

Adept

A savage orc swings his mighty axe, but hits only the empty air where the half-elf had been. Her swift kick strikes him at the base of his skull before he can comprehend how she got behind him. As the orc sinks to his knees, the half-elf has already leapt over a barricade into the thick of the melee.

His eyes blazing with crimson flames, a fire genasi steels himself. As the first of the mercenaries reaches him, he exhales a blast of fire that engulfs the man's entire form.

With a snarl, the gnoll raises its bow and fires. The arrow soars toward the elf, who doesn't even break her stride as she casually deflects it with a graceful sweep of her blade.

Adepts are individuals who have learned to wield the magic within themselves much like a mage learns to wield the magic in the world around them. Through long years of rigorous training, adepts gain amazing abilities that defy the limits of a mortal body, such as the ability to run as swiftly as the wind and leap dozens of feet in the air. They become so skilled at recognizing patterns that they can respond to events before they occur.

THE MAGIC OF KI

Just as mages harness the magic of the world around them, adepts learn to harness the magic of their own bodies. This power, a person's living energy, has many names throughout different cultures—prana, chakra, pneuma, od, or even just life force. For the purposes of these rules, it is referred to as ki.

Adepts learn to use this power to bolster themselves magically in ways that exceed the physical capabilities of the uninitiated. Using this energy, adepts can shatter stone with a gentle strike, move so quickly they might seem to vanish and reappear, and even shrug off mortal terror that would break a lesser individual.

TRAINING AND DISCIPLINE

It requires more than determination and skill to master the ways of the adept. Most adepts are taken in as children by cloistered communities and rigorously trained to develop their instincts. They learn meditative techniques alongside letters and shapes and train until they can use them reflexively. Without such a foundation, it's all but impossible to become sufficiently proficient in the use of ki to reliably utilize it under pressure.

Adventuring adepts have usually been dispatched on a mission by the order or organization that sponsored their training and are driven by a higher purpose than acquiring treasure. Their missions are usually broad in their scope, and adepts given wide latitude in how they pursue them.

CREATING AN ADEPT

The most important part of making your adept is your connection to the organization that sponsored your training. Although the class features related to your tradition choice don't appear until you reach 3rd level, plan ahead for that choice by reading the descriptions of the different traditions.

THE ADEPT

Level	Proficiency Bonus	Martial Arts	Ki Points	Ki Arts	Unarmoured Movement	Features
1st	+2	1d4	—	—	—	Unarmoured Defence, Martial Arts
2nd	+2	1d4	2	3	+10 ft.	Ki, Unarmoured Movement
3rd	+2	1d4	3	4	+10 ft.	Adept Tradition, Endless Breath
4th	+2	1d4	4	4	+10 ft.	Ability Score Improvement, Slow Fall
5th	+3	1d6	5	4	+15 ft.	Extra Attack
6th	+3	1d6	6	5	+15 ft.	Adept Tradition feature, Perspicacious
7th	+3	1d6	7	5	+15 ft.	Evasion
8th	+3	1d6	8	5	+20 ft.	Ability Score Improvement
9th	+4	1d6	9	6	+20 ft.	Armoured Mind
10th	+4	1d6	10	6	+20 ft.	Purity of Body
11th	+4	1d8	11	6	+25 ft.	Adept Tradition feature
12th	+4	1d8	12	7	+25 ft.	Ability Score Improvement

Were you taken in as an orphan, or perhaps sent by parents who felt you had a bright future as an adept? Do you feel the training you received has given you a purpose, or were you an independent student who was set on making their own way? Was the order that trained you a force for good, or one that harboured dark secrets you rejected?

QUICK BUILD

You can make an adept quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. Second, choose the acolyte background.

Class Features

As an adept, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per adept level

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

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

PROFICIENCIES

Armour: None

Weapons: Simple weapons, shortswords

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Hit Points at Higher Levels: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

EQUIPMENT

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

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

MULTICLASSING RESTRICTION: TRAINED ONLY

The path to becoming an adept is long and arduous, and most adept adventurers begin play with their first level in this class. It is possible to multiclass into adept, but doing so requires a character to spend time training in the adept traditions (see the Training downtime activity in chapter 8, "Adventuring", in the *Player's Handbook*). At the DM's discretion, finding a teacher or institution to train you may involve special requirements that might be the substance of a quest.

UNARMoured DEFENCE

Beginning at 1st level, while you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

MARTIAL ARTS

Also at 1st level, your practice of martial arts allows you to channel your ki into attacks that use unarmed strikes and adept weapons, which are darts, shortswords, quarterstaves, and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only adept weapons and you aren't wearing armour or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and adept weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or adept weapon. This die changes as you gain adept levels, as shown in the Martial Arts column of the Adept table.
- When you use the Attack action with an unarmed strike or an adept weapon on your turn, you can make one unarmed strike as a bonus action.
- Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Why Only to 12th Level?

Because the adept significantly revises much of the monk class, it will require extensive playtesting in order to properly balance. As such, the class has only been developed within the most commonly played level ranges. As the vast majority of content for fifth edition covers only up to about 11th or 12th level, there simply isn't enough opportunity or demand at this time to run content at higher levels.

As content expands for higher level play, playtest material will be made available to cover the expanded range.

Ki

Starting at 2nd level, your training allows you to harness the living energy within your body in more dramatic and versatile ways. Your access to the wellspring of energy within you is represented by a number of ki points. Your adept level determines the number of points you have, as shown in the Ki Points column of the Adept table.

You can spend ki points to fuel various features called ki arts, which are detailed under “Ki Arts” below. You start knowing three such arts: Flurry of Blows, Patient Defence, and Step of the Wind. You learn additional arts of your choice as you gain levels in this class, as indicated in the Ki Arts column of the Adept table. When you finish a long rest, you can replace an art you know with another art that you could learn at your level. You can’t replace any of the three standard arts learned at this level.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki arts require your target to make a saving throw to resist the feature’s effects. The saving throw DC is calculated as follows:

$$\text{Ki save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

UNARMoured MOVEMENT

Beginning at 2nd level, your attunement with your body’s energy allows you to quicken your movements. While you are not wearing armour or wielding a shield, your speed increases by 10 feet. This bonus increases when you reach certain adept levels, as shown in the Unarmoured Movement column of the Adept table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

ADEPT TRADITION

When you reach 3rd level, you commit yourself to a specific discipline, a specialization that determines how you train yourself. Your tradition grants you features at 3rd level and again at 6th and 11th level.

ENDLESS BREATH

Also when you reach 3rd level, you can use an action to take in a long breath of air. This breath can sustain you for a number of hours equal to half your adept level, rounded down. You also have advantage on Constitution checks and saving throws made to hold your breath.

ABILITY SCORE IMPROVEMENT

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

SLOW FALL

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your adept level. You also don't land prone, even if there is damage remaining, provided that you are not incapacitated.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PERSPICACIOUS

Starting at 6th level, if you spend at least 1 minute observing or interacting with another creature outside of combat, you gain advantage on Wisdom (Insight) checks made to assess or interact with the target for the next hour. During that time, you may ask the DM to provide an answer to one of the following options of your choice:

- The target's current attitude toward you.
- The target's ideal, bond, or flaw (your choice).
- If one statement made by the target during your interaction was a lie.
- If the target's Armour Class is equal, superior, or inferior to your own.
- If the target's current hit point total is equal, superior, or inferior to your own.

EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ARMoured MIND

Starting at 9th level, your mental discipline and mastery of your inner self renders you immune to magic that would sense your emotions or read your thoughts. Additionally, you gain resistance to psychic damage.

PURITY OF BODY

At 10th level, your mastery of the energy flowing through you makes you immune to disease and poison.

Adept Traditions

There are many adept traditions throughout the world. Most adept organizations are independent from the others and generally practice a single tradition exclusively. As an individual advances in their skill, they gain access to more significant abilities. Adept traditions function as monastic traditions described in various official rulebooks and supplements, except as indicated below.

WAY OF THE FOUR ELEMENTS

Unlike other adepts, the living energy within you is aspected to one of the four elements: air, earth, fire, or water. When you focus your ki, you can channel it into effects that draw on that power.

Most adepts who follow this tradition remain devoted to a single element. Some, however, seek out places steeped in the power of other elemental planes and immerse themselves in it to gain access to that power as well. Speak with your DM about what element or elements you might be able to harness.

DISCIPLE OF THE ELEMENTS

When you choose this tradition at 3rd level, you learn magical disciplines that harness the power of the four elements. A discipline requires you to spend ki points each time you use it.

You know two elemental disciplines of your choice, which are detailed below. You learn one additional elemental discipline of your choice at 6th and 11th level. Disciplines are divided into initiate, expert, and master tiers. You can only know a maximum number of disciplines of each tier based on your adept level, as shown in the Elemental Disciplines table. For example, a 6th-level adept knows three disciplines, which can either all be initiate disciplines, or two can be initiate disciplines and one an expert discipline.

Whenever you finish a long rest, you can replace one elemental discipline that you already know with a different discipline.

At your option, you also gain minor physical attributes that are reminiscent of your elemental discipline. For example, if you have a water discipline, you might smell of fresh rain or have moist skin. Such attributes generally become more pronounced while you channel your elemental power.

Casting Elemental Spells. Some elemental disciplines allow you to cast spells. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. Wisdom is your spellcasting ability.

When you cast a spell with a discipline, it is cast at the spell's lowest level unless otherwise specified. Once you reach 5th level in this class, you can spend additional ki points to increase the level of an elemental discipline spell that you cast by 1 for each ki point spent. The maximum number of ki points that you can spend on a spell (including the base cost for the discipline) is 2, unless a discipline specifies otherwise. This maximum increases to 3 ki points at 9th level.

Spells marked with an asterisk (*) can be found in Appendix A: Spells. These include certain spells that have been modified from the form presented in the *Player's Handbook*.

ELEMENTAL DISCIPLINES

Adept Levels	— Maximum Disciplines per Level —		
	Initiate	Expert	Master
3rd–5th	2	—	—
6th–10th	3	1	—
11th–12th	4	2	1

INITIATE DISCIPLINES

The disciplines are presented in alphabetical order. Disciplines have an associated element included in brackets.

Air Attunement (Air). You can use your action to produce a minor air-related effect within 30 feet of you. Some example effects include:

- You create a brief, harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.
- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- A small dust devil picks up loose dirt in a 5-foot space, heavily obscuring the area and possibly revealing the outline of invisible creatures. It lasts for up to 1 minute.
- Localized air currents move an unattended object weighing no more than 10 pounds. If the object moves more than 30 feet away from you, it falls to the ground.

You might be able to achieve something beyond the scope of the above examples. At the DM's option, you may choose an alternative effect, but it should be no more powerful than those described above. This spell can't inflict any conditions on a creature nor replicate the effects of a spell of 1st level or higher.

You must know this discipline to learn other air disciplines.

Aspect of Earth (Earth). As a bonus action on your turn, you can spend 2 ki points to imbue your body with the power of elemental earth for 1 minute or until you are incapacitated. For the duration, your AC increases by 2, you gain tremorsense out to a range of 30 feet and have advantage on Constitution saving throws. Additionally, when you take the Dodge action, you can't be forcibly moved or knocked prone, though you can still be teleported.

Once you use this feature, you can't do so again until you finish a short or long rest.

Burning Aura (Fire). As a bonus action on your turn, you can spend 2 ki points to wreath your body in flames for 1 minute or until you are incapacitated. For the duration, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, are resistant to fire damage, and can use your reaction to deal 1d6 fire damage to a creature within 5 feet of you that hits you with a melee attack.

When you reach 5th level in this class, you can spend additional ki points when initiating this aura, increasing the fire damage you deal with a reaction by 1d6 for each additional ki point spent.

Once you use this feature, you can't do so again until you finish a short or long rest.

Earth Attunement (Earth). You can use your action to produce a minor earth-related effect within 30 feet of you. Some example effects include:

- You cause a 5-foot section of earth or unworked stone to become difficult terrain, or cause such ground to become normal terrain if it is already difficult. This change lasts for 1 hour.
- You instantaneously reshape a 5-foot section of earth or unworked stone in a manner you choose. You can raise or lower its elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of such changes can't exceed the area's space. This movement doesn't involve enough force to cause damage.
- You cause shapes, patterns, words, or other symbols or images to appear on dirt or unworked stone. The changes last for 1 hour.
- You cause dirt and powdered stone to suddenly burst up from the ground, filling a 5-foot space, causing the area to be heavily obscured. The obscurement persists for 1 minute or until a strong wind disperses it.

You might be able to achieve something beyond the scope of the above examples. At the DM's option, you may choose an alternative effect, but it should be no more powerful than those described above. This spell can't inflict any conditions on a creature nor replicate the effects of a spell of 1st level or higher.

You must know this discipline to learn other earth disciplines.

Earthshaping (Earth). You can spend ki points to cast the following spells: *dust cloud** (2 points), *earth grasp** (2 points), *seismic shock** (1 point), or *entangle* (2 points; transmuting rock and unworked stone into mud).

Fire Attunement (Fire). You can use your action to produce a minor fire-related effect within 30 feet of you. Some example effects include:

- You create harmless effects in a nonmagical flame within range, such as changing the colour or causing shapes to appear within the flames.
- You double or halve the area of bright light and dim light cast by a nonmagical fire within range for up to 1 hour.
- You instantaneously light or snuff out a candle, torch, or small campfire.
- You cause thick, black smoke to spread from a fire within range, filling a 5-foot space, causing the area to be heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

You might be able to achieve something beyond the scope of the above examples. At the DM's option, you may choose an alternative effect, but it should be no more powerful than those described above. This spell can't inflict any conditions on a creature nor replicate the effects of a spell of 1st level or higher.

You must know this discipline to learn other fire disciplines.

Flame Fist (Fire). As a bonus action, you can spend 2 ki points to channel the power of fire with your strikes. For 1 minute or until you are incapacitated, your melee attacks deal fire damage in addition to bludgeoning damage, potentially allowing them to bypass resistance to either of those damage types. Additionally, on a critical hit, roll a die of the same type as your Martial Arts die and add that number to the total damage dealt by the attack.

While you channel this fire, you can cast *burning hands* as an action on your turn. After you cast this spell, roll a d6. On a 1, the flames dissipate and the feature ends.

Once you use this feature, you can't do so again until you finish a short or long rest.

Flamekeeping (Fire). You can spend ki points to cast the following spells: *flame breath** (2 points), *faerie fire* (1 point), or *flame blade* (2 points, the blade counts as an adept weapon).

Mantle of Frost (Water). As a bonus action on your turn, you can spend 2 ki points to shroud your body in freezing mist for 1 minute. For the duration, you are lightly obscured and resistant to cold damage. Additionally, whenever a creature within 5 feet of you hits you with a melee attack, roll a die of the same type as your Martial Arts die; the creature takes that much cold damage.

Once you use this feature, you can't do so again until you finish a short or long rest.

Stone's Embrace (Earth). As a reaction when you are hit by a weapon attack, you can spend 1 ki point to reduce the damage. Roll a die of the same type as your Martial Arts die and subtract the result from the damage you would take.

Stormcalling (Air). You can spend ki points to cast the following spells: *feather fall* (1 point), *gust of wind* (2 points), *levitate** (1 point, self only), or *vortex** (2 points).

Storm Fist (Air). As a bonus action, you can spend 2 ki points to channel the power of wind with your strikes. For 1 minute or until you are incapacitated, your reach with melee attacks increases by 10 feet as gusts of wind rush out from you toward your foes. Any Large or smaller creature critically hit by one of these attacks must succeed on a Strength saving throw or be knocked prone.

While you channel this wind, you can cast *thunderwave* at 2nd level as an action on your turn. After you cast *thunderwave*, roll a d6. On a 1, the power of wind dissipates and this feature ends.

Once you use this feature, you can't do so again until you finish a short or long rest.

Thunderclap (Air). As an action on your turn, you can smash your fists together and produce a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and is stunned until the end of its next turn. On a successful save, a creature takes half damage and isn't stunned.

Once you use this feature, you can't do so again until you finish a short or long rest.

Water Attunement (Water). You can use your action to produce a minor water-related effect within 30 feet of you. Some example effects include:

- You freeze an area of water up to 5 feet in any dimension. The water can't be occupied by a creature when you freeze it. The water thaws in 1 hour.
- You instantaneously purify or pollute up to 1 gallon of water. This can render seawater potable.
- For 1 minute, you gain control of a quantity of water that can fit within a 5-foot cube. You can move it up to 30 feet as part of the same action used to gain control of it, and again as an action on your subsequent turns. The water splashes harmlessly to the ground if moved more than 30 feet from you.
- You change the colour or opacity of water in an area up to 5 feet in any dimension. The water must be changed in the same way throughout. This change lasts for 1 hour.

You might be able to achieve something beyond the scope of the above examples. At the DM's option, you may choose an alternative effect, but it should be no more powerful than those described above. This spell can't inflict any conditions on a creature nor replicate the effects of a spell of 1st level or higher.

You must know this discipline to learn other water disciplines.

Waveriding (Water). You can spend ki points to cast the following spells: *create or destroy water* (1 point), *fog cloud* (1 point), *iceball** (1 point), or *water walk* (3 points).

Winter's Breath (Water). As an action on your turn, you can spend 1 ki point to exhale magical cold in a 15-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 2d6 cold damage, plus an extra 1d6 cold damage for each additional ki point you spend, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and its speed isn't halved.

Once you use this feature, you can't do so again until you finish a short or long rest.

EXPERT DISCIPLINES

The disciplines are presented in alphabetical order. Disciplines have an associated element included in brackets.

Cleansing Rain (Water). As an action on your turn, you can spend 3 ki points to fill an area with a 30-foot radius of you with a soft, rejuvenating mist. The effect lasts for 1 minute, until you lose concentration (as though you were concentrating on a spell), or until you choose to end it (no action required). Until the effect ends, the aura moves with you, centred on you. You can use a bonus action to cause one creature in the aura (including you) to regain 1d10 hit points, plus an additional 1d10 for each additional ki point you spend.

Empowered Aspect of Earth (Earth; Requires Aspect of Earth). When you use the Aspect of Earth discipline, you can spend additional ki points to empower it. For each additional ki point spent, the AC bonus increases by 1 and you gain 5 temporary hit points.

Empowered Flame Fist (Fire; Requires Flame Fist). When you use the Flame Fist discipline, you can spend additional ki points to empower it. Once per turn, you can roll a number of dice of the same type as your Martial Arts die and deal that amount of fire damage to one target hit by an unarmed strike while your Flame Fist feature is active. You roll one of these dice for each additional ki point spent.

Empowered Mantle of Frost (Water; Requires Mantle of Frost). When you use the Mantle of Frost discipline, you can spend additional ki points to empower it. Roll one additional die for each ki point spent when determining the cold damage dealt to creatures that attack you. The die is the same type as your Martial Arts die.

Empowered Storm Fist (Air; Requires Storm Fist). When you use the Storm Fist discipline, you can spend additional ki points to empower it. Once per turn, you can roll a number of dice of the same type as your Martial Arts die and deal that amount of cold damage to one target hit by an unarmed strike while your Storm Fist feature is active. You roll one of these dice for each additional ki point spent.

Flame Dance (Fire). As an action on your turn, you can spend 3 ki points to cast *haste*, targeting yourself. While under the effects of *haste*, you have resistance to fire damage and your spells and unarmed strikes ignore fire resistance.

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

Greater Earthshaping (Earth; Requires Earthshaping). In addition to the spells listed in the Earthshaping discipline, you can expend ki points to cast any of the following spells; each spell can only be cast once, regaining use of the spell after a long rest: *churning earth** (3 points), *meld into stone* (3 points), *stone shape* (4 points), or *wall of stone* (4 points).

Greater Flamekeeping (Fire; Requires Flamekeeping). In addition to the spells listed in the Flamekeeping discipline, you can expend ki points to cast any of the following spells; each spell can

only be cast once, regaining use of the spell after a long rest: *fireball* (3 points), *miniature meteors** (3 points; conjures three meteors which deal 2d6 damage each and can be launched one per turn in place of a single attack), or *wall of fire* (4 points).

Greater Stormcalling (Air; Requires Stormcalling). In addition to the spells listed in the Stormcalling discipline, you can expend ki points to cast any of the following spells; each spell can only be cast once, regaining use of the spell after a long rest: *fly* (3 points; self only), *gaseous form* (3 points; self only), *lightning bolt* (3 points), and *wind wall* (3 points).

Greater Waveriding (Air; Requires Waveriding). In addition to the spells listed in the Waveriding discipline, you can expend ki points to cast any of the following spells; each spell can only be cast once, regaining use of the spell after a long rest: *sleet storm* (3 points), *flash flood** (3 points), or *wall of water** (3 points).

Mantle of the Storm (Air). As an action on your turn, you can spend 4 ki points to cast *tempest*.* The spell functions exactly as normal, except that it is centred on you and moves with you, but you are unaffected by the spell's effects.

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

Stone's Endurance (Earth). As an action on your turn, you can spend 4 ki points to cast *stoneskin*.* While under this effect, any critical hit against you becomes a normal hit.

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

MASTER DISCIPLINES

The disciplines are presented in alphabetical order. Disciplines have an associated element included in brackets.

Avatar of Flame (Fire). As an action on your turn, you can spend 6 ki points to cast *aspect of the inferno*.* Once you use this feature, you can't do so again until you finish a long rest.

Avatar of Ice (Water). As an action on your turn, you can spend 6 ki points to cast *aspect of winter*.* Once you use this feature, you can't do so again until you finish a long rest.

Avatar of Stone (Earth). As an action on your turn, you can spend 6 ki points to cast *aspect of the mountain*.* Once you use this feature, you can't do so again until you finish a long rest.

Avatar of Wind (Air). As an action on your turn, you can spend 6 ki points to cast *aspect of the tempest*.* Once you use this feature, you can't do so again until you finish a long rest.

Petrifying Strike (Earth). As an action on your turn, you can spend 6 ki points to cast *flesh to stone*. The spell functions exactly as normal, except that it has a range of touch. Once you use this feature, you can't do so again until you finish a long rest.

Stoke the Flames (Fire). When you roll damage for a spell or unarmed strike that deals fire damage and roll the highest number possible on any of the dice, choose one of those dice, roll it again, and add that roll to the damage. You can use this feature only once per turn.

Wavercalling (Water). You can spend 5 ki points to cast *whirlpool*.* Once you use this feature, you can't do so again until you finish a long rest.

Windwaking (Air). You can spend 5 ki points to cast *windcall*.* Once you use this feature, you can't do so again until you finish a long rest.

WAY OF THE WEIRD

Time's arrow does not always fly straight. Adepts of the Way of the Weird follow a tradition that trains initiates to perceive time not as a series of moments but as a multitude of divergent courses. As they grow stronger, they learn to see more than the present moment and can find safe paths to follow through troubled times.

The most notable practitioners of this tradition are members of a mystery school that sends initiates out as seers to serve—and subtly influence—the greatest courts in the world, guiding events across countries and generations.

PRECOGNITION

Starting when you choose this tradition at 3rd level, you can perceive moments of significance in your near future and respond to them before they occur. When you finish a long rest, you gain three precognition dice, which are the same as your Martial Arts die. When you make an attack roll, saving throw, or ability check, you can roll one precognition die and add the result. You can also roll a precognition die when you are attacked by a creature or force a creature to make a saving throw, and subtract the result from their attack or save. You can do so after the roll is made, but before the DM determines the effects.

Each precognition die can be used only once. When you finish a long rest, you regain all spent precognition dice.

SERENE WARRIOR

At 6th level, your awareness of the future grows to encompass the most challenging events that lie ahead. You add your Wisdom modifier to initiative checks. Additionally, you can't be surprised while you are not incapacitated.

PERFECT COUNTER

Beginning at 11th level, you have become adept at not just reading the pattern of your opponent's attacks, but also the imperfections. When a creature misses you with a melee attack, you can use your reaction to make an unarmed strike against that creature. If you took the Dodge action on your turn (such as by using Patient Defence), you have advantage on this attack.

Ki Arts

If a ki art has prerequisites, you must meet them to learn it. You can learn the art at the same time you meet its prerequisites. A level prerequisite refers to your level in this class. Many arts enhance an attack in some way. You can use only one art per attack.

CASCADING STRIKES

Prerequisite: 11th level

When you attack the same creature with both attacks granted by your Flurry of Blows, you may spend 1 ki point to make one additional unarmed strike as part of the same bonus action. You have advantage on this additional strike, which counts as an attack granted by Flurry of Blows.

DEFLECT MISSILES

When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take by 1d10 + your Dexterity modifier + your adept level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You add your proficiency bonus to this attack regardless of your weapon proficiencies, and the missile counts as an adept weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

DEFLECT SPELLS

Prerequisite: 5th level, Deflect Missiles art

When you are hit by a ranged spell attack that deals damage, you can use your reaction to reduce the damage you take by 1d10 + your Dexterity modifier + your adept level. If you reduce the damage to 0, you can spend 1 ki point to redirect the spell to another target within 30 feet of you as part of the same reaction. You add your proficiency bonus to this attack, which uses your Dexterity and deals the same damage as the original spell.

DISRUPTING STRIKE

Once per turn when you hit a creature with an unarmed attack, you can spend 1 ki point to force the target to make a Constitution saving throw. On a fail, it is slowed (as if by the *slow* spell) until the start of your next turn.

EMPOWERED STRIKE

Prerequisite: 5th level

Once per turn when you hit a creature with an unarmed attack, you can spend 1 ki point to deal additional damage to the target. The additional damage equals your Wisdom modifier.

ENERVATING STRIKE

Once per turn when you hit a creature with an unarmed attack, you can spend 1 ki point to force the target to make a Strength saving throw. On a fail, it deals only half damage with weapon attacks that use Strength until the start of your next turn.

FLURRY OF BLOWS

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

NERVE STRIKE

Prerequisite: 5th level

Once per turn when you hit a creature with an unarmed attack, you can spend 2 ki points to force the target to make a Constitution saving throw. On a fail, it is paralyzed until the start of your next turn.

OVERWHELMING FLURRY

Prerequisite: 5th level

Once per turn when you hit a creature with an attack granted by your Flurry of Blows, you can spend 1 ki point to impose disadvantage on the target's next attack.

PATIENT DEFENCE

You can spend 1 ki point to take the Dodge action as a bonus action on your turn. While under the effects of this Dodge action, if a melee weapon attack misses you, you can make an unarmed strike against the attacker as a reaction.

QUICK STEP

When a creature ends its turn within 5 feet of you, you can use your reaction to spend 1 ki point and move up to half your movement. This movement doesn't provoke opportunity attacks.

SHOCKWAVE

Prerequisite: 5th level

As an action on your turn, you can spend 2 ki points to release your power in a devastating shockwave by striking the ground. Choose a point within your reach. Other Large or smaller creatures within 10 feet of this point must make a Strength saving throw. On a failed save, the creature takes 2d6 force damage and is knocked prone. On a successful save, the creature takes half damage and is not knocked prone.

You can use this art when landing after using Slow Fall, centering the point of origin in the space you land. If you do, the damage increases to 3d6.

STEP OF THE WIND

You can spend 1 ki point to take the Dash action as a bonus action on your turn. If you do, you gain the following benefits until the end of your turn:

- Difficult terrain doesn't cost you extra movement.
- Opportunity attacks made against you have disadvantage.
- You can stand up by spending 5 feet of movement instead of half your speed.
- Your jump distance is doubled.

STILLNESS OF MIND

As an action, you can spend 1 ki point to end an effect on yourself that is causing you to be charmed or frightened. Additionally, you gain advantage on saving throws against such effects for 1 minute.

Dungeons & Dragons 5.5e

This playtest, and all other content for the Lost Realm campaign setting, are part of a larger initiative to launch a '5.5 edition' of Dungeons & Dragons, or '5.5e'. D&D 5.5e is a substantial revision of the fifth edition of Dungeons & Dragons meant to address longstanding complaints about the game while still respecting its legacy. This isn't your grandpa's D&D, but nor is it a game where 'race' is as meaningless as 'hair colour' and the vampire down the lane makes vegan black pudding every Tuesday night for the local Friendship Club meeting. Through the world of Taldaras, in an entirely separate multiverse, players can enjoy a setting written as a love letter to the game.

If you like your orcs evil and your wood elves wise, and want your fantasy game to be about fighting all enemies equally regardless of whether their skin is grey, green, or even withered away, then you should check out more 5.5e content at <http://dmsworkshop.com>!

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Appendix A: Spells

The following spells are either new or replace the versions presented in the *Player's Handbook*.

ASPECT OF THE INFERNO

6th-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Flames wreath your body, illuminating your form and devastating your enemies. The flames don't harm you.

Until the spell ends, you gain the following benefits:

- You shed bright light in a 60-foot radius and dim light for an additional 60 feet.
- You are immune to fire damage.
- Any creature that moves within 5 feet of you for the first time on a turn or starts its turn there takes 2d6 fire damage.
- You can use your action to unleash a wave of fire in a 15-foot cone originating from you. Each creature in the area must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one. The flames ignite flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell at 7th level or higher, the damage for each of its effects increases by 3d6 for each level above 6th.

ASPECT OF THE MOUNTAIN

6th-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Until the spell ends, your flesh becomes stonelike, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You have advantage on Strength saving throws made to resist being moved, and can't be knocked prone.
- You can use your action to cause a stone spike to violently erupt from the ground at a point you can see within 30 feet of you. Creatures within 5 feet of this point must make a Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage. On a successful save, a creature takes half as much damage.

At Higher Levels. When you cast this spell at 7th level or higher, the damage increases by 3d6 for each level above 6th.

ASPECT OF THE TEMPEST

6th-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Until the spell ends, you are surrounded by whirling winds, and you gain the following benefits:

- You gain a flying speed of 60 feet and can hover. If you are still flying when the spell ends, you drift gently up to 300 feet to the ground. If you are more than 300 feet above the ground, you fall the remaining distance.
- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You can use your action to unleash a blast of lightning within a 30-foot radius of you. Creatures other than you in the area must make a Dexterity saving throw. On a failed save, a creature takes 4d6 lightning damage and can't use reactions until the start of its next turn. On a successful save, a creature takes half as much damage and retains use of its reactions. A creature has disadvantage on this saving throw if it is wearing metal armour.

At Higher Levels. When you cast this spell at 7th level or higher, the damage increases by 2d6 for each level above 6th.

ASPECT OF WINTER

6th-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Ice rimes your body, granting you the following benefits:

- You are immune to cold damage.
- The ground within a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- Any creature that moves within 5 feet of you for the first time on a turn or starts its turn there takes 2d6 cold damage.
- You can use your action to unleash a freezing wind in a 15-foot cone originating from you. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 4d6 cold damage and its speed is halved until the start of your next turn. On a successful save, the creature takes half damage and its speed is not halved.

At Higher Levels. When you cast this spell at 7th level or higher, the damage for each of its effects increases by 2d6 for each level above 6th.

CHURNING EARTH

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You cause an area of dirt, sand, or clay to erupt in churning earth and stone. The area can be up to 30 feet long and 5 feet thick, and must be entirely within the spell's range. The ground in that area becomes difficult terrain until cleared, requiring at least 1 minute per 5-foot-square portion.

Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone.

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

DUST CLOUD

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. The cube must be adjacent to the ground. A magical dust devil appears in the cube and lasts for the spell's duration. The dust devil sucks up sand, dust, loose dirt, or light gravel, forming a cloud of debris that heavily obscures the spell's area.

Any creature that ends its turn within 5 feet of the dust devil must make a Constitution saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is blinded until the start of its next turn. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d8 for each spell level above 2nd.

EARTH GRASP

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You cause one area of loose dirt or unworked stone to rise up and seize a creature within range. The target must make a Strength saving throw. On a failed save, it takes 2d6 bludgeoning damage and is restrained for the spell's duration or until you use an action to attempt to seize a different creature.

As an action, you can cause a restrained creature to be crushed. The target must make a Strength saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

A restrained creature can use its action to attempt to break out, making a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage dealt when a creature is restrained or when you crush a restrained creature increases by 1d6 for each spell level above 2nd.

FLAME BREATH

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 minute

You imbue one willing creature you touch with the ability to breathe magical fire like a dragon from its mouth, provided it has one. Until the spell ends, the creature can use an action to exhale flames in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d6 for each spell level above 2nd.

FLASH FLOOD

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You create a wave of water that crashes down in an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in the area must make a Strength saving throw. On a failed save, a creature takes 3d12 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water spreads from this area in all directions, extinguishing unprotected flames and dislodging unattended objects within 30 feet of its area before evaporating.

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

ICEBALL

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A mote of elemental cold streaks out from your space to a point you choose within range and then erupts in a freezing sphere. Each creature in a 5-foot-radius sphere centred on that point must make a Dexterity saving throw. On a failed save, a creature takes 1d6 piercing damage and 1d6 cold damage, and its speed is reduced by 10 feet until the start of your next turn. On a successful save, a creature takes half damage and its speed is not reduced.

At Higher Levels. When you cast this spell at 2nd level or higher, the cold damage increases by 1d6 for each level above 1st.

LEVITATE

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You gain the ability to gently move or manipulate creatures and objects by thought.

When you cast the spell, and as an action on each subsequent round for the duration, you can exert your will on one Medium or smaller creature or object that you can see within range, causing it to move up to 30 feet in a direction of your choice. An unwilling creature that succeeds on a Constitution saving throw is unaffected. If you do not use your action to move the target on a turn, it remains in place, even if it would be left suspended in midair.

If you target a creature, that creature can only move on its turn by pushing or pulling against a sufficiently heavy or fixed object, creature, or surface within reach (such as a wall or ceiling). An unwilling creature that has secured purchase in this way can only be moved by succeeding a spellcasting ability check contested by the target's Strength (Athletics) check.

When the spell ends, the target floats gently to the ground if it is still aloft.

At Higher Levels. When you cast this spell at 3rd level or higher, you can lift a Large or smaller target. When you cast this spell at 5th level or higher, you can lift a Huge or smaller target.

MINIATURE METEORITES

3rd-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create nine motes of elemental fire which float in the air in your space for the spell's duration. When you cast this spell, and as a bonus action on each of your turns thereafter, you can send up to three meteors streaking toward a point you choose within 120 feet of you. A meteor that reaches its destination or impacts against a solid surface explodes in a 5-foot radius. Each creature in that area must make a Dexterity saving throw, taking 1d6 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell at 4th level or higher, the number of meteors you create with this spell increases by one for each level above 3rd.

SEISMIC SHOCK

1st-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

You stomp or strike the ground and trigger a tremor. Each creature other than you in the spell's area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d6 for each spell level above 1st.

STONESKIN

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: M (magically treated dust from a hard substance, such as diamonds or orichalcum, worth at least 5 sp, which the spell consumes)

Duration: 1 hour

This spell functions as described in the *Player's Handbook*, with exception to the adjustments to its component and duration, as shown above.

TEMPEST

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of whirling, charged air centred on a point you choose within range. The sphere remains for the spell's duration. Its space is difficult terrain. Each creature that moves into the sphere or begins its turn in the sphere must succeed a Strength saving throw or take 2d6 bludgeoning damage.

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from within the sphere toward one creature you can see within 30 feet of the sphere. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

At Higher Levels. When you cast this spell at 5th level or higher the damage for each of its effects increases by 1d6 for each level above 4th.

VORTEX

2nd-level evocation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Gusting wind whirls around you in a 10-foot radius for the spell's duration, dispersing gasses and fog, including magical effects that can be dispersed by strong winds. The effect moves with you, remaining centred on you.

The wind has the following effects:

- It grants disadvantage on Wisdom (Perception) ability checks made by creatures within the area to hear, and for creatures outside the area to make out sounds from within the area.
- It grants disadvantage to ranged weapon attack rolls for weapons that use light missiles such as bolts and arrows (but not the heavy payload of siege engines such as trebuchets).
- It extinguishes unprotected flames, such as torches and small campfires.
- It counts as difficult terrain for creatures other than you.

WALL OF WATER

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You conjure a wall of water at a point you can see within range. The wall must rise out of the ground or a body of water. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make it a hemispherical dome with a radius of up to 10 feet. The wall vanishes when the spell ends.

The wall's space is difficult terrain, and any ranged weapon attack that enters the wall's space has disadvantage on the attack roll. Spells that deal fire damage can't be cast through the wall, and creatures take half as much fire damage from area effects that originate on the other side of the wall. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't refill that space.

WHIRLPOOL

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A 30-foot radius area you can see within range fills with a swirling vortex of 5-foot-deep water. The area must be on the ground or in a body of water.

Until the spell ends, the area is difficult terrain, and any creature that starts its turn there must make a Strength saving throw. On a failed save, the creature takes 4d6 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell at 6th level or higher, the damage increases by 2d6 for each level above 5th.

WINDCALL

5th-level transmutation

Casting Time: 1 action

Range: 300 feet

Duration: Concentration, up to 10 minutes

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or restart one you've halted.

Downdraft. You cause sustained winds that blow downward from the top of the cube. Ranged weapon attacks that pass through the cube that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the

cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Flight. Up to eight creatures of your choice (including you) are buoyed by strong winds, gaining a flying speed of 30 feet while within the spell's area. A creature still aloft when this effect ends drifts gently up to 120 feet to the ground. If the creature was more than 120 feet off the ground, it falls the remaining distance unless it can stop the fall.

Gust. You cause the wind to gust fiercely in a specific, horizontal direction of your choice. The winds can be gentle enough to merely disperse gasses or strong enough to rebuff creatures attempting to move against the wind. At its strongest, the wind can force any creature moving against the wind to spend 4 extra feet of movement for each foot moved.

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