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Playtest Package

Playtest Package 1

RANGER ARCHETYPE: WILDING

You have a potent connection to the land, and its primal power is yours to wield.

Primal Connection

When you choose this archetype, you learn deep magical secrets from the spirits of the land. This allows you to cast spells beyond the reach of other rangers.

You learn two cantrips from the druid list. You learn additional druid cantrips at higher levels, as shown in the Cantrips Known column of the Wilding table. You use the Wilding table instead of the Ranger table to determine how many ranger spells you know and how many spell slots you have to cast your ranger spells of 1st level and higher.

Druid cantrips and druid spells of 7th level or lower are ranger spells for you.

Ritual Casting. You can cast a ranger spell as a ritual if that spell has the ritual tag and you know the spell.

Spellcasting Focus. Because of your bond to the land, you can use any weapon, shield, or adventuring gear you hold in hand as a spellcasting focus for your ranger spells. You must first decorate the object with earth, leaves, or other matter from the living land. Adding this decoration in wild terrain is a free interaction with an object (or a Use an Object action). The object remains decorated until cleaned as an action.

Multiclassing as a Wilding

If you have another class with the Spellcasting feature, you add three-quarters your ranger level, instead of half your ranger level, toward your level on the Multiclass Spellcaster table.

Wilding Spells

Your mystical connection to the land ensures you can cast certain primeval spells.

At 3rd, 7th, 10th, and 13th level you permanently learn the spells in the Wilding Spells column of the Wilding table. They don't count against the number of ranger spells you know.

If one of these spells doesn't appear on the ranger spell list, it is nonetheless a ranger spell for you.

Huntmaster's Magic

At 7th level, your movements through the world are part of your magic.

Whenever you use your action to cast a cantrip, you can Dash as part of the same action.

You can spend the extra movement before casting the spell as well as afterward, just as you can split up any other movement.



THE WILDLING

RANGER LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	WILDING SPELLS
3rd	2	3	3	1	—	—	—	—	—	<i>gust of wind, spider climb</i>
4th	2	4	4	2	—	—	—	—	—	
5th	3	5	4	3	—	—	—	—	—	
6th	3	7	4	3	—	—	—	—	—	
7th	3	8	4	3	2	—	—	—	—	<i>haste, water breathing</i>
8th	3	9	4	3	3	—	—	—	—	
9th	3	11	4	3	3	—	—	—	—	
10th	3	12	4	3	3	1	—	—	—	<i>freedom of movement, ice storm</i>
11th	3	13	4	3	3	2	—	—	—	
12th	3	14	4	3	3	3	—	—	—	
13th	3	15	4	3	3	3	1	—	—	<i>commune with nature, insect plague</i>
14th	4	17	4	3	3	3	1	—	—	
15th	4	18	4	3	3	3	2	—	—	
16th	4	19	4	3	3	3	2	1	—	
17th	4	21	4	3	3	3	2	1	—	
18th	4	23	4	3	3	3	2	1	—	
19th	4	24	4	3	3	3	2	1	1	
20th	4	26	4	3	3	3	2	1	1	

Primeval Wilding

Starting at 11th level, you can cast a spell from your list of wilding spells without spending a spell slot if its spell level is lower than the highest level of ranger spell you know.

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

Improved Huntmaster's Magic

At 15th level, your magic is enmeshed with your instincts, and you are in constant motion.

You can Dash whenever you use your action to cast any spell (even if it is not a cantrip).

BOVIAN

The proverb “A meal for a story is a trade you always take” probably describes best the bovia culture. Peaceful people living in large communities, they value the art of craft, the beauty of nature, and the love shared around a fire. But peaceful and harmless are not the same, and one would be wise to know the difference before angering a Bovian.

Bovians are strong in body and heart. Bearing a strong sense of community overall, they tend to be friendly to outsiders as well as each other. Though mostly peaceful, their history is not without darkness; while minotaurs’ predisposition to violence gives a bad reputation to bovians around the world, these assumptions do not reflect reality in the slightest. Bovians tend to make fast friends and love nothing more than a good conversation about the wonders of nature.

If you want to play a character who is a gentle giant, loyal to a fault, and a team player in a party of adventurers, with a combination of strength and towering willpower, you should play a bovia.

Physical Description

Bovians are tall and powerful, with thick builds and fur of various natural shades and patterns. They usually sport small horns and hooved feet. With the exception of the much smaller Anoa, the shortest bovia tends to be around 6 feet, with many growing to about 8 feet. Their clothing tends to favor natural materials and incorporate their famed glasswork, in which they take great pride.

Bovians reach physical maturity around the age of 15, which is often accompanied by a massive celebration. Outsiders rarely observe any obvious difference in the lifestyle of a bovia after this milestone. A typical bovia lives to around 100 years old.

Society

The bovia people have a largely peaceful history, never conquering or holding an empire and eschewing dreams of world conquest, albeit with one notable exception (see The Great Conquest, below). Today bovians cling to the same qualities of peace and loyalty, with an added sense of community, and only rarely do they wish harm upon each other.

Living in communal halls with plenty of space and easy access to the exterior, it is not uncommon for them to live the majority of their lives outside, only coming indoors to shelter from the weather. Bovians share a deep love of glassworking, and their artisans are widely considered to be masters at the art of infusing magic into glass. It is not unusual to see their cunning glasswork incorporated into their clothing, tools, and even architecture. Chief amongst such infusions are the remarkable stained glass windows which feature prominently in their buildings, casting light in wondrous new ways.

The Great Conquest

A dark shadow stains the bovians’ otherwise peaceful history. They once lived in a single grand society; a united community occupying one of the largest territories known to peaceful nations. None knows why or even precisely when this nation of bovians existed, only that a terrible blight followed quickly on its hooves. Grass dying, rivers turning sour, even the storms seemingly abandoning them... the bovians’ land was becoming uninhabitable.

The bovia leaders, family chiefs, and clan representatives argued endlessly over the best course of action. Some favored trusting the druids and the clerics to heal the land, while others advocated for asking help from outside societies. A few suspected the blight to be the responsibility of an individual and suggested finding them. Asterion, leader of the Peacekeepers, eventually burst into a rage. Convinced that each of these solutions would leave the bovians to extinction—if the unending negotiations themselves did not do the job first—he took action.

Taking to the pastures, Asterion started an uprising and convinced a few of the clans into a plan of mass migration, taking the new territory by force if necessary. A very short but bloody crusade followed. Asterion waged war against neighboring nations, trying to claim any piece of grassland he could find in the name of the bovia people’s survival. He was eventually defeated, executed, and his warriors exiled, their lineage cursed for eternity. To this day, descendants of the bovians who once lost their way are filled with visions of mazes and labyrinths, leading many among them to fits of rage and violence, unable to find peace. Over time, outsiders have come to fear these individuals, known now as minotaurs.

Asterion's fears proved valid, however, as the bovians who remained behind argued until the blight took half their numbers. In desperation, they launched an exodus from their cursed lands. Some clans took to the mountains, others to the forest. Knowledge was lost, families broken, wonders abandoned, and the once united and prosperous bovia nation became a constellation of tribes scattered across the land.

Bovian Glassblowing

Other folk often balk at the idea of bovia glasswork. To look at the cow-like beings' mighty stature, it is easy for members of other ancestries to conclude that they couldn't possibly master the delicate and intricate work of glassblowing. Looks are deceiving in this case, as bovia glasswork is among the best in the world; from the strongest of building materials, to the most beautiful of sculptures.

Historically speaking, the traditions of bovia glassblowing date back to their earliest tales. The first masters of the craft discovered glassy fulgurites left behind by thunder strikes and considered them gifts from the storm itself. Through patient and diligent efforts, they refined the material, crafting all manner of goods in worship and honor of the powers that gifted it to them.

Since then, the bovians' techniques have grown ever more delicate and wondrous, and although thunderglass is still considered the most powerful form, they have developed numerous other means of crafting glass; even crafting it from scratch, forming it from the sands and dirt most able to create the finest of glass. Despite more modern means of glassblowing at their disposal, it is not unusual for a bovia master to forgo these in favor of using their own massive lungs to perform the work. Such an act is often considered spiritual, with the artisan imbuing their own life into the glasswork.

Today glass saturates every part of bovia life from architecture and homewares to armaments. Much of it is purely functional, but the bovia desire for beauty in all that they do means that their crafts are commonly multicolored and capable of catching light to create the most amazing of patterns. In the same way, the bovians produce storyshards, pieces of shaped and colored glass, to tell tales of significance to their people.

Strangely enough, it was this means of telling tales that drew the attention of the dwarves; who, knowing good work when they saw it, sought to trade with the bovians. Though negotiations were somewhat bumpy to begin with, dwarves and bovians alike found common ground on their shared love of crafting. This led to the trading of secrets and friendships forged, with many a night spent together sharing stories and drinks.

On the Plains

Most bovians find their happiest home on the vast plains and fields of the world, savoring the freedom of the open road and nature all around them. This leads many to live nomadic lifestyles; always on the move and wandering, seeking new sights and sensations to absorb. Although this description might conjure images of tents and wagons among other peoples, in bovia lands it's not unusual to see the landscape dotted with more permanent structures. Considered not to belong to an individual but to all bovians, these buildings often take the form of long halls capable of housing entire families. Quite often family units will travel from one of these buildings to the next, teaching the various lessons and stories the architecture has to tell before cleaning the building, leaving gifts for whomever may come after, and moving on.

In the Forests

Home to the Anoa—an ethnic group of bovians that frequently possess the sapiutan bovia heritage—the dense forests of sub-tropical regions provide well for these often-diminutive bovians, whose frequently-smaller stature makes them better equipped to navigate the thick vegetation. In contrast to the more roving lifestyle of plains-dwelling bovians, in the forests villages of Anoa frequently stay in an area for an entire season, gathering food and preparing resources, before moving on. This rotational migration pattern keeps them in balance with their forest homes, which they value for their personal survival and preserve for the generations to come; such preservation is considered of the utmost importance to the Anoa culture.

In the Mountains

Bovians sometimes make their homes on the cold heights of mountains, where their thick fur protects them from the worst of the cold. Many of these bovians have adapted to the colder climates with the shaggy bovia heritage, and their benevolent nature makes these thickly-furred bovians a welcome sight to lost mountain climbers. Within the caverns and tunnels of those mountains, however, travelers are more likely to encounter the infamous Minotaurs. Exiled long ago for following the infamous Asterion, the would-be conqueror that drove their people to civil war, these bovians have taken the cavernous and winding depths of mountain, cavern, and crypt as their homes. In spite of their grim reputation among surface-dwellers and adventurers, they will happily trade with outsiders; their access to the precious ores and minerals found underground puts them in an excellent economic position, a position fortified by their knowledge of how to work those materials to perfection.

In the Cities

Bovians often find city life uncomfortable, as most buildings in metropolitan areas are built with smaller creatures in mind, and navigating streets and alleyways can be difficult, if not claustrophobic. The bovians' large stature often has them ducking to enter doorways, while furniture not built to accommodate them may be unusable due to their stature. This has led many bovians to feel unwelcome in dense cities, further reinforcing their love of nature—and their distrust of anyone too attached to the trappings of cities. That's not to say all bovians hate cities: many amongst the minotaur lineages love cities, which they consider a happy balance between the winding streets and the sky above, and their natural instincts for traversing tunnels and subterranean caverns translate well to narrow alleyways and densely packed buildings.

Alignment and Religion

Despite their imposing stature, bovians tend to be a peaceful people, naturally happy and benevolent. They don't like to be restricted or restrained too much, whether the binds be literal, legal, or metaphoric. As such, many tend to be neutral good or chaotic good.

Religiously, bovians favor deities that venerate nature and the values of freedom and community. As such, gods of nature tend to feature prominently. Their love of artistry frequently inspires reverence for gods of beauty and crafting.

BOVIAN TRAITS

As a bovia, you have the following racial traits.

Ability Score Increase. You increase one ability score by 2 and another by 1. Wisdom is the most commonly chosen for bovians described here, but this might vary in other settings.

Creature Type. You are a Humanoid with the bovia tag.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Sharp Horns and Hooves. With your horns and hooves you always have weapons. You roll a d6 for an unarmed strike with your horns or hoof instead of the usual damage. An unarmed strike with your horns deals piercing (not bludgeoning) damage. You can make attacks with your horns and hooves as if they were weapons with the light trait (such as for two-weapon fighting).

Cultural Teachings. You picked up some useful knowledge from the culture you grew up in. Choose one of the following:

- **Skill Proficiency.** You gain proficiency in one skill. The bovians described here traditionally teach Athletics, History, Nature, or Survival. Minotaurs often choose Intimidation.
- **Item Proficiencies.** You have been trained in weapons or tools from a young age. If you were raised by traditional bovians, you can choose to gain proficiency with the blowgun, horn slicer, pusher pike, light hammer, and maul. Otherwise, you can choose any two simple weapons or tools and any two martial weapons; you are proficient with those items.
- **Bovian Glassblowing.** You were taught supernatural glassblowing techniques utilizing your magically gifted bovia lungs. You gain proficiency with glassblower's tools and can create glass versions of any metal or wood item weighing up to 3 pounds that functions just as well. Starting at 5th level, you can cast the spell augury with this trait. You must use a piece of glass as the material component. Once you cast augury using this trait, you can't do so again until you finish a long rest.

Beast of Burden. Treat your size category as one larger for the purposes of your carrying capacity.

Incredible Bellow. You add your proficiency bonus on Charisma (Intimidation) checks as long as you vocalize loudly as part of making the attempt, even if you aren't proficient; if you are proficient in Intimidation, you have expertise on those checks, allowing you to add twice your proficiency bonus instead of your proficiency bonus. If you spend your action to bellow, your words can be heard clearly up to 500 feet away and the sound is audible up to 5 miles away (if not obstructed).

Languages. You can speak, read, and write Common and one other language spoken in your game's setting, usually Bovian.

Heritage. You gain one other trait of your choice from the following list to reflect your distinct bovin heritage.

- **Anoa.** You have long, straight horns and a small stature from your forest-dwelling ancestors. Your size is Small instead of Medium, although you can wield heavy weapons as if you were Medium. In addition, your walking speed increases to 35 feet.
- **Highlands.** Your ancestors hail from the highlands of the world where the air is thin and the temperature is cold. Your fur tends to grow thick and shaggy, the better to shelter you from the weather. This grants you resistance to cold damage. In addition, you never slip on ice and areas that are difficult terrain due to ice don't cost you extra movement.
- **Meadow.** You are descended from meadow bovians with soft fur and clear voices. You are proficient in a skill of your choice (traditionally Persuasion). As an action, you can use this trait to calm frightened creatures within 15 feet of you. Attempt a Charisma (Persuasion) check and compare the result to the DC of each creature. The DC is 10 + the creature's Wisdom saving throw modifier. If you succeed at the DC for a creature, the frightened condition ends on them. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Minotaur.** You carry on the legacy of Asterion the Conqueror, who once tried to rally the bovians into conquering new lands. The civil war that followed saw Asterion and his lineage cursed and exiled to the underground, weaving caverns of the world.

You gain darkvision, allowing you to see in dim light within 60 feet as if it were bright light and darkness as if it were dim light. Additionally, you have advantage on Wisdom (Survival) checks to navigate.

- **Stormborn.** You were born in a mighty storm—a sign of the gods' blessing—and your steps echo with thunderous power. Your hoof unarmed strikes deal additional thunder damage equal to half your proficiency bonus. Starting at 5th level, your hoof unarmed strikes count as magical for the purpose of damage resistance and damage immunity, and if you roll a critical hit with a hoof unarmed strike, you knock the target prone.



BOVIAN FEATS

As a bovia, you gain access to the following feats.

ASTERION'S GUIDANCE

Prerequisites: 12th-level bovia (minotaur), proficiency in Survival

Your minotaur instincts give you the following benefits:

- Your Intelligence and Wisdom scores each increase by 1, to a maximum of 20.
- You never get lost. You automatically succeed at all ability checks to navigate or track creatures as long as the DC is 25 or less.

BONECRUSHER

Prerequisite: 8th-level bovia

You have trained extensively with your hooves, giving you the following benefits:

- Your Strength, Dexterity, or Constitution score increases by 1, to a maximum of 20.
- Whenever you hit a prone creature with your hoof unarmed attack, it must succeed at a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or become injured until it regains all its hit points. If you have the Stampeding Rush feat, creatures that you knock prone using that feat also become injured until they regain all their hit points. While a creature is injured this way, it subtracts your proficiency bonus from the damage it deals with weapons and unarmed attacks.

BOVIAN WEAPON MASTERY

Prerequisite: bovia, proficiency with the blowgun, horn slicer, maul, pusher pike, or light hammer

You have trained extensively with you traditional bovia weapons. You gain the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- When you hit a creature with a horn slicer, maul, pusher pike, or light hammer, you can attempt a Strength (Athletics) check to shove it as a bonus action.
- When you critically hit a creature and deal damage with a blowgun, horn slicer, maul, pusher pike, or light hammer, until the start of your next turn it can't take bonus actions or reactions, and it can't make more than one attack using the Attack action.

CLEAR SKIES

Prerequisite: bovia

Nothing brightens your heart like a clear sky above and grass beneath your hooves. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You have advantage on saving throws against effects that deal cold damage, that use ice or water, or that would restrain you.
- When in terrain with grass such as plains, forest, or swamp or under a clear sky, you have advantage on saving throws against effects that would give you the charmed or frightened condition.

FOREST RUNNER

Prerequisite: bovia (Anoa)

You have trained to scramble through tight spaces with incredible confidence, giving you the following benefits:

- Your Dexterity or Wisdom score increases by 1, to a maximum of 20.
- Difficult terrain doesn't cost you extra movement in forests or other areas of foliage, undergrowth, or trees.
- Squeezing also doesn't cost you extra movement unless you are squeezing through difficult terrain or the space is so narrow that you have to succeed at a Dexterity (Acrobatics) check to move.
- Your walking speed increases to 40 feet.

HERD IMMUNITY

Prerequisites: 16th-level bovia, damage resistance or immunity

A herd is strongest when it sticks together. You have learned tricks to share your protections with your chosen herd. As long as you are not incapacitated, you can grant damage resistance to all your allies within 30 feet of you who can hear your voice. The damage type must be one that you have resistance or immunity to. If you have immunity or resistance to more than one type of damage, you can change the choice of which type you grant as a bonus action.

LONGHORN

Prerequisites: bovia

Your horns are longer and sharper than other bovians, well-suited for sweeping your opponents aside in combat, giving you the following benefits:

- You roll d10 for damage with your horn unarmed strikes.
- The damage your horns deal counts as magical for the purpose of overcoming damage resistance and immunity.
- When you deal piercing damage to a creature with your horns after moving at least 20 feet in a straight line, you can move it 5 feet to an unoccupied space.
- Your horns are long and strong enough to impale your foes. When you score a critical hit that deals piercing damage to a creature with your horns, you automatically grapple the target if it is no more than one size larger than you.

PATIENT STRIDE

Prerequisite: bovia

Training to strengthen your already naturally extreme endurance given you the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- When your group travels with mounts, animal-pulled vehicles, or other ways to travel faster using creatures, you can travel at twice a fast pace for 30 additional minutes before you must slow down.
- You and any group you travel with can travel for an additional hour before they must begin a forced march to continue.
- You have advantage on saving throws to avoid gaining one or more levels of exhaustion.

RESILIENT FUR

Prerequisites: 12th-level bovia, resistance to cold damage

Your fur grows even thicker and stronger than that of your kin, allowing you to survive in the harshest of climates. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have immunity to cold damage and the effects of cold environments.
- While you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

STAMPEDING RUSH

Prerequisite: bovia

Though bovians are not known for their aggression, you all know the devastating effectiveness of a well-timed charge. You gain the following benefits:

- You can Dash as a bonus action. For the rest of your turn after you Dash, you can move straight through the space of any creature that you moved at least 10 feet directly toward if the creature is the same size as you or smaller.
- You can knock creatures over when you Dash through their space or hit them with an attack after moving at least 10 feet straight toward them. The creature must attempt a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failed save, it takes damage equal to your Strength modifier and falls prone. You can't force that creature to make a saving throw against this feat again until the start of your next turn.
- When any creature falls prone, you can use your reaction to attack it with your hoof.

STRONGER TOGETHER

Prerequisite: bovia

A true member of the herd, you believe in strength in unity. As long as you are within 5 feet of an ally and not incapacitated, you can protect yourself and allies within 5 feet. Attack rolls targeting you or an ally within 5 feet that would be made with advantage are instead rolled normally.

THUNDEROUS BELLOW

Prerequisite: bovia

Your shouts not only strike fear, but are so loud it hurts to hear them. You gain the following benefits:

- Your Constitution or Charisma score increases by 1, to a maximum of 20.
- Your massive lungs are very durable. You can hold your breath for 5 minutes longer than usual and you have advantage on saving throws against inhaled effects (such as a poison cloud).
- As an action, you can make a Charisma (Intimidation) check to frighten any number of creatures within 60 feet that can hear you and that you can see or hear. Compare your check result to the DC for each opponent, which equals 10 + the target's Wisdom saving throw modifier. Any of your opponents who can't see you because there is a wall in the way have their DC for this check reduced by 2. Each opponent you succeed against is frightened of you until the start of your next turn and takes thunder damage equal to your proficiency bonus.

GNOSITE

Roaming the world in search of new experiences and knowledge, Gnosites make for great traveling companions. Their many lifetimes of experience provide excellent stories, and Gnosites are always happy to share. Despite their cultural tendency toward pacifism—Gnosites prefer to resolve conflicts through understanding and compromise—their nigh-impenetrable skin and strong connection to elemental earth makes them dangerous adversaries and powerful allies.

Gnosites are earthen beings living through a cycle of reincarnation, roaming the world one lifetime after another. They wander for millennia, discovering new societies and cultures through each incarnation. Gnosites despise traveling alone, and so often seek to join adventuring groups or merchant caravans, whom they delight with endless fireside stories. Their natural empathy, bolstered by the wisdom of many lifetimes, and their stoicism in the face of physical danger combine to make them valuable and beloved companions of any group living on the road.

If you want to play a character who inspires respect and is dedicated to protecting the lives of others, you should play a Gnosite.

Physical Description

Despite being living rocks, not all Gnosites are hulking, moving mountains. At the moment of reincarnation, a Gnosite's essence melds with clay and stone to form a new body of a shape and morphology best suited for its mineral composition, allowing their structure and appearance to vary widely. They most frequently adopt the form of average size humanoids to facilitate social integration. Being mostly made of non-organic material, Gnosites' bodies do not age in the conventional sense of the term, giving little indication of the time that has passed since their last incarnation; however, someone with an eye for stonework would be able to estimate the age of a Gnosite's body as they would any other structure.

Origins

While many assume Gnosites originated from the Plane of Earth as kindred of earth elementals, evidence suggests otherwise.

Testimonies of Gnosites who traveled to this elemental plane talk of feelings of discomfort and unease, as if their connection to the material plane was pulling them back—calling them home. Additionally, archaeological evidence shows the presence of Gnosites among the oldest empires known to the Material Realm, scholars and Gnosites alike have mostly accepted their native status. Any search for further details, however, leads the seeker into an ancient debate. Of the generally accepted theories, two stand out the most. The first, born from simple deduction, pins Gnosites as divine creations (like most of the ancestries roaming the Material Realm), possibly by a dead or lost deity. However, what this theory offers in simplicity, it lacks in evidence. The second theory, highly contested by scholars but widely accepted among druids, claims the Gnosites to be a living manifestation of primal forces—siblings, perhaps, to the creatures known as leshies—or even an extension and necessary part of the Material Realm's own magical ecosystem.



Lifecycle

Gnosites exist in a state of endless reincarnation. When their physical body is destroyed, their essence returns to the earth, there to search for a new location and mineral composition from which to progenerate. How the essence of a Gnosite chooses where, when, or what kind of body to rebuild is still a mystery, as the time between their incarnations is the only span of which they possess no memory. The only apparent pattern seems to be a distance, either in time or space, between each incarnation; meaning that each new life starts within a vastly different culture. Even so, stories proliferate of Gnosites taking a new body mere days and miles from their previous death, especially when they leave unfinished business. This suggests Gnosites may have some kind of agency in their reincarnation, as though the need for completion or sense of responsibility can overtake their curiosity for new experiences and prompt a faster, closer rebirth. Rare legends tell the story of a Gnosite going so far as to reincarnate multiple times on the same battlefield, each time within seconds of its destruction, like an immortal warrior of the earth itself. Although these legends have never been confirmed, no Gnosite questioned about this notion has ever expressed a reason to doubt them, thinking the phenomenon possible (if unusual) given the mysterious nature of their rebirth.

Eventually, a Gnosite will decide its essence has experienced as much as there is to offer and will elect not to form a new body once destroyed, returning to the earth and, for all intents and purposes, passing on. As no undead Gnosite have ever been sighted, nor the essence of a Gnosite ever seen in another plane of existence, it is largely accepted that a Gnosite who stops reincarnating, rather than being drawn toward any form of afterlife, simply melds with the spirit of the world or dissipates into the aether.

Overflowing Memories

Those lucky enough to travel with a Gnosite might develop the impression that they have a vast but muddled memory. Gnosites seem to blend eras and empires together, seeming so mixed up in their own lives that they cannot provide reliable information about any age. This couldn't be further from the truth. Gnosite memories are flawless, by and large; they simply store information in an unusual fashion. Most Gnosites remember stories to perfection, but are terrible with out-of-context information. A Gnosite could read half a book filled with runes and not remember a single one of them, but maintain a flawless image of the single rune that caused a friend's death centuries ago.

The name of the conqueror leading an opposing army would be wholly foreign to them a mere week after the war, but they would remember the faces of every soldier they exchanged blows with, even a millennium later. This peculiar quirk of memory makes Gnosites incredible bards, capable of remembering an infinity of stories and legends, lived or heard; but atypical arcane users or engineers, crafting stories as mnemonic devices around each rune or formula in order to remember it.

Limitless Empathy

Living through endless lifetimes, traveling with people of all cultures and origins, Gnosites' unique lifespan can lead to deep and persistent empathy. Capable of placing themselves in the position of almost anyone, and of looking at situations from many different perspectives, they make excellent devil's advocates—unfortunately, sometimes all too literally. Seeing value in almost any perspective, peacemaking Gnosites sometimes clash with more violently righteous allies as their understanding of their foes' perspectives increases, eventually seeking to make peace between the two sides and find equitable solutions. In some cases this ends in redemption and peace, as contentious issues are resolved without further bloodshed. In rare instances, however—particularly where cunning and wily evildoers can hide the grim results of their deeds from the Gnosite—these peacemakers may be deceived into taking the wrong side, keeping the peace and preaching tranquility as cover for their allies' cruel oppression.

Society

Gnosites being few and widely scattered, most never encounter another one of their kind, even over their many lifetimes. This solitude manifests itself in varied ways among individual Gnosites. Some desperately crave connection with other peoples, trying to fill the void left by the lack of kindred, while others develop a certain detachment towards the world, as if they are but an observer sent to collect and share knowledge. Some even take great pride in this purpose. Though rare, history tells of a few Gnosites tragically twisted by solitude, unable to relate to living or dead alike. These traumatized Gnosites often become agents of chaos and destruction, their empathy having devoured itself in the silence.

While it is impossible to tell how many lives a Gnosite has lived, their self-perception, particularly as it relates to their own nature and mysterious origins, often reveals their age in the roughest sense. Younger Gnosites tend to express their curiosity the way ancestries of shorter life span do; they rove out with excitement and eagerness, neglecting to ponder upon their own existence or purpose in favor of the here and now. Older Gnosites, however, often possess a temperament familiar to elves and dwarves; they ponder existential questions or strike a curious balance between conviction and uncertainty, one characteristic of centuries-long lives.

Being near-timeless and with no cultural or biological imperative, it is somewhat unusual for a Gnosite to engage in conventional romantic relationships. It is, however, quite frequent for them to find a bonded companion without equal, resulting in a deep and fulfilling platonic friendship.

Alignment and Religion

Gnosites aren't known to favor any specific deity, and when they do, they often worship in curious or atypical ways; many are older than the religions of the present era, after all. However, the appropriate context and circumstances can lead a Gnosite to worship a particular deity or pantheon, or practice a specific philosophy, over the course of a single lifetime. Their unusual empathy typically guides Gnosites to neutral alignments, but otherwise they can be found anywhere on the ethical and moral spectrum.

Gnosite Adventurers

Gnosites are born adventurers, always looking to discover something, whether new or old, and often caring very little for treasures compared to their companions. Nobody knows better than a Gnosite that you can't take it with you.

Gnosites' connection with the earth makes them excel as druids and rangers, while their storied memories often guide gnosites to become bards or to develop sorcerous abilities. Some decide to commit a lifetime to an otherworldly cause, becoming paladins or clerics.

GNOSITE TRAITS

As a gnosite, you have the following racial traits.

Ability Score Increase. You increase one ability score by 2 and another by 1. Constitution and Wisdom are the most commonly chosen for gnosites described here, but this might vary in other settings.

Creature Type. You are a Humanoid with the gnosite tag.

Size. You are Medium.

Speed. Your walking speed is 25 feet.

Irretrievable Soul. Your soul travels to seek reincarnation immediately after death. You can't be raised from the dead by mortal means, nor can you become undead.

Rocky Body. When you are not wearing armor, you can calculate your base Armor Class as 16 + your Dexterity modifier (maximum +2). You can't wear light armor, but shields and other bonuses still apply.

Reincarnated Recollection. You retain some knowledge from your previous incarnations. Choose one of the following:

- **Lore Breadth.** You gain proficiency in the History skill as well as one skill of your choice from Arcana, Nature, or Religion.
- **Rote Motions.** You gain proficiency in any one skill that doesn't use Intelligence. You automatically succeed at ability checks using one skill with a DC up to 10 + your proficiency bonus; choose the skill when you choose this race.
- **Paleoglot.** You know three additional languages and you have advantage on ability checks to understand writing.

Stone Fist. You can roll a d6 in place of the normal damage of your unarmed strike.

Weathered. You never gain levels of exhaustion from exposure to heat or cold.

Languages. You can speak, read, and write Common and one other language.

Moment of Rebirth. You gain one other trait of your choice from the following list determined by the unique physical and magical circumstances in which you reincarnated.

- **Ancient.** Your essence is ancient. You've decided this life is going to be your last one before returning to the earth, perhaps due to a sense of fulfillment, weariness, or a desire to live with the fervor of a being with everything to lose. If damage would drop you to 0 hit points, you can use your reaction to drop to 1 hit point instead. Once you use this trait, you can't use it again until you finish a long rest.
- **Caldera.** Your latest reincarnation arose from volcanic rock or nearby to flowing magma, giving you the look of a cooled lava flow. As a bonus action, you can focus on intense heat that forms the core of your body. Your exterior cracks to make way for molten stone within, adding additional fire damage on your unarmed strikes equal to your proficiency bonus until the end of your next turn. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Earthbound.** Your many reincarnations have reinforced your connection to the earth. You the poison spray cantrip. Choose your spellcasting ability from Intelligence, Wisdom, or Charisma when you choose this race. Starting at 5th level, you can also cast spike growth using this trait. When you do, you can't do so again until you finish a long rest.
- **Granite.** Your current body is made from solidified magma formed beneath the earth. You have resistance to slashing damage from nonmagical attacks.
- **Schist.** Glistening with micro-crystals along densely layered bodies that gleam in a way a portrait simply cannot capture, schist gnosites are spectacular marvels in person. When you attempt a Charisma (Performance or Persuasion) check to influence a creature within 30 feet who can see you, you have advantage on the check if you haven't attempted any previous Charisma check against that creature in the past 24 hours.



GNOSITE FEATS

As a gnosite, you gain access to the following feats.

CAPTIVATING STORYTELLER

Prerequisites: gnosite, proficient in Performance

You've got a knack for telling stories in a way that draws people in; a time-honored tradition, if ever there was one among the gnosite. You gain the following benefits:

- Your Intelligence or Charisma score increases by 1, to a maximum of 20.
- You can cast the *enthrall* spell once without expending a spell slot. Your spellcasting ability is the ability you increased with this feat. If you are 10th level, you can cast *legend lore* once using this feat as well. You regain all uses of this feat when you finish a long rest.

EARTH MAGIC

Prerequisites: 8th-level gnosite

The last time you reincarnated, you took a bit of primal magic with you, giving your new body some of those abilities. You gain the following benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1, to a maximum of 20.
- You can cast *meld into stone* and *stone shape* once each without expending a spell slot. Your spellcasting ability is the ability score you increased with this feat. You regain all uses of this feat when you finish a long rest.

EMBODIMENT OF THE EARTH

Prerequisite: 12th-level gnosite, ability to cast a spell

You become a conduit of the stone and earth of the material plane. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- As an action, you can magically transform yourself into an **earth elemental**. Your game statistics, including mental ability scores, are replaced by the statistics of the elemental. You retain your alignment and personality. The transformation lasts for 1 hour, until you use your action to end it, or until you drop to 0 hit points or die. You have the hit points of your new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. Your gear melds into the new form.

You can't activate, use, wield, or otherwise benefit from any of your equipment. Once you transform using this feat, you can't transform again until you finish a long rest.

- You can cast *wall of stone* once without expending a spell slot. You regain the use of this option after you finish a long rest.

HANDCARVER

Prerequisites: gnosite

You are able to coax stone into new shapes with your bare hands as though carefully shaping clay. You gain you the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You become proficient with mason's tools and you can use your bare hands as mason's tools. You have advantage on ability checks using mason's tools (or your bare hands) to force open stone doors or break down stone structures.
- Your unarmed strikes are magical for the purpose of resistance and immunity to damage from nonmagical attacks, and you deal double damage to stone structures (including stone traps) with your unarmed strikes.
- You can use mason's tools (or your bare hands) to attempt ability checks to disable traps embedded in stone.

INDESTRUCTIBLE GNOSITE

Prerequisite: 12th-level gnosite (Granite)

Your body is so solid you are practically indestructible. You have resistance to all piercing and slashing damage, even if it is magical.

LIVING JUGGERNAUT

Prerequisite: gnosite

The stone your body is made from is so thick and strong it rivals the best crafted armors. You gain the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- When you aren't wearing armor, you can choose for your Armor Class to be 19 (instead of adding any ability score modifier). You can't wear medium armor. Shields and other bonuses apply normally.

MAGMA STRIKE

Prerequisite: 8th-level gnosite (Caldera)

The magmatic stone you are made of allows you to withstand heat and flames. You gain the following benefits:

- You have resistance to fire damage.
- Once on each of your turns when you hit with your unarmed strike, your fist swells and cracks open to reveal a bright magma core. You deal an additional 1d6 fire damage.

MASTER OF EARTH MAGIC

Prerequisite: 16th-level gnosite, ability to cast a 5th-level spell

You become a conduit of the stone and earth of the material plane. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can cast *move earth*, *earth warp* (below), or *earthquake* without expending a spell slot. Once you cast any of these spells, you can't use this feat to cast any spell until you finish a long rest.

ONE WITH THE MOUNTAIN

Prerequisites: gnosite

You are one with the mountain and the mountain is one with you. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Climbing doesn't cost you extra movement and doesn't require your hands.
- When in mountainous areas, in caves, or moving through other rocky terrain, difficult terrain also doesn't cost you extra movement.

TECTONIC DRIFT

Prerequisite: 12th-level gnosite

You meld into the stone as if you were a part of it, allowing you to move through it. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You have a burrowing speed of 20 feet to move through sand, earth, and mud. You can also burrow through stone as long as it is both nonmagical and unworked, but you must hold your breath while doing so. You leave behind a 2-foot-wide tunnel in earth and firm mud. You leave no tunnel in sand, wet mud, or stone.

WHISPERS OF THE STONE

Prerequisite: 14th-level gnosite

Your connection to the earth allows you to feel your surroundings. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain tremorsense, allowing you to detect and pinpoint the origin of vibrations within 30 feet, provided that you and the source of the vibrations are in contact with the same ground or other solid substance. Tremorsense can't be used to detect flying or incorporeal creatures.
- By touching an unworked stone surface of your size or larger for ten minutes, you may ask a single question of the stone and receive an answer from it. You can attempt a Wisdom (Perception) check learn about the surrounding area with clear line of sight or within 60 feet as though the stone had tremorsense to that distance. The DC is 10 for events within the past day, 15 for events in the past 10 days, 20 for events up to 90 days ago, 25 for up to 5 years ago, and 30 for the past 50 years. The stone is not able to draw conclusions that would require an ability check to understand but can describe things well enough to allow you to make your own checks to identify creatures or events it tells you about. If you fail the check, you can't attempt to learn about that area again. You can't speak to stone again using this feat until you finish a long rest.

NEW SPELLS

The spells are presented in alphabetical order.

AESIR BONDING

2nd-level conjuration (ritual; cleric, paladin, or warlock)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (50 gp in offerings to the aesir per level of the spell, such as a silver squirrel statuette or gemstone raven's egg, which the spell consumes)

Duration: Instantaneous

You form a special bond with a specific aesir, a chaotic celestial that embodies conflict either as an angel of battle or a chosen warrior against the foes of the gods. Most aesir are humanoid in appearance with a commanding presence, adorned with weapons and insignia of battle. The aesir uses the Bonded Aesir stat block. When you first bond with the aesir, you choose for the aesir to be either a conqueror or a guardian, which determines some of the aesir's statistics.

The aesir acts on your turn immediately after you do. If you Dash, Disengage, Dodge, Help, Hide, Ready, or Search, it can take any of those actions. You can choose any action for your aesir to take if you spend a bonus action to command it as well as while you are incapacitated. You can also order your aesir to attack in place of any number of your attacks.

Your life force anchors the aesir to this plane of existence, so damage to it also harms you and vice versa. It shares your hit points rather than having its own separate points. Damage and healing to either you or the aesir applies your hit points. If the same effect would simultaneously damage or heal both of you, only the greater amount of damage or healing applies. When you drop to 0 hit points or you and the aesir are ever at least 100 feet apart, your bonded aesir is dismissed temporarily. It vanishes into a pocket dimension where it awaits your summons. You can also temporarily dismiss it as an action. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 10 feet of you.

You can communicate with the aesir telepathically even while it is temporarily dismissed. Additionally, as an action, you can see through your aesir's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the aesir has. During this time, you are deaf and blind with regard to your own senses.

BONDED AESIR

Medium celestial, chaotic neutral

Armor Class 13 + slot level (natural armor) for Conqueror or 14 + slot level (natural) for Guardian

Hit Points shared with you

Speed 30 ft.

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

Saving Throws proficient in Strength, Dexterity, Charisma and either Constitution (Guardian Only) or Wisdom (Conqueror Only) saves

Skills proficient in Religion and either Insight (Guardian Only) or Intimidation (Conqueror Only)

Damage Resistances radiant

Senses darkvision 60ft., passive Perception 12

Languages the languages you know, telepathy 100 ft. with you

Challenge —

Proficiency Bonus equals yours

ACTIONS

Greataxe (Conqueror Only). *Melee Weapon Attack:* your spell attack to hit, reach 5 ft., one target. *Hit:* 1d12 + 2 + slot level slashing damage. When the aesir rolls a 1 or 2 on the damage die, it can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Rapier (Guardian Only). *Melee Weapon Attack:* your spell attack to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 + slot level piercing damage.

You can't have more than one conjured creature bound to your life force at a time at a time. If you cast this spell while you already have a bonded aesir, you instead cause it to adopt a new form, such as by changing from a guardian to a conqueror or vice versa.

If you cast this spell while you have a familiar or other indefinitely conjured ally that can be temporarily dismissed, that ally is temporarily dismissed whenever you summon your aesir; likewise, your aesir is temporarily dismissed whenever you summon your familiar (or similar creature). You can dismiss your aesir forever as an action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the aesir gains shining wings that give it a flying speed of 30 feet + 10 feet per slot level above 2nd.

When you cast this spell using a spell slot of 4th level or higher, the aesir also deals an extra 1d6 damage when it hits with an opportunity attack.

When you cast this spell using a spell slot of 5th level or higher, the aesir can also cast *revivify* as an innate spell once per day; its spellcasting ability is Charisma.

EARTH WARP

7th-level transmutation (druid)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (clay)

Duration: 8 hours

You touch a natural stone surface connected to the earth, like the side of a mountain or the wall of an underground cavern. You and up to ten willing creatures you can see or touch within range and also touching you or the surface melt into the stone. You all can travel through the earth at breakneck speeds so long as you remain together. While in this melded form, the group has a burrowing speed of 500 feet, need not breathe, can communicate telepathically with each other, and has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. The creatures can't speak and are blind, but have a general sense of direction, knowing which way is magnetic north (if applicable), which way is down, and how far away and in what direction the nearest surface is. You control the group's movement. The only actions another melded creature can take is to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, you and any number of other members of the original group can enter the earth together again, which also requires the 1-minute transformation.

If a creature is in melded into the earth when the effect ends or it is separated from the group, the creature ascends 100 feet per round for 1 minute toward the nearest surface until it emerges. If it can't emerge after 1 minute, the creature takes 10d6 force damage and is ejected prone from the nearest surface.

