

# ARCANE EMPORIUM, VOL. IX



WELCOME TO THIS MONTH'S EDITION OF Arcane Emporium, a monthly publication presented by Dungeon Master's Workshop. Arcane Emporium is a catalogue of homebrew rules, weapons, spells, monsters, and much more. Our mission is to provide the best content for Dungeons & Dragons, and

roleplaying in general.

We have several articles for you this month, including our feature article, which introduces a new player option for druids: the **Circle of the Thorn**. The Circle of the Thorn is an option for druids who wish to become avatars of nature's wrath. Also included in this month's volume is an article that many DMs will appreciate. **Quest Rewards: Boons** presents a variety of class-specific benefits that could provide a suitable reward for completion of a significant portion of a character's story. Finally, our third article, **Spell Accuracy**, looks at handling magic like other ranged attacks, including undershooting/overshooting on long-range area of effect spells—sure to spice things up with any spellcasting party!

Our feature article this month is provided for free. The remainder of the volume is exclusively available to Dungeon Master's Workshop's generous patrons, who helped to bring you this content. To become a patron—and to get full access to the complete volume—head over to [our Patreon](#). Even just \$1 a month gets you access to every Arcane Emporium and also helps us to continue bringing you quality content.

As well, don't forget to check out our sponsor, **Wyrnwood**. Wyrnwood offers many high-quality gaming accessories, ranging from dice vaults to card deck boxes, and they now have game master screens available for pre-order. If you see anything you like, you can use the coupon code **'DMW'** to get free domestic shipping on your purchase.

Dungeon Master's Workshop is also accepting submissions for new content from the community. If you wish to become a contributor, either to this periodical or to the main website, reach out to us at [dungeonmastersworkshop@gmail.com](mailto:dungeonmastersworkshop@gmail.com).

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## CREDITS

This volume was made possible by our dedicated readers and patrons, as well as the sponsorship of Wyrnwood. The following art has been used in this volume:

- "Bretonia" by Rado Javor
- "Forest Defender" by Sebastian "TatarskiSkandal" Horoszko



increases by 1 again whenever you gain a level in this class.

### EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### PIERCING THORNS

When you reach 10th level, you learn to channel your primal magic into your strikes. Once during each of your turns, you can deal an additional 1d6 piercing damage to one creature you hit with a weapon attack. This increases to 2d6 damage at 14th level.

### TREE FORM

Beginning at 14th level, your connection to nature allows you to take the form of its avatar. You can expend one use of Wild Shape to transform into an awakened tree or two uses of Wild Shape at the same time to transform into a treant for 1 minute. While in tree form, you can cast the *thorn whip* cantrip even if you do not know it, and you add your Wisdom modifier to damage rolls for your slam attack, which is considered magical for the purpose of overcoming damage resistance and immunity.

*Disclaimer: Dungeon Master's Workshop cannot be held responsible for the removal of infestations of termites, squirrels, or twig blights from shapechanged druids. Contact your local exterminator.*

## DRUID CIRCLE

The following is a Druid Circle option available to players in addition to those presented in the *Player's Handbook*.

### CIRCLE OF THE THORN

Druids of the Circle of the Thorn are part of an ancient order that takes an active role in protecting their forest homes. Seen by some as heroes, and by others as fanatics, they haunt the forest verges to protect the wellsprings of life from those who would befoul them.

#### ONE WITH THE FOREST

Starting at 2nd level when you choose this circle, you gain a deeper connection with the primeval forests of the world. You are now considered fey and gain the benefits of the Fey Ancestry feature. You also gain the ability to speak, read and write in Sylvan, if you don't already have it.

#### CLOAK OF THE WILD

At 2nd level, primal magic gathers around you, protecting and invigorating you. Enemies who touch you or hit you with a melee attack while within 5 feet of you suffer 1d4 piercing damage as magical thorns thrust out from you in response. This damage increases to 2d4 at 11th level.

Additionally, your hit point maximum increases by 2, and

## QUEST REWARDS: BOONS

The award set down with the boons goal is finally get to the heart of what happened three years ago. The boons will be a great and exciting pulled out the phone.

Replaying is one of the fundamental pillars of DM's has sometimes its importance is overlooked. Many players are content to play generic placeholders of themselves killing various fantasy archetypes. This can seem to have intelligence among the players regarding the details of the plot - or even the morality of their characters' actions. A character with a backstory has a compelling reason to venture into the darkest and most dangerous locales - places that otherwise only represented a superficial reward such as money would never off. A character with a backstory may choose to help the wronged victim instead of simply slaying them. Encouraging players to create backstories that allow for the DM to make the potential stakes can be high, so many players unfortunately choose to let the DM be responsible for the stakes story.

This was the impetus for the creation of the boons that are included below. Each boon represents an edge that a character has developed through dedication, a struggle

benefit that they have received as a reward for healing themselves and completing the list who searched their brother or following a segment of land, or solving the mystery that first drew them to legend for an adventure. Through following their character's values, and not simply going for easy experience points, characters become stronger – or help their friends to be.

Some of the boons presented here are appropriate to award at lower or higher levels than others. DMs should use their discretion regarding when it is appropriate to grant these boons.

## BARBARIAN BOONS

The following are boons available for barbarian characters. There is a boon for both the Drunken and Totem Warrior primal paths.

### INDOMITABLE MIGHT

*Once (quest reward) requires Drunken primal path*

Your rage grants you brutal strength. While raging, the bonus rage damage you deal on melee attacks ignores damage resistance and immunities.

### PRIMAL RAGE

*Once (quest reward) requires Totem Warrior primal path*

You have reached greater attunement with your animal spirit or spirits. When you rage, you may choose the form of an animal you have chosen as your totem spirit. You can remain in this form until your rage ends. Your statistics are the same in each form, except that you gain the movement types, speed, and natural weapons of your animal form. Your natural weapons in this form count as magical for the purpose of overcoming damage resistance and immunity.

Once you use this feature, you cannot use it again until you complete a long rest.

## BARD BOONS

The following are boons available for bard characters. They primarily focus on bolstering the effectiveness of the Bardic Inspiration feature.

### EXEMPLAR

*Once (quest reward)*

You have learned that the best way to inspire is by example, and now inspiring others also brings out the best in yourself. Whenever you expend a use of your Bardic Inspiration, you have advantage on your next attack roll, saving throw, or ability check.

### SUPERIOR INSPIRATION

*Once (quest reward)*

Your inspirational words are irresistibly compelling. Whenever a creature uses a Bardic Inspiration on you granted them, they can't roll the die and add either result to their total.

## CLERIC BOONS

The following are boons available for cleric characters. Each is focused around a particular domain domain.

### DIVINE EFFULGENT

*Once (quest reward) requires Life domain*

Your faith is strong enough to push the boundaries of healing magic. Any spell that you expend to cast a spell that causes a creature to regain hit points counts as a spell slot of your level higher.

### ELEMENTAL WARD

*Once (quest reward) requires Nature domain*

Your connection to the elements grants you a measure of protection against them. When you take a long rest, you can choose one damage type from acid, cold, fire, lightning, and thunder. You gain resistance to that damage type until you finish your next long rest.

### PARADIGMICAL

*Once (quest reward) requires Knowledge domain*

You are steeped in knowledge. Whenever you make an Arcana, History, Nature, or Religion check, you can treat a roll of 7 or lower as a 10.

### REALITY SNIFF

*Once (quest reward) requires Trickery domain*

Your skill at discovery is so potent that you can feel even reality itself. You make a single saving throw by having a scroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, you could make an opponent's successful save, a ball's critical hit, or a friend's failed save.

Once you have used this feature, you cannot use it again until you finish a long rest.

### SOUND AND FURY

*Once (quest reward) requires Tempest domain*

Your thunderous words can leave foes blind and deaf. When you deal lightning or thunder damage to a creature, you can choose to empower the attack with divine fury. The creature must succeed a Constitution saving throw or become blinded (if you dealt lightning damage) or deafened (if you dealt thunder damage) for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on a successful save.

Once you use this feature, you cannot use it again until you finish a short or long rest.

### UNVEILING RADIANCE

*Once (quest reward) requires Light domain*

The light you channel becomes more potent. When you roll damage for a cleric spell that deals fire damage, you can choose to reveal any number of dice up to your Wisdom modifier. You must take the new rolls.

## WAR GOD'S COURAGE

*Boon (quest reward) requires War domain*

The gods of war smile down upon you. When you use your Guided Strike or War God's Blessing feature, the attacker with their proficiency bonus to the damage roll.

## DEATH BOONS

The following are boons available for death characters. There is a boon for each death walk.

### MASTER OF BEALES

*Boon (quest reward) requires Circle of the Moon*

You are a step closer to being one with nature. You gain one additional use your Wild Shape feature between rests.

### POTENT SPELLCASTING

*Boon (quest reward) requires Circle of the Land*

The powers of nature respond more favorably to your call. You add your Wisdom modifier to the damage you deal with any death cantrip.

## FIGHTER BOONS

The following are boons available for fighter characters. There is a boon for each fighter archetype.

### FIERCE STRIKE

*Boon (quest reward) requires Champion archetype*

Your martial prowess has become exceptional. Once per turn, you may add your proficiency bonus to the damage roll of a melee weapon attack you make.

### POTENT SPELLCASTING

*Boon (quest reward) requires Eldritch Knight archetype*

Through great dedication, you have learned to empower your magic. You add your Intelligence modifier to the damage you deal with any wizard cantrip.

### SUPERIOR MANOEUVRES

*Boon (quest reward) requires Battle Master archetype*

Your technique is refined to the point of perfection. When you expend a superiority die to perform a maneuver, you may or may not the superiority die and add either result.

## MONK BOONS

The following are boons available for monk characters. They focus on improving a monk's combat abilities.

### FOCUSED STRIKE

*Boon (quest reward)*

Calling upon your ki, you can strike with supernatural force. Once per turn, you can add your Wisdom modifier to the damage roll of an unarmed strike. You can choose to use this feature before or after the roll, but before the effects of the roll are applied.

You can use this boon a number of times equal to your Wisdom modifier. The regain expended once when you complete a short or long rest.

### IMPROVED UNARMED STRIKES

*Boon (quest reward)*

Your unarmed attacks are as lethal as any sword or staff any weapon. Your unarmed strikes score a critical hit on a roll of 19 or 20.

## PALADIN BOONS

The following are boons available for paladin characters. There is a boon for each paladin oath.

### BLESSED GUARDIAN

*Boon (quest reward) requires Oath of Devotion*

Your righteousness has marked you as a paragon among mortals. When you use the Lay on Hands feature, you have advantage on your next attack roll using divine or ability attack.

### FY WARDEN

*Boon (quest reward) requires Oath of the Ancients*

You can call upon others to aid you in pursuit of your oath. You can cast spells by without expending a spell slot.

Once you use this feature, you cannot use it again until you complete a long rest.

### SHIELD OF VENGEANCE

*Boon (quest reward) requires Oath of Vengeance*

You can focus hatred of your target to inspire their attacks against you. Whenever a creature you can see under the effect of your Vow of Enmity attacks you and does not have advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll has been made, but it must be used before the outcome of the roll is determined.

## RANGER BOONS

The following are boons available for ranger characters. There is a boon for each ranger path as well as an additional boon available for any ranger.

### ARCHER'S EYE

*Boon (quest reward)*

You have gained the ability to focus your aim to extraordinary levels. You may add +10 to a ranged attack roll you make. You may choose to add this bonus before or after you roll the die, but before the DM determines the result.

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

## PRIMAL STRIKES

*Boon (quest reward) requires Beast Master archetype*

This boon should have been in the *Player's Handbook*. You have exceptional attacks made as magical for the purpose of increasing resistance and immunity to magical attacks and damage.

## FREELEAS HUNTER

*Boon (quest reward) requires Hunter archetype*

There is no quarry too great for your pursuit. Your Colossal Tiger damage increases to 140E.

## ROGUE BOONS

The following are boons available for rogue characters. There is a boon for every rogue archetype.

### LOCKMASTER

*Boon (quest reward) requires Thief archetype*

With patience, you can crack pretty much any lock. If you spend 1 minute as an attempt to insert a peg or open a lock, you can make the check with advantage.

### POISON EXPERT

*Boon (quest reward) requires Assassin archetype*

Poison is to your blood – or at least, it has been enough that you are now bonded to it. You have advantage on Intelligence (Nature) checks made to harvest poison from a creature or identify a poison by its effects. You are also able to craft, harvest, and apply poisons without risk of being subjected to the toxic agent.

Additionally, you have resistance to magical poison damage.

### SWIFT SPELL

*Boon (quest reward) requires Arcane Trickster archetype*

You have learned how to cast spells without sacrificing your swiftness. When you cast a spell you can cast it without any material components.

Once you use this boon, you cannot use it again until you finish a short or long rest.

## SORCERER BOONS

The following are boons available for sorcerer characters. There is a boon for each Sorcerer Origin.

### FOUL OR FORTUNE

*Boon (quest reward) requires Wild Magic origin*

You can draw on the chaotic forces that granted your power in hopes of more favorable outcomes. When you make an attack roll, ability check, or a saving throw, you can spend 1 sorcery point to roll again. You must take the second result.

Once you use this boon, you cannot use it again until you finish a short or long rest.

## POWERY ELEMENTS

*Boon (quest reward) requires Draconic Bloodline origin*

Your draconic nature components contain magic. Any spell that you expend to cast a sorcerer spell that deals damage of the type associated with your draconic ancestry counts as a spell cast at one level higher.

## WARLOCK BOONS

The following are boons available for warlock characters. There is a boon for each Pact Boon.

### ENDURING FAMILIAR

*Boon (quest reward) requires Pact of the Chain*

Your familiar is bonded to you and will always answer your summons. If your familiar is reduced to 0 hit points, you can resummon it again after completing a short or long rest without having to cast the find familiar spell.

### GRAND CREWBOSS

*Boon (quest reward) requires Pact of the Blade*

Your patron's gifts transcend ordinary magic. You add your Charisma modifier to the damage dealt by any weapon contained in your Book of Shadows.

### WICKED BLADE

*Boon (quest reward) requires Pact of the Blade*

Your pact weapon is balanced beyond any ordinary tool of war. Your attacks with your pact weapon score a critical hit on a roll of 19 or 20.

## WIZARD BOONS

The following are boons available for wizard characters.

### EXANT

*Boon (quest reward)*

Hours of exhaustive study have paid off. You can prepare an additional number of spells equal to your proficiency bonus.

### WEAVE ARTIST

*Boon (quest reward)*

Your connection with the Weave allows you to twist its strands in more creative ways when you interact with it through spellcasting. As a bonus action, you can grasp the fabric strands of the Weave. The next spell you cast gains a +1 bonus to any attack roll you make for it or to its saving throw DC.

Once you use this boon, you cannot use it again until you finish a short or long rest.

## SPELL ACCURACY

The accuracy variant of Incantation and raises its level 3 further: casts of these fire forward toward the approaching area. That they are nearly 200 feet away – well beyond the normal range of the spell – does not hinder the accuracy's range. It arrives at precisely the intended point in the middle of a flame line and stays in an all-consuming conflagration.

When looking at a battle map, it's easy to see your tactical perspective to pick the perfect point for an area spell to originate. But take a walk down to a local park with a friend and try to accurately throw a ball you throw in precisely between two or more objects at a significant distance. If your friend stands at the target destination, it's easy to see his location on a globe, but if there's nothing there at all and you are trying to estimate where the ball is within the precise line square that of course you will call "Now" too soon or too late more often than you will have correctly estimated the distance. That a spellcaster can consistently grasp the distance at which they determine a fireball is the middle of a square of squares by within 3 feet, no less, with no guidance is absolutely incredible.

Likewise, the regular rules already recognize that hitting a target that is closer is easier than hitting one further away, and incorporates this basic fact by applying a regular and long range to ranged attacks. The existence of ranged spell attack rolls translates the notion that the spell inherently corrects for the caster's aim, and get a target more than 100 feet away is just as easy to hit as one that is right next to you.

The spell accuracy variant is intended to apply some light to these spellcasting mechanics for parties that wish to more accurately represent the chaos of combat.

### RANGED SPELL ATTACKS

Using this variant, spells that require a ranged spell attack roll and have a range exceeding 10 feet have their ranges adjusted to include a normal and a long range. These ranges function as the features of the same name for ranged weapons. The following table shows the new range profiles for each spell.

Old Range	New Range	Example
40 feet	20/40	acid splash
30 feet	15/30	chromatic orb
120 feet	30/120	fire bolt

### AREA OF EFFECT ORIGINS

Using this variant, when you cast a spell that requires you to choose a point within range at the origin of an area of effect (such as fireball) and you choose a point that is more than 100 feet away, you can choose to target a Small or larger object or a specific creature. If you do not, roll 2d6, one die for underhitting and the other for overhitting. If they are the same number, the point of origin is on target. If they are not the same number, it is underhit or overhit (whichever the result was lower) by a number of squares equal to the result on that die.

### THE HISTORY OF FIREBALL

Some readers may argue that, because a spell allows the caster to choose a point within range, there is a magical targeting effect which allows a caster to have pinpoint accuracy. That is a perfectly valid rationalization. However, just for the sake of the argument, let's consider how the spell was first described way back in Advanced D&D (7th ed):

“[...] The magic user points his or her finger and speaks the name (distance and height) at which the fireball is to burst [...]”

While fireball has been through many editions since AD&D, the fact that it originally required the caster to specify such details as the distance to the point of destination begs the question of whether the caster is capable of accurately determining such a figure. We have experimented and come to the conclusion that, like with everything else, it should come down to a roll, hence this variant.

If the intended point of origin was more than 100 feet away, will the results of the dice together to determine the number of squares the point of origin was underhit or overhit (whichever the die the lower result)?

For example, a wizard casts fireball at a point 110 feet away in the middle of every creature that was targeting a specific creature or an object such as a Small rock or bush. He rolls 2d6 and gets a 2 and a 3, with the 3 being the underhit the result. Accordingly, the point of origin for the fireball is three squares before the intended square.

With this variant, a creature with the spell sniper feat can choose a point of origin up to 100 feet away before they must roll for accuracy and does not suffer disadvantage on ranged spell attack rolls when attacking at long range.

The area of effect origin solution presented here was based on the earliest version of D&D we have – before it was even called *Dungeons & Dragons* by the Fantasy Supplement of *Character Classes & Powers*, 1975) a similar method was used to determine whether area of effect spells were on, or off-range. It was based on the mechanics for determining ranged accuracy. This rule was made its way into *Advanced D&D* (1978) as a suggested mechanic for the accuracy of a wizard's rock throwing ability.

We at *Dungeons Master's Workshop* have slightly adjusted the mechanic to accommodate the 3-foot range increments commonly used since the advent of battle maps by adjusting the mechanic to take the lower of the two die results and measure the distance in that many 3-foot squares.

*Disclaimer: Dungeons Master's Workshop cannot be held responsible for the consequences of friendly fire resulting from the use of this variant. Should the party suffer casualties as a result of poorly aimed area spells, blame your enemies. But don't tell him we said so, his parents are probably furious or something.*