Dungeon and Dragons 5th Edition Unearthed Arcana

THE MYSTIC

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Welcome to the wide world of Dungeons and Dragons, full of swords, and sorcery. Divine, and Arcane magic, powerful beings from beyond the planes, and more adventure than you can shake a stick at. You will be arriving in a D&D world in the Fifth edition, which is to say after the spell-plague and many other major events revamped magic across the universe or multiverse depending on how you define it. What that means is that a lot of the old order was shaken up, and a lot of new adventures await into the future. This time when you jump you will become a Mystic. A new attempt in 5e to revamp the old Psionic classes, you become able to warp the world with your mind. Instead of the classic casters who are able to cast through their knowledge of the arcane, special bloodlines, divine intervention, or connection to nature. You are able to warp the world through sheer force of will, which has resulted in you gaining varied abilities, albeit not quite as varied as more standard casters.

Regardless, through intense study, either under a tyrannical master or through searching for tidbits of psychic knowledge you have become able to actively use your psionic powers. This achievement has left you a little bit twisted from what you were forced to go through to gain this psionic power, but fortunately you are still able to participate in society.

However here, take **1000cp** to augment your psionic might jumper.

As a function of what this jump is based on, it will have references to standard D20 conventions, which can be converted to fluff. For example: a D20 + attack modifier, is the same as your skill + random chance.

Main Setting:

You may pay **50 CP** (undiscounted) to choose the setting you will be spending your jump in. Or you may roll a D6 to randomly choose one. You will appear near a settlement in the setting, in the year of your choice. So long as it is in 5e.

1: Forgotten Realms (Toril)

2: Dragonlance

3: Eberron

4: Planescape

5: Exandria

6: Your choice of published setting

Age & Gender: You may freely choose your age and gender, as appropriate for your chosen race.

Discounts- Due to the non-standard nature of elements of this jump. Jumpers get 2 free floating discounts for each tier of costs. 100 CP and below (free), 200 CP (100), 400 CP (200), 600 CP (300). They also get an additional 200 CP to spend in the items section. Discounts may not be applied twice to the same purchase, discounts may be freely used on perks or items.

Race: You may choose any published player character 5e race. You may also freely alter your races height & weight, within the bounds of their height and weight modifiers.

- Note: If your race is not native to your desired setting, fanwank how you got there.

Background: Your history in your new world is up to you, allowing you to choose any background in a 5e published book. If you wish to use a customized background you may do so:

- Give yourself 2 skill proficiencies
- 2 proficiencies in either tools or languages
- Any one feature from a published background. Such as Outlander: which allows you to have an instinctive sense for geography and where you are in the land around you. As well as the ability to forage and gather enough food and water to feed yourself and 5 others every day. Provided the land is not completely barren.
- The associated tools & money of any one background.

Ability Scores:

For free you gain- A score of five 12's, and one 14 in your choice of: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma. OR you may use your body-mod stats. This does not affect or limit any perks or powers you already have.

- These scores will be modified by any changes due to your race.(Racial boosts may not increase stats beyond 20)

- For **25 CP** you may buy 2 Ability Score points, able to modify any one stat by 1, or you may apply both to the same stat, and increase it by 2. (This may not increase stats beyond 20)

- As a **Mystic** your casting stat is Intelligence.

As a **Mystic** you Hit Dice are 1D8 per Mystic level

You start with **HP** of 8 + you Constitution Modifier. Each level you increase you role 1D8 + your Con Modifier.

- If you buy your levels with **CP** you take an automatic 8 + Con Mod in hit points.

Proficiencies

Armor: Light Armor

Weapons: Simple Weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skill: Two from – Arcana, History, Insight, Medicine, Nature, Perception, Religion

Extra Proficiencies: **For 50 CP** per purchase you may buy an extra proficiencies in anything except for Saving Throws, and skills. E.g. Thieves tools, Languages (Elvish, Gnomish, etc…). The Notes will have a list of possible proficiencies.

For 100 CP per purchase you may buy extra proficiencies for skills. E.g. Animal Handling, Athletics, Weapon & Armor Proficiencies, etc… The Notes will have a list of possible skills.

As a **Mystic** your level progression is shown in the table below, you start at **Level 1**, and you may buy additional levels at a rate of **50 CP** per level.

The Mystic

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Psi Points	Psi Limit
1st	+2	Psionics, Mystic Order	1	1	4	2
2nd	+2	Mystical Recovery, Telepathy	1	1	6	2
3rd	+2	Mystic Order feature	2	2	14	3
4th	+2	Ability Score Improvement, Strength of Mind	2	2	17	3
5th	+3	—	2	3	27	5
6th	+3	Mystic Order feature	2	3	32	5
7th	+3	—	2	4	38	6
8th	+3	Ability Score Improvement, Potent Psionics (1d8)	2	4	44	6
9th	+4	—	2	5	57	7
10th	+4	Consumptive Power	3	5	64	7
11th	+4	Psionic Mastery (1/day)	3	5	64	7
12th	+4	Ability Score Improvement	3	6	64	7
13th	+5	Psionic Mastery (2/day)	3	6	64	7
14th	+5	Mystic Order feature, Potent Psionics (2d8)	3	6	64	7
15th	+5	Psionic Mastery (3/day)	3	7	64	7
16th	+5	Ability Score Improvement	3	7	64	7
17th	+6	Psionic Mastery (4/day)	4	7	64	7
18th	+6	—	4	8	71	7
19th	+6	Ability Score Improvement	4	8	71	7
20th	+6	Psionic Body	4	8	71	7

Your **Psi Points** represent your reservoir of power, to power you magical abilities.

Your **Psi Limit** represents the maximum amount of Psi-Points you can spend on a discipline each time you use it.

Your **Disciplines Known** indicate the number of thematic spellcasting trees called ‘Disciplines’ you have access to, this number can be increased through the choices you make further on, in addition to your Mystic level. Each time you gain a level you may replace 1 Discipline with one other.

Your **Talents Known** indicate the number of **Psionic Talents** you know at any given time. Similar to **Cantrips** they can be used as an Action, and cost no Psi-Points to use.

Your **Psychic Focus** is a passive benefit you gain by focusing on a Discipline you currently know. This can be selected with a Bonus Action, or changed with a Bonus Action. This lasts until changed or you are incapacitated, you may only have 1 Psychic Focus activated at a time.

Each **Ability Score Improvement** can give you 2 points to freely augment your Ability Scores (1 point to a single stat or both to 1 stat), or you may instead select to take a **Feat** you qualify for.

Your **Psionic Ability** is determined in the following ways:

- **Discipline/Talent Save DC** = 8 + Your Proficiency Bonus + Your Intelligence Bonus
- **Discipline Modifier** (applied to a D20 attack role) = Your Proficiency Modifier + Your Intelligence Bonus

Natural Mystic abilities:

Each Mystic naturally has a certain set of abilities that become activated at certain levels. These abilities **Can Not** be bought with **CP**. All Mystic orders share these abilities.

Mystic Order

At 1st level, you choose a Mystic Order: the Order of the Avatar, the Order of the Awakened, the Order of the Immortal, the Order of the Nomad, the Order of the Soul Knife, or the Order of the Wu Jen, each of which is detailed at the end of the class description. Each order specializes in a specific approach to psionics. Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th, and 14th level. **Mystic order options will be touched on in detail, later in the document.**

Mystical Recovery

Starting at 2nd level, you can draw vigor from the psi energy you use to power your psionic disciplines. Immediately after you spend psi points on a psionic

discipline, you can take a bonus action to regain hit points equal to the number of psi points you spent.

Telepathy

At 2nd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Strength of Mind

Even the simplest psionic technique requires a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defenses to better deal with threats. Starting at 4th level, you can replace your proficiency in Wisdom saving throws whenever you finish a short or long rest. To do so, choose Strength, Dexterity, Constitution, or Charisma. You gain proficiency in saves using that ability, instead of Wisdom. This change lasts until you finish your next short or long rest.

Potent Psionics

At 8th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8. In addition, you add your Intelligence modifier to any damage roll you make for a psionic talent. *(Note: Unarmed Fists count as a weapon, when in the process of making an attack)*

Consumptive Power

At 10th level, you gain the ability to sacrifice your physical durability in exchange for psionic power. When activating a psionic discipline, you can pay its psi point cost with your hit points, instead of using any psi points. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. This reduction can't be lessened in any way, and the reduction to your hit point

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

Psionic Mastery

Beginning at 11th level, your mastery of psionic energy allows you to push your mind beyond its normal limits. As an action, you gain 9 special psi points that you can spend only on disciplines that require an action or a bonus action to use. You can use all 9 points on one discipline, or you can spread them across multiple disciplines. You can't also spend your normal psi points on these disciplines; you can spend only the special points gained from this feature. When you finish a long rest, you lose any of these special points that you haven't spent. If more than one of the disciplines you activate with these points require concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn't use these special points, the disciplines end that you're concentrating on. At 15th level, the pool of psi points you gain from this feature increases to 11. You have one use of this feature, and you regain any expended use of it with a long rest. You gain one additional use of this feature at 13th, 15th, and 17th level.

Psionic Body

At 20th level, your mastery of psionic power causes your mind to transcend the body. Your physical form is infused with psionic energy. You gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage.
- You no longer age.
- You are immune to disease, poison damage, and the poisoned condition.
- If you die, roll a d20. On a 10 or higher, you discorporate with 0 hit points, instead of dying, and you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d3 days later on the plane of existence where you died, having gained the benefits of one long rest.

Mystic Orders-

Psionics is a mysterious form of power within most D&D worlds. Secretive orders study its origins and applications, while pushing the boundaries of what psionic power can achieve. Each of these orders pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics.

• You gain access to 1 Mystic Order without paying as per your normal level progression. As you hit the levels specified you can gain the benefits of the Mystic Order you choose.

• You may buy access to Mystic Orders with **CP** those benefits are considered to be frontloaded, and may be accessed prior to their specified levels. If you buy them with **CP** you may gain the benefits of multiple Mystic Orders at once.

• If you choose to double up and buy the same Mystic Order that you choose to naturally progress in, your abilities become better. In some way they are twice as they should be. For example- you may choose to double the range, double a bonus, use the ability twice as often, double the length of time it effects' you or similar. This augmentation must be chosen upon purchase, per specific benefit. You may only apply this doubling to a single aspect of each named benefit.

General Psionic Augmentations:

Deep Well of Psionic Power (200CP): There is something unique about you jumper, something about your nature that made you immensely suited to the psionic arts. You gain an additional 2 Psi Points per level you have of Mystic.

Psionically Augmented Reflexes (400CP): You have found that your psionic power has settled into your nerves and reflexes, making you far faster. Where once you could only make 1 melee attack per attack action, you now make 2. You have also found your movement speed to be increased by 10 feet.

Order of the Avatar-

Mystics of the Order of the Avatar delve into the world of emotion, mastering their inner life to such an extent that they can manipulate and amplify the emotions of others with the same ease that an artist shapes clay. Known as Avatars, these mystics vary from tyrants to inspiring leaders who are loved by their followers. Avatars can bring out extreme emotions in the people around them. For their allies, they can lend hope, ferocity, and courage, transforming a fighting band into a deadly, unified force. For their enemies, they bring fear, disgust, and trepidation that can make even the most hardened veteran act like a shaky rookie.

Bonus Abilities (100CP)-

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Avatar disciplines.

Armor Training: At 1st level, you gain proficiency with medium armor and shields.

Avatar of Battle (200CP)-

Starting at 3rd level, you project an inspiring aura. While you aren't incapacitated, each ally within 30 feet of you who can see you gains a +2 bonus to initiative rolls.

Avatar of Healing (400CP)-

Beginning at 6th level, you project an aura of resilience. While you aren't incapacitated, each ally within 30 feet of you who can see you regains additional hit points equal to your Intelligence modifier (minimum of 0) whenever they regain hit points from a psionic discipline.

Avatar of Speed (600CP)-

Starting at 14th level, you project an aura of speed. While you aren't incapacitated, any ally within 30 feet of you who can see you can take the Dash action as a bonus action.

Order of the Awakened-

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the Awakened hope to attain a state of being focused on pure intellect and mental energy. The Awakened are skilled at bending minds and unleashing devastating psionic attacks, and they can read the secrets of the world through psionic energy. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

Bonus Abilities (100CP)-

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Awakened disciplines.

Awakened Talent: At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Deception, Insight, Intimidation, Investigation, Perception, and Persuasion.

Psionic Investigation (200CP)-

Starting at 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object within the past 24 hours. You also learn of any events that have occurred within 20 feet of the object within the past hour. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses. Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Psionic Surge (400CP)-

Starting at 6th level, you can overload your psychic focus to batter down an opponent's defenses. You can impose disadvantage on a target's saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your psychic focus immediately ends if it's active, and you can't use it until you

finish a short or long rest. You can't use this feature if you can't use your psychic focus.

Spectral Form (600CP)-

At 14th level, you gain the ability to become a ghostly figure of psionic energy. As an action, you can transform into a transparent, ghostly version of yourself. While in this form, you have resistance to all damage, move at half speed, and can pass through objects and creatures while moving but can't willingly end your movement in their spaces. The form lasts for 10 minutes or until you use an action to end it. Once you use this feature, you can't use it again until you finish a long rest.

Order of the Immortal-

The Order of the Immortal uses psionic energy to augment and modify the physical form. Followers of this order are known as Immortals. They use psionic energy to modify their bodies, strengthening them against attack and turning themselves into living weapons. Their mastery of the physical form grants them their name, for Immortals are notoriously difficult to kill.

Bonus Abilities (100CP)-

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Immortal disciplines.

Immortal Durability: Starting at 1st level, your hit point maximum increases by 1 per mystic level. In addition, while you aren't wearing armor or wielding a shield, your base AC equals 10 + your Dexterity modifier + your Constitution modifier.

Psionic Resilience (200CP)-

Starting at 3rd level, your psionic energy grants you extraordinary fortitude. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier (minimum of 0) if you have at least 1 hit point.

Surge of Health (400CP)-

Starting at 6th level, you can draw on your psychic focus to escape death's grasp. As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

Immortal Will (600CP)-

Starting at 14th level, you can draw on your reserves of psionic power to survive beyond death. At the end of your turn while at 0 hit points, you can spend 5 psi points to immediately regain a number of hit points equal to your mystic level + your Constitution modifier. In other words, when you would otherwise go unconscious due to an attack. You may spend psi points to stay awake and reflexively heal, based on your level of psionic mastery.

Order of the Nomad-

Mystics of the Order of the Nomad keep their minds in a strange, rarified state. They seek to accumulate as much knowledge as possible, as they quest to unravel the mysteries of the multiverse and seek the underlying structure of all things. At the same time, they perceive a bizarre, living web of knowledge they call the noosphere. Nomads, as their name indicates, delight in travel, exploration, and discovery. They desire to accumulate as much knowledge as possible, and the pursuit of secrets and hidden lore can become an obsession for them.

Bonus Abilities (100CP)-

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Nomad disciplines.

Breadth of Knowledge: At 1st level, you gain the ability to extend your knowledge. When you finish a long rest, you gain two proficiencies of your choice: two tools, two skills, or one of each. You can replace one or both of these selections with languages. This benefit lasts until you finish a long rest.

Memory of One Thousand Steps (200CP)-

At 3rd level, you gain the ability to use psionics to recall your steps. As a reaction when you are hit by an attack, you can teleport to an unoccupied space that you occupied since the start of your last turn, and the attack misses you. Once you use this feature, you can't use it again until you finish a short or long rest.

Superior Teleportation (400CP)-

At 6th level, you gain a superior talent for teleportation. When you use a psionic discipline to teleport any distance, you can increase that distance by up to 10 feet.

Effortless Journey (600CP)-

Starting at 14th level, your mind can mystically move your body. Once on each of your turns, you can forfeit up to 30 feet of your movement to teleport the distance you forfeited. You must teleport to an unoccupied space you can see.

Order of the Soul Knife-

The Order of the Soul Knife sacrifices the breadth of knowledge other mystics gain to focus on a specific psionic technique. These mystics learn to manifest a deadly weapon of pure psychic energy that they can use to cleave through foes. Soul knives vary widely in their approach to this path. Some follow it out of a desire to achieve martial perfection. Others are ruthless assassins who seek to become the perfect killer.

Bonus Abilities (100CP)-

Martial Training: At 1st level, you gain proficiency with medium armor and martial weapons.

Soul Knife: Starting at 1st level, you gain the ability to manifest a blade of psychic energy. As a bonus action, you create scintillating knives of energy that project from both of your fists. You can't hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action.

For you, a soul knife is a martial melee weapon with the light and finesse properties. It deals 1d8 psychic damage on a hit.

As a bonus action, you can prepare to use the blades to parry; you gain a +2 bonus to AC until the start of your next turn or until you are incapacitated.

Hone the Blade (200CP)-

Starting at 3rd level, you can spend psi points to augment your soul knife's attack rolls and damage. You gain a bonus to attack and damage rolls with your soul knives depending on the number of psi points spent, as shown on the table below.

Psi Points	Attack and Damage Bonus
2	+1
5	+2
7	+4

This bonus lasts for 10 minutes.

Consumptive Knife (400CP)-

Starting at 6th level, whenever you slay an enemy creature with a soul knife attack, you immediately regain 2 psi points.

Phantom Knife (600CP)-

Starting at 14th level, you can make an attack that phases through most defenses. As an action, you can make one attack with your soul knife. Treat the target's AC as 10 against this attack, regardless of the target's actual AC.

Order of the Wu Jen-

The Order of the Wu Jen features some of the most devoted mystics. These mystics seek to lock themselves away from the world, denying the limits of the physical world and replacing it with a reality that they create for themselves. Known as wu jens, these mystics cast their minds into the world, seize control of its fundamental principles, and rebuild it. In practical terms, wu jens excel at controlling the forces of the natural world. They can hurl objects with their minds, control the four elements, and alter reality to fit their desires.

Bonus Abilities (100CP)-

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Wu Jen disciplines.

Hermit's Study: At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Arcana, History, Insight, Medicine, Nature, Perception, Religion, or Survival.

Elemental Attunement (200CP)-

Starting at 3rd level, when a creature's resistance reduces the damage dealt by a psionic discipline of yours, you can spend 1 psi point to cause that use of the discipline to ignore the creature's resistance. You can't spend this point if doing so would increase the discipline's cost above your psi limit.

Arcane Dabbler (400CP) -

At 6th level, you learn three wizard spells of your choice and always have them prepared. The spells must be of 1st through 3rd level. As a bonus action, you can spend psi points to create spell slots that you can use to cast these spells, as well as

other spells you are capable of casting. The psi-point cost of each spell slot is detailed on the table below.

Spell Slot Level	Psi Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

The spell slot remains until you use it or finish a long rest. You must observe your psi limit when spending psi points to create a spell slot. Whenever you gain a level in this class, you can replace one of the chosen wizard spells with a different wizard spell of 1st through 3rd level.

Elemental Mastery (600CP)-

Starting at 14th level, if you have resistance to a type of damage, you can spend 2 psi points as a reaction when you take damage of that type to ignore that damage; you gain immunity to that damage type until the end of your next turn.

Psionic Disciplines and Talents:

Psionic talents and disciplines are the heart of any Mystic's craft. They are mental exercise, and psionic formulae that are able to forge a Mystic's will into tangible magical effects. A Mystic can learn any discipline regardless of the associated order. When a discipline or talent is used, it comes directly from the Mystic's will and mind. Requiring no spoken words, gestures, or materials.

When a mystic is 'focused' on a specific Psionic Discipline they gain a passive benefit that lasts until the choose to stop focusing on that discipline or change their focus to a new discipline.

Psionics stack with spells as they are separate effects, and their benefits overlap. The sole exception is if your psionic effect reproduces a spell.

The number of disciplines that you are able to use is shown in the Mystic progression table, and may be augmented with extra disciplines on top of that depending on your psionic order.

A list of disciplines and talents can be found in the notes section.

Feats:

You may take any feats that qualify for per standard feat acquisition through level progression. If you wish to buy extra, you may get extra feats at 100 CP per extra feat that you meet all criteria for, each feat costing 100 CP extra on top of that per criteria that you do not meet. You want to buy Elven Accuracy as an extra feat while being an Orc? Be ready to pay 200 CP for it, I hope it's worth it. That extra 100 CP can also be spent on a feat to make it apply to Mystic Disciplines as well as spells, thereby allowing War Caster or Elemental Adept to benefit you as well. (Here is a complete list of feats in 5e: https://jsigvard.com/dnd/Feats.html)

Items:

You gain an extra 200 cp to spend in this section. All items in this section if used up/lost/destroyed/broken are replaced/repaired/refilled at the next dawn, or within 24 hrs, whichever happens first. It repairs even items that would be otherwise unrepairable. This 24 hr / dawn replenishment also regenerates all magical charges on an item to full.

All items may have items imported into them, with no restrictions. You want to import a lightsaber into a ring? Go ahead, magic can do some crazy shit. Want to import an Alchemy Jug into a Sword? I'm sure people wouldn't like it if you injected vinegar inside of them whenever they are stabbed. There are some very wacky magical items out there in 5e.

If an item indicates that you can roll, you may choose to roll or not. As you are acting as your own DM, you may simply select what you wish from within the selection.

All items can be bought multiple times

Basic Gear Free: You may start with a spear or a mace, leather armour or studded leather armour, a light crossbow with 20 bolts or any simple weapon, a scholar's park or an explorer's pack. (May only take once)

Starting Allowance Free: A purse with 100 GP

Simple Weapon Free: Any 1 non-magical simple weapon in DnD 5e, for an extra 100 CP it is a magical +1 weapon, for an extra 200 CP it is magical +2 weapon, for an extra 300 CP it is a magical +2 weapon. (May only take once for free, after that each base weapon costs 50cp).

Non-Magical Item 100 CP: Any 1 non-magical martial weapon, shield, or set of armour in DnD 5e, for an extra 100 CP it is magical and +1, for an extra 200 CP is it magical at +2, for an extra 300 CP it is magical and +3. You may instead buy any 1 non-magical tool (list below in notes), or a casting focus in your desired form.

100-400 CP: Magical Pouch of Value. You now possess a magical pouch of value, without ever changing size a certain amount of value accumulates within this purse, increasing every week. This value can be withdrawn, but never added to from outside the pouch. You may withdraw this value in any denomination of coins from DnD 5e. This pouch will only ever open for you. For the 100 CP base value you get 10 GP a week of value. For 100 CP extra you get 100 GP, for an added 100 CP on top of that you can instead get 1000 GP, and for a final addition of 100 CP, 400 CP total, you receive 10 000 GP.

100 – 200 CP: Land Transportation You have purchased some means of transportation. For 100 CP it is a 1- or 2-person transport (e.g. Horse or similar), For 200 CP it can transport multiple people (e.g. 2 Horses & a Cart).

100 CP: Heward's Handy Spice Pouch This belt pouch appears empty and has 10 charges. While holding the pouch, you can use an action to expend 1 of its charges, speak the name of any nonmagical food seasoning (such as salt, pepper, saffron, or cilantro), and remove a pinch of the desired seasoning from the pouch. A pinch is enough to season a single meal**.**

100 CP: Wand of Smiles This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to smile for 1 minute.

200 CP: Bag of Holding A bag that can hold 500 lbs worth of items, within a space of 64 cubic ft. For every extra **100 CP** spent on the bag you can add 500lbs & 64 cubic ft to the weight limit and volume respectively. This bag weighs 15 lbs regardless of it's contents.

200 CP: Alchemy Jug This ceramic jug appears to be able to hold a gallon of liquid and weighs 12 pounds whether full or empty. Sloshing sounds can be heard from within the jug when it is shaken, even if the jug is empty. You can use an action and name one liquid from the table below to cause the jug to produce the

chosen liquid. Afterward, you can uncork the jug as an action and pour that liquid out, up to 2 gallons per minute.

The maximum amount of liquid the jug can produce depends on the liquid you named. Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn. (Liquids: Boiling Hot Tea - 1 quart, Beer- 4 gallons, Honey- 1 gallon, Mayonnaise- 2 gallons, Oil- 1 quart, Vinegar- 2 gallons, Water, fresh- 8 gallons, Water, salt- 12 gallons, Wine- 1 gallon). For every extra **100 CP** you can choose to double the amount of liquid produced, or double the amount of liquids that can be selected during a day.

200 CP: Potion of Healing You get 2 Potions of Healings able to heal up to 2D4 + 2 Points of Health. For every extra **100 CP** your Potions get upgraded to the next level of potions (Greater 4D4 + 4, Superior 8D4 + 8, Supreme 10D4 + 20)

200 CP: Amulet of Protection Against Detection and Location While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors. *(Requires Attunement)*

200 CP: Dust of Deliciousness This reddish brown dust in a pouch can be sprinkled over any edible substance to greatly improve the flavor. The dust also dulls the eater's senses: anyone eating food treated with this dust has disadvantage on Wisdom ability checks and Wisdom saving throws for 1 hour. There is enough dust to flavor six servings.

200 CP: Goggles of Night While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

200 CP: Item of Disguise While wearing this piece of clothing or jewelry, you can use an action to cast the Disguise Self spell from it at will. The spell ends if the item is removed. You may choose the type of clothing or jewelry on purchase.

200 CP: Ring of Water Walking While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

200 CP: Mithral Armour Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

200 CP: Periapt of Wound Closure While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. *(Require Attunement)*

200 CP: Item/Weapon of Minor Magical Properties You have an item or weapon that is non-magical except for minor magical properties as listed below. On purchase you get 3 minor magical properties imbued into the standard item of your choice (standard DnD items). For every extra 100 cp you pay after the initial payment, you may add another 3 minor magical properties to the item.

Beacon. The bearer can use a bonus action to cause the item to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

Compass. The wielder can use an action to learn which way is north.

Conscientious. When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience.

Delver. While underground, the bearer of this item always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

Gleaming. This item never gets dirty.

Guardian. The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated.

Harmonious. Attuning to this item takes only 1 minute.

Song Craft. Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song.

Strange Material. The item was created from a material that is bizarre given its purpose. Its durability is unaffected.

Temperate. The bearer suffers no harm in temperatures as cold as –20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

Unbreakable. The item can't be broken. Special means must be used to destroy it.

War Leader. The bearer can use an action to cause his or her voice to carry clearly for up to 300 feet until the end of the bearer's next turn.

Hidden Message. A message is hidden somewhere on the item. It might be visible only at a certain time of the year, under the light of one phase of the moon, or in a specific location.

Wicked. When the bearer is presented with an opportunity to act in a selfish or malevolent way, the item heightens the bearer's urge to do so.

Illusion. The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded, and they have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it.

Language. The bearer can speak and understand a language of the DM's choice while the item is on the bearer's person.

Sentinel. Choose a kind of creature that is an enemy of the item's creator. This item glows faintly when such creatures are within 120 feet of it.

400 CP: Acheron Blade The black blade of this sword is crafted from a mysterious arcane alloy. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you are immune to effects that turn undead.

Dark Blessing. While holding the sword, you can use an action to give yourself ld4 + 4 temporary hit points. This property can't be used again until the next dusk.

Disheartening Strike. When you hit a creature with an attack using this weapon, you can fill the target with unsettling dread: the target has disadvantage on the next saving throw it makes before the end of your next turn. The creature ignores this effect if it's immune to the frightened condition. Once you use this property, you can't do so again until the next dusk. *(Requires Attunement)*

400 CP: Bracers of Defense While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield. *(Requires Attunement)*

400 CP: Charm of Opening This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time, it cracks and becomes useless.

400 CP: Daern's Instant Fortress You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty.

The fortress is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the Knock spell and similar magic, such as that of a Chime of Opening.

Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a Wish spell can repair the fortress (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of wish causes the roof, the door, or one wall to regain 50 hit points.

400 CP: Dragon Slayer You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

400 CP: Elixir of Health You gain 2 vials of the Elixir of Health. When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

400 CP: Folding Boat This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it. **One command** word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably. The **second command** word causes the box to unfold into a ship 24 feet long, 8 feet wide; and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably. When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat. The **third command** word causes the folding boat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

400 CP: Sun Blade This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each. *(requires attunement)*

400 CP: Manuals and Tomes Each one boosts one of your stats +2, and it’s potential maximum by +2 if you read it and follow its practices or Guidelines for 48 hrs within a period of 6 days. Once used they lose their magic, but regain it in a century.

- Manual of Bodily Health (Constitution)
- Manual of Gainful Exercise (Strength)
- Manual of Quickness of Action (Dexterity)
- Tome of Clear Thought (Intelligence)
- Tome of Leadership and Influence (Charisma)
- Tome of Understanding (Wisdom)

600 CP: Luck Blade You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you also gain a +1 bonus to saving throws.

Luck. If the sword is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. This property can't be used again until the next dawn.

Wish. The sword has 1d4- 1 charges. While holding it, you can use an action to expend 1 charge and cast the Wish spell from it. This property can't be used again until the next dawn. The sword loses this property if it has no charges. *(requires attunement)*

600 CP: Defender You gain a +3 bonus to attack and damage rolls made with this magic weapon. The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain +2 to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it. *(requires attunement)*

600 CP: Vorpal Blade You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit. *(requires attunement)*

800 CP: Moonblade (600 CP with Discount) Of all the magic items created by the elves, one of the most prized and jealously guarded is a Moonblade. In ancient

times, nearly all elven noble houses claimed one such blade. Over the centuries, some blades have faded from the world, their magic lost as family lines have become extinct. Other blades have vanished with their bearers during great quests. Thus, only a few of these weapons remain.

A moonblade passes down from parent to child. The sword chooses its bearer and remains bonded to that person for life. If the bearer dies, another heir can claim the blade. If no worthy heir exists, the sword lies dormant. It functions like a normal longsword until a worthy soul finds it and lays claim to its power.

A moonblade serves only one master at a time. The attunement process requires a special ritual in the throne room of an elven regent or in a temple dedicated to the elven gods***. (By Purchasing this Blade with CP the Blade automatically serves you, and is considered to be Attuned)***

A moonblade has one rune on its blade for each master it has served (7 for this blade). The first rune always grants a +1 bonus to attack and damage rolls made with this magic weapon. Each rune beyond the first grants the moonblade an additional property. The DM (as you are paying CP you act as your own DM) chooses each property or determines it randomly on the Moonblade Properties table.

Moonblade Properties (Role 1d100, or choose)

01-40 Increase the bonus to attack and damage rolls by 1, to a maximum of +3. Reroll if the moonblade already has a +3 bonus.

41-80 The moonblade gains a randomly determined minor property (see Table under Minor Magical Item/Weapon).

81-82 The moonblade gains the finesse property.

83-84 The moonblade gains the thrown property (range 20/60 feet).

85-86 The moonblade functions as a defender.

87-90 The moonblade scores a critical hit on a roll of 19 or 20.

91-92 When you hit with an attack using the moonblade, the attack an extra 1d6 slashing damage.

93-94 When you hit a creature of a specific type (such as dragon, fiend, or undead) with the moonblade, the target takes an extra 1d6 damage of one of these types: acid, cold, fire, lightning, or thunder.

95-96 You can use a bonus action to cause the moonblade to flash brightly. Each creature that can see you and is within 30 feet of you must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute . A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property can't be used again until you take a short rest while attuned to the weapon.

97-98 The moonblade functions as a Ring of Spell Storing.

99 You can use an action to call forth an elfshadow, provided that you don't already have one serving you. The elfshadow appears in an unoccupied space within 120 feet of you. It uses the statistics for a shadow from the Monster Manual, except it is neutral, immune to effects that turn undead, and doesn't create new shadows. You control this creature, deciding how it acts and moves. It remains until it drops to 0 hit points or you dismiss it as an action.

00 The moonblade functions as a Vorpal Sword.

Sentience. A moonblade is a sentient neutral good weapon with an Intelligence of 12, a Wisdom of 10, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet. The weapon communicates by transmitting emotions, sending a tingling sensation through the wielder's hand when it wants to communicate something it has sensed. It can communicate more explicitly, through visions or dreams, when the wielder is either in a trance or asleep.

Personality. Every moonblade seeks the advancement of elvenkind and elven ideals. Courage, loyalty, beauty, music, and life are all part of this purpose. The weapon is bonded to the family line it is meant to serve. Once it has bonded with an owner who shares its ideals, its loyalty is absolute.If a moonblade has a flaw, it is overconfidence. Once it has decided on an owner, it believes that only that person should wield it, even if the owner falls short of elven ideals.

Companions

You may import companions for 200cp. Each import allows you to bring up to 8 companions with you. Companions get 600CP to spend, along with all discounts and the item section bonus CP. Companions may also take drawbacks.

You may get a Familiar when you start in your world. You have a magical telepathic bond with your familiar, allowing you to understand each other without language required, or speak mentally if both parties are capable. While bonded you can sense what your familiar senses while you are within 1 mile of each other. When you are sharing the senses of your familiar, your own sense turns off (e.g. going blind when looking through your familiar's eyes). If your familiar possesses the Magic Resistance trait, while you are within 10 feet of it, you gain the benefit of the trait as well.

For **0 CP** your familiar is a standard familiar from the Find a Familiar Spell list, however your familiar is a living creature instead of manifested spirit. (**Bat, Cat, Crab, Frog (Toad), Hawk, Lizard, Octopus, Owl, Poisonous Snake, Fish (Quipper), Rat, Raven, Sea Horse, Spider, or Weasel**). As a living creature your familiar may die so be careful.

For **100 CP** your familiar is an improved familiar, you may choose an: **Imp, Pseudodragon, Quasit, or Sprite**. These options are also living familiars and may die as per a normal member of their race. As sapient living creatures, these familiars gain 400 CP to spend on Perks and Items, they do receive the bonus Item CP.

For **200 CP** you may have a **Faerie Dragon** as a familiar, for which you may choose the age category when you purchase it here. However it is at least 21 years old and Green, if not older. As a sapient living creature, this familiar gains 400 CP to spend on Perks and Items, they do receive the bonus Item CP.

Toughened Familiar (100 CP): For an extra 100 CP you may increase your familiar's hit points by 10 points. Hopefully this will help you keep your familiar alive. You may buy this multiple times

Drawbacks

You can take an unlimited number of drawbacks.

Distracted (+100 CP): You find yourself easily distracted by the world around you, and are imperceptive of small changes in your environment unless they are directly pointed out to you.

Sickness Prone (+100 CP): You find yourself to be particularly prone to sickness, while rarely anything major you tend to have near constant stomach upset and are unlucky when it comes to fighting off disease.

Weak of Body (+200 CP - +600 CP): A weak body in more ways than one. Your body has been weakened to slightly under average, without any way of increasing your abilities. In DnD terms you have an 8 in a physical stat, for each physical stats thus reduced you gain 200 CP. Possible stats that can be limited are Strength, Dexterity, and Constitution.

Weak of Mind (+200CP - +600CP): A weak mind in more ways than one. Your mind has been weakened to slightly under average, without any way of increasing your abilities. In DnD terms you have an 8 in a mental stat, for each mental stat thus reduced you gain 200 CP. Possible stats that can be limited are Wisdom, Intelligence, and Charisma.

Allergic to Alchemy (+200CP): You have gained an allergy to healing potions, and for the course of your stay here you are unable to gain any benefit from healing potions of any kind, whether normal, greater, superior, or supreme. I hope you have some alternative means of healing.

Weak Eyes (+200CP): You have weak eyes, unable to process and see properly when in bright light. While in sunlight you find yourself at a disadvantage when attacking people, or trying to notice anything. (This drawback does not effect night vision)

Unfortunate Duelist (+400CP): If anyone ever challenges you to a duel or a fight you feel compelled to oblige. There will be no retreating for you unless your fight has been finished one way or another.

Slowed Talents (+400CP): It takes twice as long as normal for you to cast any mystic ability, turning a reaction into a bonus action, a bonus action into an action, and an action into 2 rounds of casting.

> **Ponderously Slow (+400CP):** For an increase in points you now cast everything 4x slower, making it all twice as slow as the 1st level of this drawback.

Phobia (+400CP): You are intensely phobic of a substance around you, causing you to panic and devote all of your effort to running away if you come into contact with it. This phobia must be adequately broad. Water, or Spiders, is good, something more particular such as Red Dragons is not enough. Dragons in general would be adequate for this drawback. Agoraphobia or Claustrophobia would also work as potential phobia's given by this drawback. This drawback may be taken multiple times, each time for +300 CP.

Delectable (+400 CP): You are delicious and every giant monster knows it. If you ever encounter a monster large enough to eat you whole, it will immediately shift focus to the sole purpose of consuming you in your entirety. It will do this to the exclusion of everything else, and all prior goals.

Mindless Rage (+600 CP): For at least a month out of the year, but never longer than two months, you will be driven mad with rage. This rage will drive you to lay waste to everything, and everyone around you. This rage can not be fixed or corrected by magic or anything else. I hope everyone you love can be cleared away from you before this rage is unleashed.

Hunted (+600 CP): You are being hunted by a world class power in whatever world you go to. Nothing you do can stop this aside from breaking that power in a way that they will never recover, or making sure that you stay hidden beyond their ability to find you. This will always be a major power based on your starting location. If you arrive on the Sword Coast of Faerun, then Waterdeep and the Lords Alliance might be trying to kill you. In Exandria you would find that the Dwendalian Empire or the Kryn Dynasty have set their sights on killing you. A comparable power is out to kill you wherever you might end up.

The End

You have spent your 10 years here, I hope it was a fun time. All drawbacks stop affecting you. All items that require attunement no longer require it, and will allow their user access to the full breadth of the item's abilities without attunement.

Stay Here

Move On

Go On

Notes

Basic conversions: Once per turn = once every 6 seconds, HP = abstract representation of health/toughness, Damage = A longsword deals up to 8 damage, Bonus action= an action that takes a split second/very little time, Action = an action that takes a second – 3 seconds are so to complete, Movement = every character can move their full speed within the 6 second round. A Critical Hit doubles damage and is essentially a lucky strike that occurs 5% of the time.

Skills- with associated ability score:

Strength

- Athletics

Dexterity

- Acrobatics
- Sleight of Hand
- Stealth

Intelligence

- Arcana
- History
- Investigation

- Nature
- Religion

Wisdom

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

Charisma

- Deception
- Intimidation
- Performance
- Persuasion

Weapons-

- Martial Weapons

Armour-

- Medium Armour
- Heavy Armor
- Shields

Tools

Item	Cost	Weight
Artisan's tools		
Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligrapher's Supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp.	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	1 gp	8 lb.

Glassblower's tools	30 gp	5 lb.
Jeweler's tools	25 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.
Gaming Sets		
Dice set	1 sp	—
Playing card set	5 sp	—
Musical Instruments		
Bagpipes	30 gp	6 lb.
Drum	6 gp	3 lb.
Dulcimer	25 gp	10 lb.
Flute	2 gp	1 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.
Horn	3 gp	2 lb.
Pan flute	12 gp	2 lb.
Shawm	2 gp	1 lb.
Viol	30 gp	1 lb.
Navigator's tools	25 gp	2 lb.
Thieves' tools	25 gp	1 lb.
Vehicles (land or water)	See Mounts and Vehicles	See Mounts and Vehicles

Artisan's Tools: These Special tools include the items needed to pursue a craft or trade. The table shows examples of the most Common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your Proficiency Bonus to any Ability Checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit: This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical Appearance. Proficiency with this kit lets you add your Proficiency Bonus to any Ability Checks you make to create a visual disguise.

Forgery Kit: This small box contains a variety of papers and parchments, pens and inks, seals and Sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your Proficiency Bonus to any Ability Checks you make to create a physical forgery of a document.

Gaming Set: This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few Common examples appear on the Tools table, but other kinds of Gaming Sets exist. If you are proficient with a Gaming Set, you can add your Proficiency Bonus to Ability Checks you make to play a game with that set. Each type of Gaming Set requires a separate proficiency.

Herbalism Kit: This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and Potions. Proficiency with this kit lets you add your Proficiency Bonus to any Ability Checks you make to Identify or apply herbs. Also, proficiency with this kit is required to create Antitoxin and Potions of Healing.

Musical Instrument: Several of the most Common types of Musical Instruments are shown on the table as examples. If you have proficiency with a given musical Instrument, you can add your Proficiency Bonus to any Ability Checks you make to play music with the Instrument. A bard can use a musical Instrument as a Spellcasting Focus. Each type of musical Instrument requires a separate proficiency.

Navigator's Tools: This set of instruments is used for Navigation at sea. Proficiency with Navigator's Tools lets you chart a ship's course and follow Navigation charts. In addition, these tools allow you to add your Proficiency Bonus to any ability check you make to avoid Getting

Lost at sea.

Poisoner's Kit: A poisoner's kit includes the vials, chemicals, and other Equipment necessary for the Creation of Poisons. Proficiency with this kit lets you add your Proficiency Bonus to any Ability Checks you make to craft or use Poisons.

Thieves' Tools: This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your Proficiency Bonus to any Ability Checks you make to Disarm traps or open locks.

Standard Languages

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogres, Giants	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orc	Orcs	Dwarvish

Exotic Languages

Language	Typical Speakers	Script
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial

Draconic	Dragons, dragonborn	Draconic
Deep Speech	Aboleths, cloakers	-
Infernal	Devils	Infernal
Primordial	Elementals (Auran, Aquan, Ignan, and Terran are dialects, but users are mutually comprehensible)	Dwarvish
Sylvan	Fey creatures	Elvish
Undercommon	Underworld traders	Elvish
Thieves Cant’	Thieves/ Rogues	Secret Symbols
Druidic	Druid	Druidic Symbols

Disciplines and Talents list:
https://media.wizards.com/2017/dnd/downloads/UAMystic3.pdf

In this pdf is the full list of disciplines, talents, and all of their effects.