficult terrain, and any hostile creature that starts their turn in that area must succeed on a Strength saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or take bludgeoning damage equal to your proficiency modifier, as the gravity crushes them. Once per use of this ability, as a reaction to dealing damage with a melee weapon attack, you can augment the damage dealt by 2d10 + your proficiency bonus.

In addition, you can now switch between each power using a bonus action.

### Gravity pulse

At 15th level, as part of using Action Surge, you can force all creatures of your choice in a 30-foot radius around you to make a Strength saving throw (DC 8 + your Constitution Modifier + your proficiency bonus) or be pulled in a straight line to an empty space adjacent to yours on a failure.

### Annihilation

Beginning at 18th level, you can unleash the power held within you. Choose a point of impact on the ground that you can see within 120 feet of you. You leap 300 feet into the air and crash down, speeding past terminal velocity. All creatures other than you in a 30-foot radius centered on the point of impact must make a Dexterity saving throw or take 8d10 bludgeoning damage on a failure, or half as much on a success, as you crash in a fashion akin to a meteor. You can use this ability once per short rest.

## Ranger: Singularity Conclave

*Rangers of the Singularity Conclave have spent many of their formative years close to gravity wells and other space altering events, studying them to gain a deep understanding of their magic. Zipping around the battlefield, these rangers are hard to pin down, and will lock their foes in place before finishing them off, guarding the world from foes unheard of.*

### Singularity Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Singularity Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

#### SINGULARITY SPELLS TABLE

Ranger level	Spells
3rd	<i>jump, hunter's mark</i>
5th	<i>hold person</i>
9th	<i>fly</i>
13th	<i>dimension door</i>
17th	<i>hold monster</i>

### Anchor

At 3rd level, as a reaction to a creature marked by your *hunter's mark* spell moving or teleporting within 60 feet of you, you can attempt to lock them in place. The creature must succeed on a Strength saving throw against your spell save DC or have the teleport fail, and have their speed reduced to 0 until the start of your next turn.

You can use this ability once per casting of the *hunter's mark* spell, or until you expend a spell slot of 1st level or higher to use it again.

### Gravitational Weaponry

Also at 3rd level, when you attack with a weapon, you can use your control over gravity to help you wield it with more accuracy and power. You can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls you make with weapons.

### Tugging Singularity

At 7th level, you can maneuver around the battlefield at breakneck speeds. As a bonus action, you can create a gravitational singularity at a point within 30 feet of you that you can see. You are instantly pulled to its space in a straight line. This doesn't count against your movement. If you are grappled or restrained, this effect fails.

You can use this ability a number of times equal to your Wisdom modifier before needing to take a short or long rest.

### Ramming Impact

Starting at 11th level, your blows alter the gravitational fabric around your targets. Once per turn, when you deal damage to a creature, you can create a temporary disruption of gravity, inflicting an additional 1d8 magical bludgeoning damage. You can then choose to push the creature 10 feet in a straight line in a direction of your choice.

### Crushing Presence

At 15th level, you can unleash a terrifying wave of crushing gravity. As an action, all creatures of your choice within 30 feet of you must succeed on a Strength saving throw against your spell save DC or be incapacitated, knocked prone, and have their speed reduced to 0 until the end of your next turn, as the gravity crushes them to the ground.

You can use this ability once per long rest.





## Sorcerer: Shard of Attraction

*Born with the potential of graviturgy within them, these sorcerers see the shackles that gravity puts on the world and are able to alter them. Wielding their innate powers, they can free themselves and others from this burden, and inflict pain upon those who get in their way.*

### Graviturgic Spells

You learn additional spells when you reach certain levels in this class, as shown on the Shard of Attraction 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.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or a transmutation spell from the sorcerer, warlock, or wizard spell list.

### SHARD OF ATTRACTION SPELLS

Sorcerer level	Spells
1st	<i>feather fall, fall*</i>
3rd	<i>spider climb, levitate</i>
5th	<i>fly, dampen gravity*</i>
7th	<i>resilient sphere, gravity barrier*</i>
9th	<i>Telekinesis, pull of singularity*</i>

\*Secrets of Gravity Magic

### Fugite Omnis

At 1st level, you can partially ignore the shackles of gravity. You gain the ability to hover a few inches off the ground. You can ascend and descend as part of your movement. You can't hover more than a foot above the ground, and fall if you are above that height. If you were to be knocked prone while hovering, you are instead made to stand on the ground.

In addition, you learn the Heavy Spell Metamagic option. It doesn't count against the number of Metamagic options you know.

### Inexorable Attraction

At 6th level, as an action, you can generate a powerful gravity well. Choose a creature within 60 feet of you. It must succeed on a Strength saving throw or be pulled in a straight line to a point within 60 feet of it that you can see. If it ends this movement on a solid surface, it takes 1d6 bludgeoning damage for each 10 feet traveled and falls prone. If creatures are in the gravitational path of your target, they must succeed on a Dexterity saving throw against your spell save DC, or take 1d6 bludgeoning damage and be knocked prone.

You can use this ability once per short or long rest, or until you expend a spell slot of 2nd level or higher to use it again.

### Freed Body

At 14th level, you can perfectly control the effect that gravity exerts on your body. You can ignore fall damage and your movement speed increases by 15 feet. In addition, you gain a flying speed equal to your walking speed.

### Devouring Pressure

Beginning at 18th level, you learn the spell bury\*. It is a sorcerer spell for you and it doesn't count against the number of sorcerer spells you know. In addition, you can cast the spell by expending 9 sorcery points. If you do so, you can select any number of creatures of your choice to escape the shackles of gravity and not be affected by the spell (including yourself).

# Metamagic Option

## Heavy Spell

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When you cast a spell that deals damage, you can spend 1 sorcery point to force one creature affected by it to make a Strength saving throw against your spell save DC. On a failure, its speed is reduced to 0 until the start of your next turn.

You can use Heavy Spell even if you have already used a different metamagic option during the casting of the spell.

## Monk: Way of the Starwalker

The night sky is unreachable to most. A large majority of humanoids live their entire lives - and afterlives - looking up at the stars and never get close to reaching them. Monks of Way of the Starwalker were born of that pursuit. They dedicate their lives to these astral bodies, in the hopes of one day traveling amongst them, and reaching enlightenment.

### Constellation Footfalls

When you choose this tradition at 3rd level, your connection to the stars makes it so you leave constellations behind you in the places you stop. At the end of each of your turns, or right after using your Step of the Wind ability, you may choose to leave a Starpoint at your current location. The Starpoint lasts for 1 minute or until you choose to dispel it (no action required). You can only have 5 Starpoints active at any time, all Starpoints vanish if you attempt to create a 6th one. Once per turn, you may choose to spend 1 Ki point to teleport to any Starpoint that is within 30 feet of you, or within 30 feet of another Starpoint (as long as you are within 30 feet of a Starpoint yourself). Whenever you teleport to a Starpoint, you gain temporary hit points equal to your Wisdom modifier, as the light surrounds and protects you.

### Starstep

By the 6th level, you've learned to alter your movement in such a way that resembles shooting stars. When you use your Constellation Footfalls or Step of the Wind ability, you may choose to use one of the following abilities.

**Flickering Light.** You begin to flicker with light and become incorporeal. Until the end of your turn, you may walk through objects and walls that are up to 1-foot thick and may walk through other creature's spaces. If you end your turn inside a creature or an object, you take 4d6 force damage, and are forcefully ejected to the nearest empty space.

While incorporeal you have resistance to bludgeoning, piercing and slashing damage from non-magical attacks.

**Shining Beam.** You emit a sudden pulse of light. All hidden and invisible creatures within 15-feet of you must succeed on a Constitution saving throw against your Ki save DC or become revealed to all until the end of your turn, as starlight surrounds them. While revealed in this way, you cannot have disadvantage on attacks against them and you know their exact location.

### Celestial Gait

At 11th level, all your moves have become entwined with celestial energy, broadening your horizons. Whenever you use your Step of the Wind ability, you can choose to use both the Dash and Disengage action as a single bonus action.

In addition, whenever an ally enters the space of a Starpoint, you may expend your reaction and 1 Ki Point to teleport them to another Starpoint. The target must meet the range requirements from Constellation Footfalls.



Art by THC

### Star Gate

When you reach the 17th level, you've bonded with the stars and can use them to project yourself across the universe. You may cast the *teleport* spell without requiring spell slots or components. You may only do this when it is night and you may only teleport outdoors. Once you've used this ability you can't do so again until you complete a long rest.

A special Starpoint appears where you arrive, it lasts for 1 hour. You can teleport to it without needing to meet the range requirements for Constellation Footfalls and you can bring any number of creatures of your choice, that are willing and within 10 feet of you, along with you.

# Warlock: The Unyielding Force

*You have made a contract with a titanic being, so large that it generates its own gravitational field. You inherit that power, being able to crush those who stand in your way, and give wings to those who help you. Perhaps out of a lust for power, or simply a desire to protect your loved ones, you gave your soul to that being. You can only hope it doesn't squash you next.*

## Expanded Spell List

The Unyielding Force 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.

### UNYIELDING FORCE EXPANDED SPELLS

Warlock level	Spells
1st	<i>longstrider, fall*</i>
3rd	<i>enhance ability, pressure cage</i>
5th	<i>slow, dampen gravity*</i>
7th	<i>freedom of movement, fling*</i>
9th	<i>wall of force, pull of singularity*</i>

\*Secrets of Gravity Magic

## Titanic Push

You know how to wield gravity to crush your foes. At 1st level, you learn the Repelling Blast eldritch invocation, and it doesn't count against the number of invocations you know. In addition, if the target is pushed into an obstacle or another creature, they take additional bludgeoning damage equal to your Charisma modifier. A creature can be damaged this way only once per turn.

## Rebut

Beginning at 6th level, you can, as a reaction to being targeted by a ranged attack, focus the power of your patron to repel it. Make a ranged spell attack roll. On a hit, the attacking creature becomes the new target. Its attack comes back to hit it, and it takes an additional amount of bludgeoning damage equal to your Charisma modifier. On a miss, the magic fails, and the ranged attack still hits you.

You can use this ability a number of times equal to your Charisma modifier before needing to take a long rest.

## Miniature Planet

You can become a center of gravity for anyone close to you. At 10th level, you can, as an action, cause all creatures of your choice within 10 feet of you to become anchored to you. While anchored, anytime you move, they move along with you, staying the same distance from you. If they move further away than 10 feet from you, this effect ends for them, until they get back within range and you use another action to re-anchor them.

## Unshackled

Starting at 14th level, you can, as an action, gain a hover speed equal to your walking speed. While you have this hover speed, you emit a repelling gravity that forms a faint shield around you, increasing your AC by 2 for the duration. This effect lasts for as long as you concentrate on it (as if concentrating on a spell).

Alternatively, once per long rest, you can expend one of the spell slots granted by your Pact Magic feature to gain this hover speed for 1 hour without needing to concentrate on it.



## Wizard - The Astral Mage

Constellations play in the heavens, inviting eye and soul to ascend. Astral mages are first and foremost scholars, they gather knowledge about space, the stars and the moons of the cosmos in a ceaseless search for answers. This fascination is reflected in their brand of magic, beckoning yet deadly. The endless swathe of the universe shines through their powers, very few are the ones that can resist the might of these magus.

### Astral Expanse

At 2nd level, as a bonus action, you can summon a fraction of the cosmos in a 30-foot radius centered on a point that you can see within 90 feet of you, for 1 minute. You always know the exact location of each creature within that area. This astral expanse can take the appearance of the dark void of space, of glittering lights that spread through the battlefield, or even of small planets that gravitate around you, though they do not affect a creature's ability to see.

You can use this ability twice and regain the ability to do so when you finish a long rest.

### Spatial Transposition

Also at 2nd level, you can swap the position of 2 creatures of the same size within the range of your Astral Expanse (yourself included) as an action. If a creature isn't willing it must make a Charisma saving throw, being teleported on a failure. If a creature succeeds on the saving throw the transposition fails.

### Student of the Cosmos

Also at 2nd level you gain proficiency in Arcana checks. You can add double your proficiency bonus to the check, instead of your normal proficiency bonus, if it concerns the cosmos or any astral body.

### Astral body

At 6th level, as a reaction to being targeted by an attack roll or being forced to make a saving throw, you can become ephemeral like the lights of the sky. You gain resistance to all damage until the start of your next turn. You can use this reaction once and can't do so again until you use your Astral Expanse ability or complete a long rest.



Art by Warmtail

### Stellar Communion

At 10th level, you can read the pattern of the stars to divine the future. You learn the *commune* spell, and you always have it prepared, without needing to have it in your spellbook. You can also cast it once without using a spell slot, and you regain the ability to do so when you finish a long rest.

### Greater Astral Expanse

At 14th level, the radius of your astral expanse becomes 60 feet, and you can use it three times per long rest, rather than two. In addition, you can choose to use your Spatial Transposition ability as a bonus action instead of an action.

## Feats of Gravity

### Anchored

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Your body is attuned to the gravitational field that surrounds all, and you're able to use that power to steady yourself. You gain the following benefits:

Your Constitution, Charisma, Intelligence, or Wisdom score increases by 1, to a maximum of 20.

You cannot fall prone or be moved against your will more than 5 feet per turn.

In addition, once per long rest, as a bonus action, you can intensify the gravity around you, shattering the ground and transforming the area in a 10-foot radius around you into difficult terrain.

### Free Soul

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You have learned to partially detach your body from the pull of gravity, granting you the following benefits:

Your movement speed increases by 10 feet.

Your jump distance is doubled.

You can take the Dash action as a bonus action. If you do, you start hovering a few inches above the ground, ignoring difficult terrain until the end of your turn. If you fall 10 feet or more, the hovering ends.

## Gravitational Repulsor

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You control the gravity around you, be it with your mind or body, giving you the following benefits:

Your Constitution, Charisma, Intelligence, or Wisdom score increases by 1, to a maximum of 20.

As a bonus action, you can push back 5 feet all Large or smaller creatures within 10 feet of you. You can use this ability a number of times equal to your proficiency bonus per long rest.

## Weapon of Burial

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You can increase the force of gravity applied on your foes. You gain the following benefits:

Your Constitution, Charisma, Intelligence, or Wisdom score increases by 1, to a maximum of 20.

When you strike, you can cause gravity to increase with each of your blows. When you make a weapon attack against a creature, you can cause its speed to be reduced by 5 feet until the start of your next turn each time you hit it.



# Spells

## Spells by level

### Cantrips

#### Gravity Whip

Evocation Cantrip (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** S

**Duration:** Instantaneous

Make a melee spell attack against a creature within range. On a hit, it takes 1d4 bludgeoning damage and is pushed 10 feet in a straight line in a direction of your choice. In addition, its speed is reduced by 5 feet until the start of your next turn.

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

### 1<sup>st</sup> level spells

#### Fall

1st-level transmutation (*Sorcerer, Wizard*)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M (an elastic band)

**Duration:** Instantaneous

As an action, you can temporarily change which way is down for you, and immediately start falling in that direction until you hit a solid surface or have traveled 200 feet. You take fall damage as if normally falling upon hitting a solid surface

FALL IS OFTEN CALLED A PANIC BUTTON. THE PROBLEM WITH THIS EMERGENCY SPELL IS THAT IT'S MESSY, HARD TO CONTROL, AND LEAVES BLOOD STAINS EVERYWHERE. I REALLY DON'T UNDERSTAND WHY THEY STILL TEACH IT AT THE ACADEMY.

#### Gravity Well

1st-level evocation (*Druid, Ranger, Sorcerer, Wizard*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You fire a projectile of condensed gravitational force towards a creature you can see within range. Make a ranged spell attack, on a hit the target takes 2d8 force damage and is pulled 20 feet in a straight line towards you.

## 2<sup>nd</sup> level spells

#### Ease Gravity

2nd-level transmutation (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a tiny meteorite shard)

**Duration:** 1 minute, Concentration

You lighten gravity's grip on you, allowing you to move in ways you couldn't before. For the next minute, your jump distance is tripled, you gain a flying speed equal to half your movement speed and you are immune to falling damage. If you already had a flying speed, it is doubled.

#### Graviturgic Smite

2nd-level evocation (*Paladin*)

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, you can add gravitational strength. The attack deals an extra 2d6 magical bludgeoning damage to the target, which must succeed on a Constitution saving throw or have its movement speed reduced to 10 feet until the spell ends. While its movement speed is reduced in this way, it cannot be altered in any way, such as via the *haste* spell.

**At higher levels:** When you cast this spell using a spell slot of 3rd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot.

#### Pressure Cage

2nd-level transmutation (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a shard of ball and chain)

**Duration:** 1 hour

Select a point within range. In a 10-foot-radius sphere centered on that point the gravity increases, causing immense pressure to be applied to all within. When a creature enters the sphere for the first time on a turn or starts its turn there, it must make a Strength saving throw or have its speed reduced to 0. On a successful save, the creature can move freely.

On subsequent turns, as a bonus action, you can move the sphere up to 20 feet in any direction.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 5 feet for each slot level above 3rd.

## Rock Throw

2nd level evocation (*Druid, Ranger, Sorcerer, Wizard*)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You pull 3 clumps of rocks from the earth and send them flying towards a single creature you can see within range. Make a ranged spell attack for each clump. On a hit it, the target takes 1d12 bludgeoning damage.

## 3<sup>rd</sup> level spells

### Dampen gravity

3rd-level transmutation (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S, M (a feather)

**Duration:** 1 hour

You focus your powers to lessen the call of gravity in a 30-foot radius around you. For the duration, creatures of your choice in the radius have their jump distance doubled and their movement speed increased by 10 feet. They have advantage on all Acrobatics checks, and they ignore fall damage if they end their fall within the radius.

### Heavy Stomp

3rd-level transmutation (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 reaction (that you can take when you fall or see a creature within range fall)

**Range:** 30 feet

**Components:** S, M (a small mushroom)

**Duration:** Instantaneous

As a reaction to falling or to seeing a creature fall, you can enhance its velocity, causing the area where it falls to crack under pressure. When the creature reaches the ground, it takes falling damage as normal, then it, and all other creatures within a 15-foot radius of it, must make a Dexterity saving throw, taking 4d8 magical bludgeoning damage on a failure and half on a success. If the creature lands directly onto another creature, it instead bounces up 5 feet before landing next to it and taking no fall damage. All other creatures must make the saving throw, taking 6d8 instead of 4d8 magical bludgeoning damage on a failed save and half on a success.

**At higher levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot.

### Meteorite

3rd-level conjuration (*Druid, Ranger, Sorcerer, Wizard*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 3 rounds

You summon a void above your head that emits a rain of small meteorites. Select a creature that you can see within range, it must succeed on a Dexterity saving throw or take 6d6 bludgeoning damage. You can use an action on subsequent turn to keep the meteorite shower going, selecting a new target within range to target with the spell. The spell ends if you use your action to do anything else. While casting this spell your movement speed becomes 0.

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## 4<sup>th</sup> level spells

### Collapsed Stars

4th-level evocation (*Druid, Ranger, Sorcerer, Wizard*)

**Casting Time:** 1 action  
**Range:** 90 feet (30-foot cone)  
**Components:** V  
**Duration:** Instantaneous

You fire numerous gravitational projectiles towards a point that you can see within range. Each creature in a 30-foot cone originating from that point must succeed on a Dexterity saving throw or take 4d8 force damage and be pulled 30 feet in a straight line towards you.

### Fling

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

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Instantaneous

Choose one creature within range, it is impacted by a devastating gravitational force and must make a Strength saving throw. On a failed save, it takes 6d10 bludgeoning damage and is knocked back 120 feet. The knockback stops early if the creature hits a solid surface or a creature of its size or larger. On a successful save, a creature takes half as much damage and isn't knocked back.

If the target lands on another creature, that creature must make a Dexterity saving throw or take [7 x the size difference between the flung creature and the landing pad creature] bludgeoning damage (minimum of 7 damage), or half as much on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the flung creature takes an additional 1d10 bludgeoning damage and travels 10 additional feet for each slot level above 4th.

**Example:** If the flung creature is Huge and the creature it lands on is Medium, there are 2 sizes of difference, so  $7 \times 2 = 14$  bludgeoning damage, and the flung creature continues being knocked back. In contrast, if the flung creature is Medium and lands on a Huge creature, the Huge creature only takes 7 bludgeoning damage and the Medium creature stops moving.

### Gravity Barrier

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

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Concentration, up to 10 minutes

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that passes through the wall's space automatically fails, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed on a Strength saving throw or take 4d8 bludgeoning damage and be knocked prone.

### Star chart

4th-level conjuration (*Druid, Ranger, Wizard*)

**Casting Time:** 10 minutes  
**Range:** 10 miles  
**Components:** V, S, M (a shiny pebble)  
**Duration:** 1 hour

Tapping into the power of the stars, you remove all clouds and create a perfectly clear sky in a 500-mile radius. For the next hour, you have advantage on all Wisdom (Survival) check to navigate an area, magical or not and on all Wisdom (Nature) checks in regards to flora and fauna in the area.

## 5<sup>th</sup> level spells

### Birthsky

5th-level divination (*Cleric, Druid, Wizard*)

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Instantaneous

You attempt to gaze upon the star of birth of a creature within range. It must make a Charisma saving throw against your spell save DC. On a failure, its origins are revealed to you and you learn all of the creature's ability scores, skill proficiencies, saving throw proficiencies, weapon and armor proficiencies and its alignment.

### Pull of singularity

5th-level transmutation (*Bard, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S, M (a small magnet)  
**Duration:** Instantaneous

You condense gravity to the point where it alters reality. Choose a point that you can see within range. A tiny node of singularity appears. Choose a creature that you can see within 120 feet of the node. Gravity pulls it in a straight line to the space of the node, which then vanishes. The target has resistance to fall damage until the start of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature to be pulled by the same singularity for each slot level above 5th.

## Starfall

5th-level enchantment (*Druid, Sorcerer, Wizard*)

**Casting Time:** 1 bonus action

**Range:** 30-foot circle

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You create a violent star shower. When you cast this spell and as a bonus action on each subsequent turn, you bring down stars on all other creatures in a 30-foot radius centered on you, dealing 1d4+1 radiant damage to each creature within range.

## 6<sup>th</sup> level spells

### Anti-gravity step

6th-level transmutation (*Bard, Sorcerer, Wizard*)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 minutes

You touch a creature. For the duration, it gains a flying speed equal to its walking speed and can hover.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature within 5 feet of you for each slot level above 6th.

### Unbound Chamber

6th-level transmutation (*Druid, Sorcerer, Wizard*)

**Casting Time:** 10 minutes

**Range:** 500 feet

**Components:** V, S, M (an inclosed chamber)

**Duration:** 8 hours

Using a ritual of ancient magic, you distort the gravitational balance of a chamber of your choice. The chamber can be up to 200 feet tall and 200-foot wide, in any shape, as long as its center is not more than 500 feet from any of its walls. Once you've finished casting the spell, gravity in the chamber disappears. While in the chamber, a creature cannot take fall damage, has its jump distance tripled, has a flying speed equal to its movement speed and can hover.

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## 7<sup>th</sup> level spells

### Crush

7th-level evocation (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (bone powder)

**Duration:** Instantaneous

You target one creature within range. It must succeed on a Strength saving throw or be trapped in a field of gravity that compresses it and forces it to fold in on itself. On a failure, it takes 12d10 bludgeoning damage, falls prone, and its speed is reduced to 0 until the start of your next turn as it reels from the pain.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature within range for each slot level above 7th.

### Void Meteorites

7th-level conjuration (*Druid, Sorcerer, Wizard*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute.

You summon multiple voids above your head that emit a hail of meteorites. Select 3 creatures that you can see within range, they must succeed on a Dexterity saving throw or take 6d6 bludgeoning damage. You can target a single creature multiple times, forcing it to repeat the Dexterity saving throw each time. You can use an action on subsequent turn to keep the meteorite shower going, selecting new targets within range to target with the spell. The spell ends if you use your action to do anything else. While casting this spell your movement speed becomes 0.



## 8<sup>th</sup> level spells

### Bury

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8th-level transmutation (*Bard, Sorcerer, Wizard*)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You increase the pull of gravity in a 30-foot-radius, 300-foot-high cylinder centered on a point on the ground within range. Any creature in this area needs to expend 4 feet of movement to move 1 foot. If a creature is flying, it falls to the ground immediately, taking fall damage.

All creatures on the ground that start their turn in the cylinder or enter it for the first time on a turn must succeed on a Strength saving throw or be forced inside the ground, as gravity pulls them in. They are restrained and incapacitated by the ground around them and the crushing pressure, but gain the benefits of 3/4 cover as only the upper part of their body is visible. A creature can repeat the saving throw at the end of each of its turns, freeing itself on a success.

### Celestial Alignment

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8th-level enchantment (*Cleric, Druid*)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a platinum circlet worth 1000 gold)

**Duration:** 1 minute

You touch a creature and bring it in perfect balance with the cosmos. For the next minute, it gains the following benefits:

- All healing from its spells is doubled.
- It gains a flying speed of 60 feet and can hover.
- It gains resistance to radiant damage.
- It gains advantage on Intelligence, Wisdom and Charisma checks and saving-throws.

## 9<sup>th</sup> level spells

### Oppose

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9th-level transmutation (*Sorcerer, Wizard*)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You can emanate a gravity field that pushes against everything. Creatures cannot come closer than 20 feet from you as the gravity repels them. In addition, all ranged attacks against you automatically fail, as the gravity deflects them.

# Items

## Freehorn, Aries' Boon

weapon (greathammer), legendary (requires attunement)

A gigantic hammer made of pure steel, carved with runes of powers. It looks incredibly heavy, but is lightweight to use for those who are worthy.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

- **Siege Weapon.** You deal double damage to structures and objects.
- **Boiling Anger.** Immediately after initiative is rolled, you may choose to move up to your full movement in one direction and make a weapon attack with Freehorn using your reaction.
- **Stubborn Charge.** On your turn, if you move 20 feet or more in the same direction before making a weapon attack, you deal an additional 3d8 bludgeoning damage on that attack and the creature must make a DC 17 Strength saving throw or be knocked prone.
- **Barrier-Breaker.** You can use this hammer to strike down any magical barrier. Any wall spell (such as *wall of fire*, *wall of force*) is instantly destroyed if hit by the hammer.

### GREATHAMMERS AND GREATAxes

A greathammer has the same properties as a greataxe, but deals bludgeoning damage instead.



## Farreacher, Capricorn's Boon

weapon (war pick), legendary (requires attunement)

A medium-length blade, hooked to the pommel by a series of chains, it acts like a flowing war pick. When touched, the smell of mountaintops and grass can be smelled in the air.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following properties:

- **Fleetfoot.** Your movement speed is increased by 20 feet. Your jump distance is tripled. You ignore difficult terrain and can walk up vertical surfaces. You gain proficiency in the Dexterity (Acrobatics) check.
- **Reach the Top.** When fighting a creature of size Large or larger, you can use your bonus action to attempt to climb atop the creature. You must make a Dexterity (Acrobatics) check contested by their Strength (Athletics). If you succeed, you climb on the creature. While on it, all attacks it makes against it are at disadvantage and all attacks you make against it are at advantage. You must repeat the contested check at the start of each of your turns, or fall off on a failure.
- **Capricorn's Determination.** If you make a successful weapon attack on your turn, all attacks of opportunity targeting you are made at disadvantage until the end of your turn.



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## Starstriker, Sagittarius' Boon

weapon (longbow), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

- **Celestial Quiver.** You no longer require ammunition, instead manifesting arrows of pure light.
- **Call of the Sagittarius.** You can call upon the essence of the Sagittarius as a bonus action, granting you increased powers. For 1 minute, all attacks with this weapon deal 4d6 radiant damage instead of their normal damage. Each time you hit a target with the bow, the next attack roll made by a creature other than you against the target before the end of your next turn has advantage.
- **Prison of Stars.** Once per day, you may shoot an arrow that is set to send a creature to the stars. Make an a weapon attack against a creature. On a successful hit, alongside the damage rolled, the creature must make a DC 19 Charisma saving throw. On a failure, they are absorbed by a light beam and locked inside a constellation on the sky. They remain imprisoned for 8 hours. While locked inside the constellation, the creature cannot move, deal or take damage, cast spells or use actions. It can only look from down from the sky, unable to do anything. After the effect ends, the creature is immune to this effect for 7 days.
- **Starsight.** You gain truesight for up to 60 feet and darkvision for up to 200 feet. Your ranged attacks ignore half-cover and three-quarters cover in the range of your true sight.



## Starclaws, Ursa Minor's Boon

ring, very rare (requires attunement by a Druid)

A ring which which shows an abstract depiction of the Ursa Minor constellation on moonlit nights.

While wearing this ring, you gain the following benefits:

- You gain a +2 to hit and damage with all attacks made while in your Wild Shape.
- You gain resistance to radiant damage while in your Wild Shape.
- While in your Wild Shape, you may cast *moonbeam* once without expending a spell slot. If you cast the spell in this way, you may spend a bonus action rather than an action to control it on subsequent turns. Once you've cast the spell in this way you can't do so again until you complete a long rest.



# Items

## Starfallen Greatsword

*Weapon (greatsword), legendary, requires attunement by a creature with a Strength score of 16 or higher.*

This greatsword grows in power with you. You gain a +1 bonus to attack and damage rolls made with these weapons. When you reach level 7 this bonus increases to +2, and at level 15 it increases to +3.

### **Crushing Gravity:**

As a bonus action, you can channel the power of the sword to emit a shout that bends gravity around you, reducing your speed to 0 until the end of your turn. Each creature of your choice within a 20 feet radius centered on you must succeed on a Strength saving throw, or be pulled to an empty space within 5 feet of you and take a number of d8s of bludgeoning damage equal to your Proficiency bonus.

After this, you can use your action to slam the sword down, generating a gravitational explosion, each creature within the radius must succeed on a Dexterity saving throw (DC equal to 8 + twice your Proficiency bonus) or take a number of d12s of bludgeoning damage equal to your Proficiency bonus, be pushed back 15 feet and knocked prone on a failure. On a success, a creature takes half as much damage and isn't pushed back nor knocked prone. Creatures within 5 feet of you have disadvantage on the save.

Once you've used this ability once, you can't use it again until you complete a short or long rest.



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## Weapon Infusions

Infusions grant special abilities to weapons. To infuse a weapon a character must perform a ritual over the course of an hour, which they can do during a short or long rest. At the end of the ritual the infusion merges with the weapon and can not be used again as long as it remains there. Performing the ritual again removes the infusion, and if the character chooses to, they can imbue a different infusion as part of the same ritual. A weapon can only have one infusion at a time.

**Infusion save DC** = 8 + your proficiency bonus + your Constitution modifier

Abilities granted by infusions draw from your own powers, as such you can use them a number of times equal to your Proficiency Bonus before taking a long rest.

### GM NOTE:

Infusions take the appearance of floating moats of magic which can be trapped inside any container. Feel free to alter their appearance as you see fit.

## Miniature Black Hole

*Requirement: melee weapon without the Light property*

As an action, you plunge your blade on the ground. All creatures in a 25 foot radius centered on you must succeed on a Dexterity saving throw or take a number of d8s of force damage equal to your Constitution modifier and be pulled up to 15 feet in a straight line towards you on a failure.

## Arrow Downpour

*Requirement: ranged weapon*

You unleash a rain of arrows. As an action, Choose a point on the ground that you can see within the normal range of your bow. Each creature in a 10 foot radius 80 foot tall cone centered on that point must succeed on a Dexterity saving throw or take a number of d6s damage equal to your Constitution modifier on a failure, or half as much on a success.

Yes you could use this with a sling or a blowgun, and I think that's hilarious.

## Waves of Gravity

*Requirement: melee weapon with the Heavy property*

You slam your blade on the floor as an action, creating rippling waves of destruction. Each creature in a 20-foot radius centered on you must succeed on a Dexterity saving throw or take a number of d6s of force damage equal to your Intelligence Modifier on a failure. At the start of your next turn a final wave is unleashed and creatures within that radius must make the same saving throw, taking the same damage on a failure.

## Stoneblade

*Requirement: any melee weapon except whips*

You slam your weapon on the ground as a bonus action, covering it with rocks. For the next minute, it deals additional bludgeoning damage equal to your Constitution modifier on a hit

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## Nova Blast

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As an action, you raise the sword up high, then strike it against the ground to fire off a wave of gravitational force. All creatures in a 30 foot line in front of you must succeed on a Dexterity saving throw or take a number of d10s of force damage equal to your Constitution modifier.

## Gravitational Lightning

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As an action, you release gravitational lightning, sending a bolt crashing down at a point that you can see within 120 feet of you. Creatures in a 5-foot radius centered on that point must succeed on a Dexterity saving throw or take a number of d10s of magical bludgeoning damage equal to your Constitution modifier.

## Heavy Tide

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As an action, you plunge your blade on the ground. All creatures in a 25 foot radius centered on you must succeed on a Dexterity saving throw or take a number of d8s of force damage equal to your Constitution modifier and be pushed back 15 feet in a straight line.

# Bonus Bardic Options

## College of the Ratpipers

Most bards prefer to not be associated with the College of the Ratpipers, at least not initially. Often, this College is associated with muck, pestilence and outright destruction. And for good reason. This covert college resides in the sewers and spend time breeding their hordes of rats, before finally emerging to topple kingdoms. No one ever pays attention to the little creatures from below, so it's their job to make them pay attention.

### Piper's Training

When you join this college at 3rd level, you gain proficiency in the Wisdom (Animal Handling) skill and you learn the speak with animals spell, which you can cast any number of times without expending a spell slot, but you may only speak with rats when you cast it this way.

### Gather the Swarm

Also at 3rd level, you've learned the precise notes to call upon your horde when you're in need of aid. As an action on your turn, you may expend one use of your Bardic Inspiration to summon a ratpiper's swarm to fight alongside you. It shares the same initiative as you, but takes its turn immediately after you. On their turn, you may control them and have them take whatever actions you want, no action required. You cannot control more than two swarms at once.

### Diseased Vermin

By the 6th level, the sickness of the sewers no longer phases you or your vermin, you've even learned to use it to your advantage. You and your swarms gain resistance to poison damage and have advantage on all saving throws against disease. Your swarm also gains the following feature:

**Diseased Bites.** The swarm's bite attacks are magical and deal an additional 2d4 poison damage. When a creature takes damage from the swarm's bite attack, it must make a Constitution saving throw or become poisoned until the end of their next turn.

### Chittering Guides

Also starting at 6th level, the rats of wherever you are can give you a full breakdown of the location and ensure your safety. When in a city, you can spend 1 hour or a short rest communicating with the rats. After that, you know all the locations in the city as if you were born and raised there and cannot be lost by nonmagical means while within the city. You also gain advantage on all Dexterity (Stealth) checks while in the city.

### This City Is Theirs

Starting at 14th level, you can play a hypnotic tune that brings to your aid every rat within a long distance. You instantly summon 5 ratpiper's swarms. For the next minute, you can control up to 5 swarms. They share your initiative, but take their turn immediately after yours. On their turn, you may control them and have them take whatever actions you want, no action required.

Once you use this feature, you must finish a long rest before using it again.

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#### GM NOTE

Having this many rats might muddle initiative too much, so you can choose to combine all their hit points, make their size huge and have them make multiple attacks as a single swarm.



#### RATPIPER'S SWARM

Medium swarm of Tiny beasts, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 5 + three times your bard level

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	7 (-2)	12 (+1)	11 (+0)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained

**Senses** darkvision 30 ft., passive Perception 11

**Languages** understands the languages you speak

**Challenge Proficiency Bonus (PB)** equals your bonus

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

#### ACTIONS

**Bites.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5ft., one target. *Hit:* 2d6 + PB piercing damage or 1d6 + PB piercing damage if the swarm is below half of its hit points.

**Overwhelm.** The swarm attempts to tackle a creature and overwhelm it. It must succeed on a Strength saving throw against your spell save DC or become grappled and restrained. On its turn, it can use its action to end the conditions by repeating the saving throw.

## College of Masks

It is in the nature of the bard to remain fluid. Rigidity is destructive to performance, and as bards are performers, they must be water. They must shift between roles, between appearances and conventions. The College of Masks helps the actor transition from one role to another with the help of magical masks, which mark the transition while also ensuring anonymity.

### Bonus Proficiencies

When you join this college at 3rd level, you gain proficiency with the Charisma (Performance) skill and woodcarver's tools. If you are already proficient in Performance, you may choose a second artisan tool to become proficient in.

### Magical Masks

Also at 3rd level, By spending 1 hour during a short or long rest with a set of artisan tools, you can craft a magical mask from the list of Magical Masks. You can have a maximum of 2 masks crafted, but you can only wear one mask at a time. When worn, the mask gives you its benefits and can be used as a magical focus. Switching between masks is an action.

Additionally, while wearing a magical mask, you gain advantage on all Charisma (Intimidation) checks and can cast the disguise self spell at will, requiring no spell slot. If you cast the spell in this way, your appearance changes subtly. Only creatures with a passive Perception higher than your spell save DC than you notice a spell was cast.

### Veil of the Impostor

At the 6th level, the boundary between yourself and your characters has been blurred, leading to you being able to take any role and give yours in return. While within 15 feet of a creature, if you are wearing a magical mask, you can use your action to attempt swap identities. An unwilling creature can make a Charisma saving throw to resist the effect. If your identities are swapped, your appearance and voice becomes that of the creature and its appearance and voice become yours. This effect lasts for 1 hour.

Once you've used this effect once, you must finish a long rest before using it again. You may expend one use of your Bardic Inspiration to gain another use.

### Masked Maniac

Also at 6th level, you've enchanted your masks so that they are made to suit you perfectly. You can now have a maximum of 3 masks crafted at once and can switch your masks as a bonus action.

In addition, whenever a creature other than you attempts to put on one of your magical masks, the mask wraps itself around it. It must succeed on a Charisma saving throw. On a failure, it is blinded and takes psychic damage equal to 2 rolls of your Bardic Inspiration die. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### Soul of the Mask

By the 14th level, the craft with which you create masks instills them with life, allowing you to give them will of their own. As an action on your turn, if you are wearing a mask, you can choose to create a duplicate of yourself, as per the



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*simulacrum* spell. The duplicate wears one of your masks, only lasts for 10 minutes and cannot use this feature. It shares your initiative, but takes its turn immediately after yours.

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

## Magical Masks

### MASK OF THE RAVEN

While wearing this mask, you can cast speak with animals at will.

As an action, you can activate this mask to gain flying speed equal to your walking speed until the end of your turn. If you are in the air at the end of your turn, you begin to slowly fall, without taking fall damage.

Once you use this feature, you can't use it again until you finish a short or long rest. You may expend one use of your Bardic Inspiration to gain additional uses of this feature.

## **MASK OF THE WARRIOR**

While wearing this mask, you gain a +1 to your Armor Class.

While wearing this mask, you can cast the shield spell once without expending a spell slot.

Once you use this feature, you can't use it again until you finish a short or long rest. You may expend one use of your Bardic Inspiration to gain additional uses of this feature.

## **MASK OF THE SCHEMER**

While wearing this mask, you gain advantage on Wisdom (Insight) and Intelligence (Investigation) checks.

As an action, you can activate this mask to cast the find traps spell without expending a spell slot.

Once you use this feature, you can't use it again until you finish a short or long rest. You may expend one use of your Bardic Inspiration to gain additional uses of this feature.

## **MASK OF THE LOVER**

While wearing this mask, you gain advantage on all saving throws against being charmed.

As an action, you can activate this mask to cast the suggestion spell without expending a spell slot.

Once you use this feature, you can't use it again until you finish a short or long rest. You may expend one use of your Bardic Inspiration to gain additional uses of this feature.





Art by Warm Tail

At the end of each of its turns, the creature may repeat the saving throw, ending the effect on a success. Whenever it takes damage, the creature may also repeat the saving throw, ending the effect on a success. The Impetus lasts for 1 minute and requires Concentration (as if concentrating on a spell).

The Impetus doesn't work if the Creature's CR or level is higher than yours.

## Improved Impetus

By the 6th level, the turmoil you can create has increased in intensity, making it harder to shake off and easier to impose onto others. You gain the following features:

**Crowd Control.** When using your action to create an Impetus, choose to expend up to three uses of your Bardic Inspiration to target two creatures instead of one. .

**Public Enemy.** Whenever you charm a creature with your Impetus feature, you may choose another creature within 30 feet to be its enemy. On its turn, the charmed creature must move towards the target and attack it.

## College of the Instigator

People are so easy to manipulate. Despite what they may think, their every feeling, be it anger, joy or complete carelessness, is dictated by those around them. The College of Instigators thrives on the emotions of those around them, spreading rumors and inciting violence to keep themselves safe and garner favors. They know better than anyone that chaos isn't a pit, it's a ladder.

### Cheerful Warmonger

When you join this college at 3rd level, you revel in the joy that anger brings about. Whenever a creature charmed by you deals damage to another creature, you gain temporary hit points equal to half of the damage dealt.

### Impetus

Also at 3rd level, you've learned magic that can turn even the most peaceful creature into a brutal warrior. As an action, you can expend two uses of your Bardic Inspiration to place a creature within 60 feet of you that you can see under an Impetus. An unwilling creature can make a Wisdom saving throw against your spell save DC, succumbing to the effect on a failure. While under your Impetus, the creature gains the following features:

- It adds your Proficiency bonus to weapon damage rolls.
- It can't cast spells or concentrate on spells.
- It is considered charmed. While charmed in this way, the creature cannot attack you or your allies and cannot willingly move away from any creatures it is hostile towards.
- It can only use its Action to attack a creature.

I CAN'T QUITE PLACE WHY EVERYTIME I MEET WITH MY FRIEND FROM THIS COLLEGE, WE END UP GETTING INTO A FIGHT. I REALLY CAN'T PUT MY FINGER ON IT. THEN AGAIN, I'VE LOST A FEW FINGERS SINCE OUR LAST MEETING.



Art by Warm Tail

## Otherwordly Patron: The Raven Mistress

You are one of the emissaries of the Raven Mistress. The whole existence of the Raven Mistress is focused on collecting memories and strong emotions, often connected to loss and tragedy. To that end, she dispatched her emissaries to the far confines of the multiverse to wait for such an event to unfold, as scouted by her ravens. These emissaries collected mementos, such as trinkets, memories from the living, sometimes the souls of the dead, and brought them back to her.

### Atonement Magic

The Raven Mistress 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.

#### RAVEN MISTRESS SPELLS

Warlock level	Spells
1st	<i>false life, sanctuary</i>
3rd	<i>locate object, spiritual weapon</i>
5th	<i>feign death, speak with dead</i>
7th	<i>locate creature, phantasmal killer</i>
9th	<i>commune, modify memory</i>

### Queen's Blessing

Starting at 1st level, you gain the blessing of the Raven Mistress. You gain Darkvision out to a range of 60 feet. You also gain a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks equal to your Charisma modifier.

### Vault of Memories

When you complete long rest, your mind can travel to the realm of the Raven Mistress where you can choose from her vault of memories, and make them your own. Choose one memory to draw from, you gain its benefit until you complete a long rest, at which point you can choose new memories to draw from.

- **Warrior Memories.** You gain proficiency with medium armor, shields, and martial weapons.

- **Mage Memories.** Choose a number of 1st-level spells to learn from the wizard list equal to half your Proficiency Bonus. Using this feature, you can cast each spell once at its lowest level, and you must finish a long rest before you can cast them in this way again.

- **Thief Memories.** Whenever you make a Dexterity check, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

### Raven's Shield

At 6th level, the Raven Mistress grants you a protective blessing. You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

### Wings of the Night

At 10th level, you can as a bonus action, grow the wings of a raven, granting you a flying speed of 60 feet for 1 minute. You can use this bonus action a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

In addition, you can cast the polymorph spell on yourself, without expending a spell slot, only being able to turn into a raven, although you keep your mental ability scores.

### Chosen of the Mistress

Starting at 14th level, you can channel the Raven Mistress's power to slay a creature. You can cast *finger of death*. After you cast the spell with this feature, you can't do so again until you finish a long rest. You can also cast it as part of your Mystic Arcanum, although it doesn't count towards your maximum number of spells known for it.

## College of Masks

It is in the nature of the bard to remain fluid. Rigidity is destructive to performance, and as bards are performers, they must be water. They must shift between roles, between appearances and conventions. The College of Masks helps the actor transition from one role to another with the help of magical masks, which mark the transition while also ensuring anonymity.

### Bonus Proficiencies

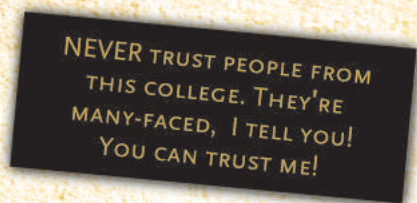
When you join this college at 3rd level, you gain proficiency with the Charisma (Performance) skill and woodcarver's tools. If you are already proficient in Performance, you may choose a second artisan tool to become proficient in.

### Magical Masks

Also at 3rd level, By spending 1 hour during a short or long rest with a set of artisan tools, you can craft a magical mask from the list of Magical Masks. You can have a maximum of 2 masks crafted, but you can only wear one mask at a time. When worn, the mask gives you its benefits and can be used as a magical focus. Switching between masks is an action.

Additionally, while wearing a magical mask, you gain advantage on all Charisma (Intimidation) checks and can cast the disguise self spell at will, requiring no spell slot. If you cast the spell in this way, your appearance changes subtly. Only creatures with a passive Perception higher than your spell save DC than you notice a spell was cast.

### Veil of the Impostor



## Items

Being an able bard requires a plethora of skills. Your body, mind and tongue all need to be sharp, for without them you'll be eaten alive by the crowd. As such, some magic might be of aid, in the form of items enhancing your abilities.

### Tumbler's Breeches

*wondrous item (pants), rare (requires attunement by a Bard)*

These fabric pants have a patchwork design made of countless colored squares. For some reason, even when no one is wearing them, they seem to tumble and move on their own.

While wearing these pants, you gain the following benefits:

- Your movement speed increases by 10 feet.
- You gain proficiency in Dexterity (Acrobatics) checks. If you already had proficiency in the skill, your proficiency bonus is doubled on all checks you make with that skill.
- Whenever you use your Bardic Inspiration, your movement speed increases another 5 feet until the end of your turn.

### Pocket Piano

*wondrous item, uncommon*

This toy piano is small enough to fit within even the smallest of pockets. When thrown on the ground, instead of breaking, it grows in size to become a large piano, which you can play normally. If you tap it on the hood two times, it shrinks back down.

### Juggler's Blade

*weapon (dagger), rare*

This blade was built to be as slim and aerodynamic, even being enchanted to duplicate if juggled, giving the appearance of a masterful juggling routine.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While wielding this dagger, you may cast the *enthrall* spell once without expending a spell slot. Once you've used this feature, you must finish a long rest before you can use it again.

### Tunefinder Tuna

*wondrous item, common*

An ornate silver fish, whose eyes are blue crystals and whose mouth is open. Once it hears a tune, its eyes begin to glow.

While holding this item, if you hear or a sing a song into it, it will instantly identify the source of the tune, origin of the song, as well as the key in which it's being played.



Art by Dean Spencer

## Feats

### Demolition Expert

People spend so much time building. Tall fences, tall statues, tall buildings. All these things take so much effort, effort which can be so easily ruined. Your expertise is in taking things down. You gain the following features:

- Your Strength score is increased by 1.
- Your attacks deal double damage to objects and structures.
- You gain proficiency with mason's tools and have advantage on all Intelligence (Investigation) checks to discover weak points in structures.

### Smooth Talker

Some people might not like you at first, but that's nothing that magic and a charming smile can't fix. You gain the following features:

- Your Charisma score increases by 1 to a maximum of 20.
- Whenever the charmed condition ends on a creature you charmed with one of your spells or abilities, you can make a Charisma (Persuasion) check, contested by their Wisdom (Insight) check, they have advantage on the roll. If you exceed their result, they do not think they were charmed by you.

### Party Animal

Through time, you've realized that the difference between a party and a battle is minimal. Both include crowds, sweat and erratic movement, and you love it. You gain the following features:

- Your Strength, Dexterity or Charisma score increases by 1 to a maximum of 20.
- Whenever there are 3 or more hostile creatures of CR 1/4 or higher within 10 feet of you, you gain a +1 to your AC, attack and damage rolls.

SOME OF THESE ARE REAL  
SHOWSTOPPERS.

## Spells

### Bellow

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

**Casting Time:** 1 bonus action  
**Range:** 30 feet  
**Components:** S, M (a small silver bell)  
**Duration:** 1 minute

You enchant a creature so that their voice becomes as loud as possible. Choose a creature within range. For the next minute, they cannot speak lower than a bellow. All creatures within 500 feet of the creature can hear every word they say. An unwilling creature can make a Charisma saving throw to prevent the effect.

### Stage Fright

*2nd-level transmutation (Bard, Warlock, Wizard)*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

You touch a creature and inspire a fear of other people inside it. It must make a Wisdom saving throw. On a failure, they become frightened. While frightened in this way, they must use their movement and action on each turn until they can no longer see any creatures. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

### Reinterpret

*2nd-level divination (Bard, Sorcerer)*

**Casting Time:** 1 reaction (that you take when a spell is being cast within range)  
**Range:** 60 feet  
**Components:** S, M (a quartz guitar pick)  
**Duration:** 1 hour

As a reaction to a spell being cast within range, you can listen intently and understand the spell's incantations. For the next hour, you know the spell and can cast it as if it were on your spell list (it does not count against your maximum number of spells known), using spell slots as normal. In addition, any checks you make to counter said spell are made at advantage for the duration. This spell ends early if you cast it again before the end of the duration.

### Crescendo

*7th-level evocation (Bard)*

**Casting Time:** 1 action  
**Range:** self (90-foot radius)  
**Components:** V, S, M (a small brass horn)  
**Duration:** Instantaneous

You quickly play powerful tunes, before reaching a powerful crescendo. All creatures of your choice within a 90-foot radius of you must make a Constitution saving throw. On a failure, they take 7d6 thunder damage and are pushed back 30 feet in a straight line. On a successful save a creature takes half as much damage and is only pushed back 10 feet. The spell emits a thunderous boom audible out to 500 feet.

# THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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AND NOW ONTO THE NEXT PROJECT...

CHEERS !

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A MASSIVE THANK YOU TO ALL MY PATRONS!



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